

OUTLAW VOLLEYBALL REMIXED™



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.

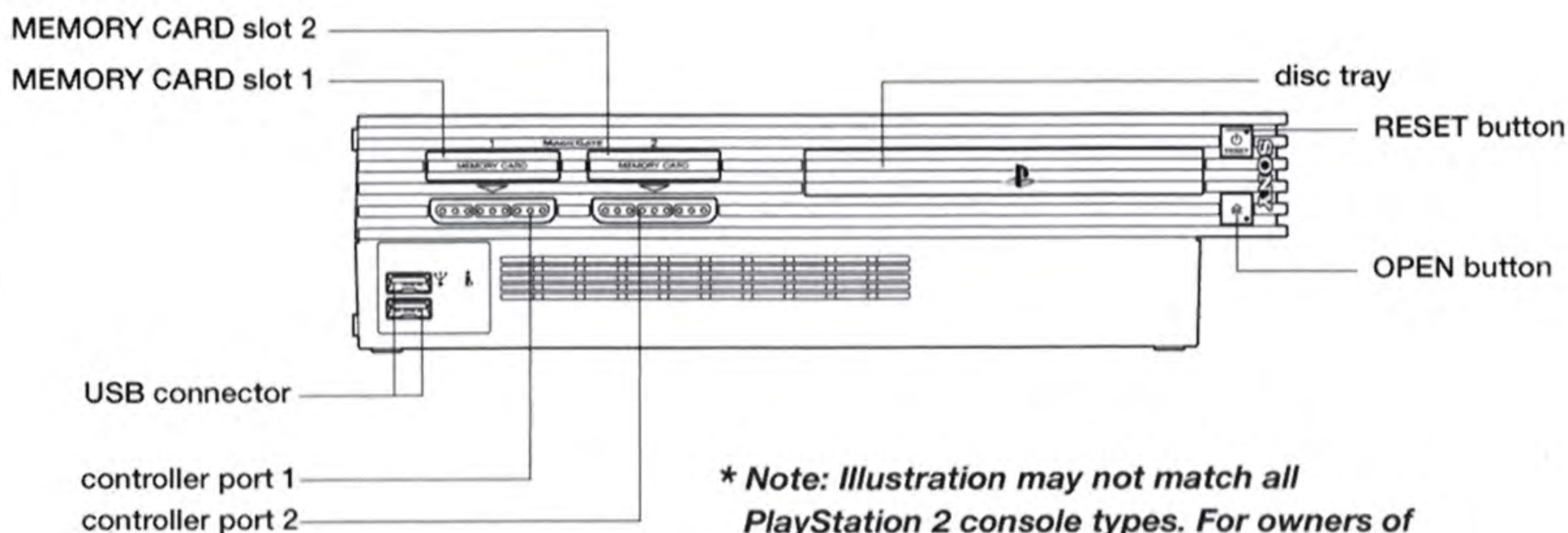
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.*

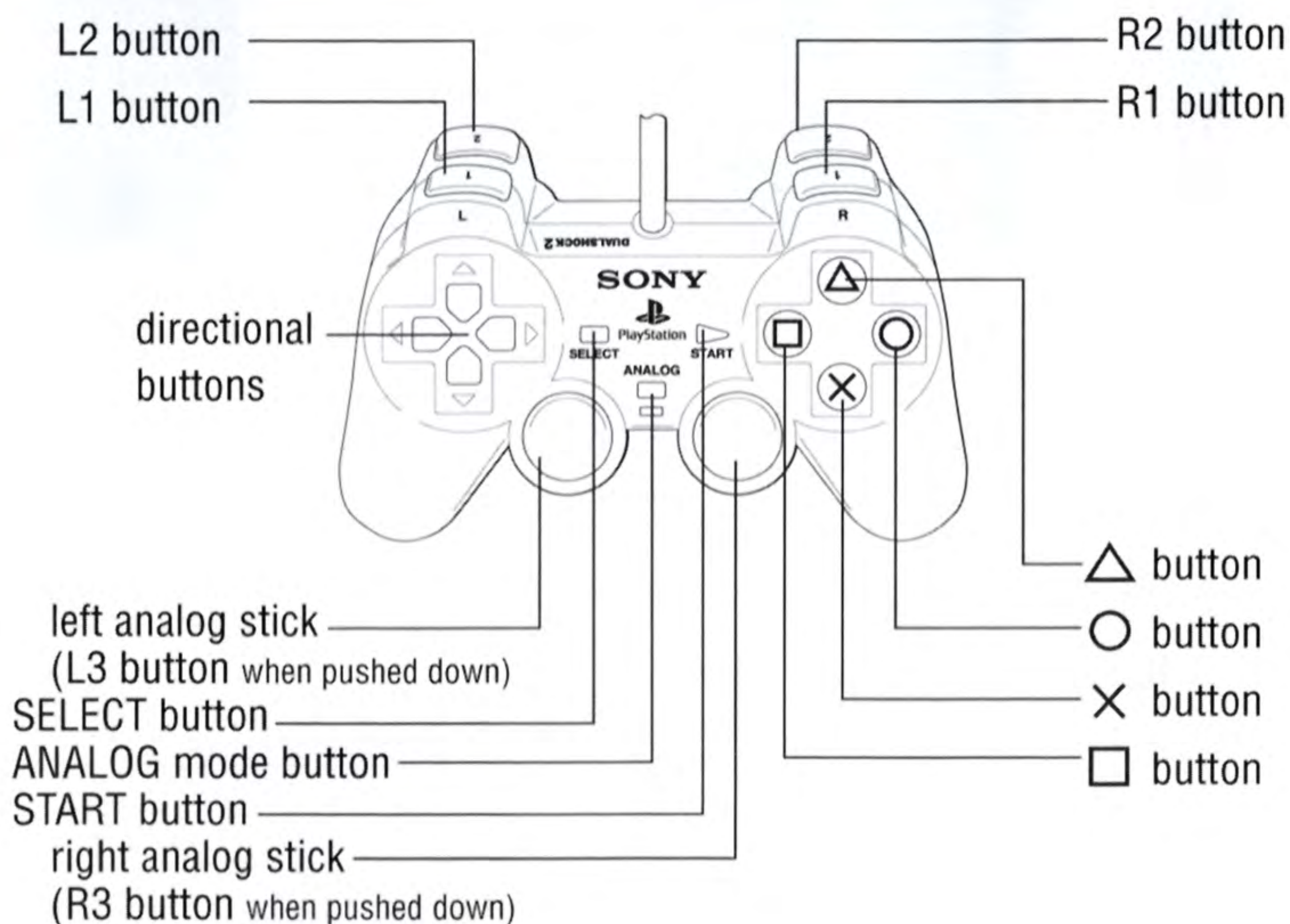
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open.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

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



LOADING AND SAVING GAMES

When you start **Outlaw Volleyball™ Remixed**, 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.

GAME CONTROLS



These screens will appear during Loading along with other tips and tricks.

OFFENSE

- ⊗ **button:** Bump/Set/Spike
- **button:** Bumps or Dinks the ball over the net—Weak Return.
- **button:** Aggressive Return
- △ **button:** Starts a Fight. Must initiate before a serve.
- R1 **button:** Turbo
- R1 **button** + ⊗ **button:** Super Serve/Super Spike
- Left analog stick or directional button:** Move your character around.
- START **button:** Enter Pause Mode.

DEFENSE

- △ **button:** Block
- △ **button:** Starts a Fight. Must initiate before a serve.
- R1 **button:** Turbo
- L1 **button:** Switch which character you control.
- Left analog stick or directional button:** Move your character around.
- START **button:** Enter Pause Mode.

FIGHTING

○ **button:** Punch

× **button:** Kick

□ **button:** Block

R1 **button** + △ **button:** Special Move

Left analog stick or directional button: Move your character around.

SELECT **button:** Help

REPLAYS

× **button:** Cycle through targets for camera
(ball, player 1, player 2, etc.)

□ **button:** Rewind to beginning of the replay.

△ **button:** Fast forward to end of the replay.

Right analog stick: Zoom in and out on the target.

Left analog stick: Rotate and raise or lower camera around the target.

R1 **button:** huttle forward
(depress button fully for fast, let out for slower speeds).

L1 **button:** Shuttle backward
(depress button fully for fast, let out for slower speeds).

Directional buttons: Watch Replay in real-time—
Right plays forward, Left plays reverse.

START **button:** Enter Pause Mode.

SELECT **button:** Help

MENUS

× **button:** Select/Accept

○ **button:** Cancel/Back

□ **button:** Bio and Zoom-In modes during Character Select.

SELECT **button:** Help

LOADING AND SAVING GAMES

To begin, players must create a profile or load a saved profile.

CREATING GAMES

- To create a new profile, use the on-screen keyboard to name the profile.
- Press the **L1** button to shift the on-screen keyboard for uppercase letters/symbols.
- Use the directional buttons or the left analog stick to move the cursor.
- Press the **X** button to enter a chosen letter and select Done to finish.

LOADING GAMES

- To load a game, select Load from the Menu and select a location from which to load a saved game. This location is now the default location and all auto-saves will go here. Note that loading a game while another is loaded will erase all current progress unless that profile has been saved.

SAVING GAMES

- Choose where to save your game. You can select any available memory card (8MB) (for PlayStation®2). Select the MEMORY CARD slot on which you wish to save your profile, then press the **S** button and confirm your action if necessary.

Note: Outlaw Volleyball Remixed saves automatically at various points, but you can save your current Tour whenever you choose by returning to the Sign-In Menu. If you choose to save manually, pick a memory card (8MB) (for PlayStation®2) and save your game. This location is now the default location and all auto-saves for this profile will go here.

GENERAL VOLLEYBALL RULES

The main goal in volleyball is to avoid having the ball hit the ground on your side of the net. You want to hit the ball over the net in such a way that it will land on the ground of the opposing team. At the same time you want to prevent it from landing on your own side. Once the ball is in play, it's called a "volley." A volley continues until the ball touches the ground or lands out of bounds.

- Each team gets up to three hits to get the ball over the net.
- The same player cannot hit the ball twice in a row, except in certain situations—after a block or if it hits the player and bounces off the net. The next contact must be immediate.
- After a serve, the opponent may not block or spike on the first hit.
- The ball is out of bounds if it crosses the net outside of the red and white antenna extending upward at either side of the net.

ADVANCED CONTROLS

Remember that if you press the button to hit the ball **SLIGHTLY BEFORE** the ball gets to your player, you will hit the ball with more control. Ideally, you want to be under the ball so you have maximum control of any bump, set or spike. This is even more important as your players improve and advance in their class.

Tip: Always try to keep your players positioned across the court to keep as much of the playing area covered as possible.

TWO SCORING MODES

- Rally - Every time the ball hits the ground someone scores, no matter who has the serve. The team that scores the point gets control of the next serve.
- Side Out - A team can only score a point if they served the ball.

SWITCHING SERVES

A player will continue to serve the ball until the other team scores a point or wins the volley. Teammates take turns serving only after control of the serve switches to the opposing team then back to their team.

GAME MODES

NO SHOES. NO SHIRTS. NO MERCY.

EXHIBITION

Designed for casual play and multiplayer games. All unlocked characters and courts are accessible—unlock others by completing Tour events. See p.16 for Exhibition modes of play.

RANDOM PLAY

Want to jump in and just start playing? In Random Play the game automatically picks 4 characters. Choose your own court and game options and get going right away.

TOUR

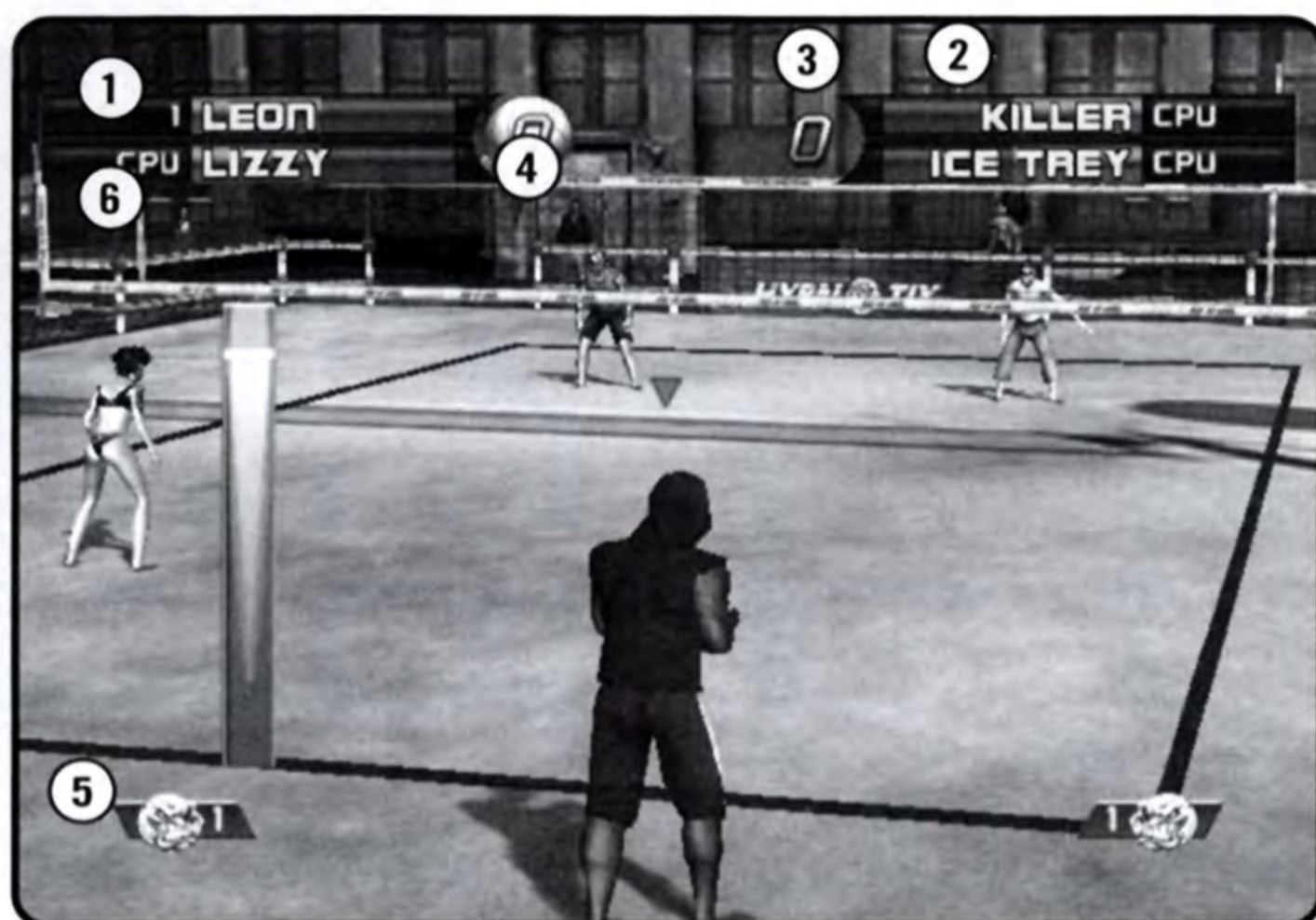
Consists of 50 events divided among 10 courts. Only 3 courts and 4 characters are unlocked initially. Completion of these Tour events lets the player unlock more courts, events, characters, outfits and drills. See p. 18.

DRILLS

Drills gives you practice in the finer points of play and are necessary to build up character skills. This lets you get better partners and thus win Tour events, as well as unlock stuff. See p. 19 for Drills.



GAME INTERFACE



1. TEAM INTERFACE

Indicates team characters, who is controlling them, and their Momentum level.

2. MOMENTUM METER

Yellow bar behind teammate name.

3. SERVE INDICATOR

Shows which team currently has the serve.

4. SCORE

The current score of the game.

5. FIGHT TOKENS

Indicates how many times a team may start a fight.
See p. 11 for Fighting.

6. MATCH INDICATOR

Displays how many games necessary to win the match and how many already won.

PLAYING THE GAME

POWER METERS

Meters appear to indicate the power of a serve or the quality of a spike. When serving or spiking the ball, a Serve Meter or a Spike Meter will appear to indicate how good the hit will be.

Press and hold the ⊗ button to quickly fill the meter. Once it reaches the top, the meter begins to empty just as quickly. As always, timing is everything. Try to release the button when the Meter is filled to get the best quality spike or most powerful serve possible by that character.

Note: The power of your serve and quality of your spike are directly linked to the character's attributes. See p. 13.



TEAM AIMER



This target appears on the other side of the court when the player is preparing to spike or serve the ball. Move this target around the court to aim where the ball will go when hit.

Note: Toggle this target On/Off in the Options Menu.

DESTINATION TARGET



This target appears once a ball has been hit to indicate where the ball will land.

TURBO METER

Pull and hold the **R1** button half-way to see the Turbo Meter above each character's head. This Meter indicates how much power each character has for super spikes, super serves and quicker running. Turbo regenerates itself over time.

MOMENTUM

The amount of Momentum determines how quickly a character's Turbo Meter regenerates. Score points and win fights to gain Momentum. Miss shots and lose fights and you will lose Momentum. Momentum is indicated by the yellow bar behind the teammate's name.

TEAM TIMER

Indicates how much time remains for your team to complete their plays.

FIGHTING

DON'T JUST BEAT YOUR OPPONENTS, BEAT THEM SENSELESS

If you're not winning by playing better than the opposing team, take a page from Killer Miller's mom's book, "If you can't beat 'em, kill 'em."

Teams earn Fight Tokens after winning a long volley or making an Ace. With tokens, you can challenge one of the opposing teammates to a fight. Characters can punch, kick, block and use special moves to knock out the other player. However, use the special move shrewdly as there is a 15 second delay before you can use it again.

Note: Character attributes affect fighting — characters with more Power will hit harder, and those with more Speed will move faster. See p. 13 for more information on character attributes.

The winner of the fight gets to "steal" Momentum from the loser, enough to completely fill up the victor's Momentum meter.

1. MOMENTUM

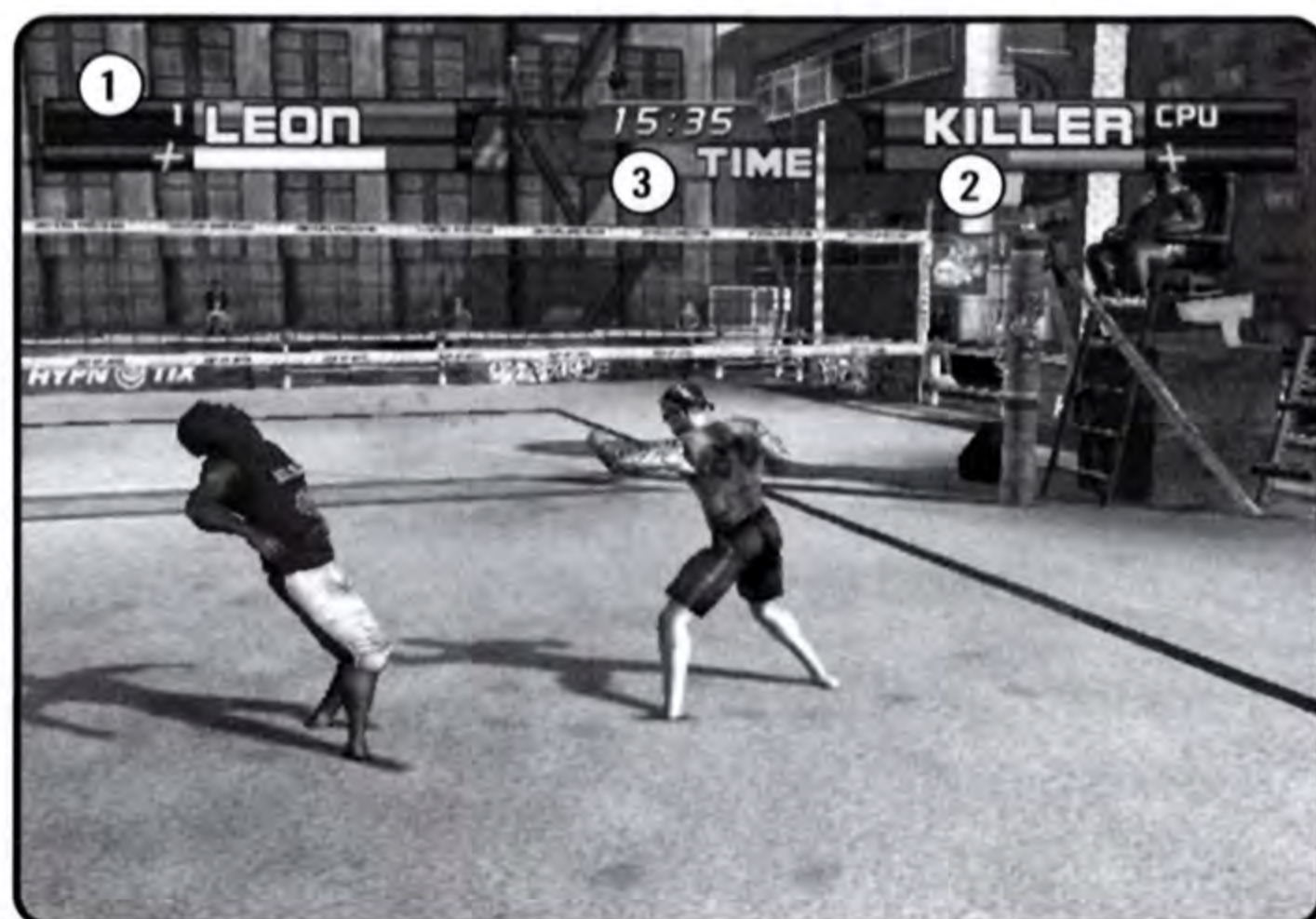
Displays the amount that is at risk for the fight.

2. HEALTH BAR

When health is gone, the fight is over.

3. TIME LIMIT

The amount of time left in the fight.



THE CHARACTERS

TRAILER TRASH MEETS BIKINI BEACH

Leon is a badass former all-pro who's had his bad-ass kicked out of every other professional sports league. He's a born competitor who hates to lose.

Lizzy is the trashiest of the Euro-trash and damn proud of it. The only thing she loves more than volleyball is doing it in the backseat of her Morris.

The only thing **El Suave** loves more than beautiful women is his beautiful self. When he steps onto the volleyball court, even the sand swoons.

Shawnee is arguably the best Native American volleyball player in the country today, right behind Dances With Volleyball and Sitting Spike.

Mac Daddy extraordinaire, **Ice Trey** can bust a rhyme and a spike at the same time. His game is off da hezzy fo sheezy...or something like that.

Doe Joe is an expert volleyball player and a black belt in karaoke. When he's not busy crooning like his idol, Elvis, he's doing something else.

More than just another pretty face, **Summer**'s got a nice ass, a great rack and killer thighs. And she's not too bad at volleyball either.

Country Clem loves to bump, set and spike, but hates to shower. When this down-home boy's not playing offensively, he's just plain offensive.

Donna Maroni is the pride of Queens, NY, which just goes to show how little pride Queens has left. She's a serious trash talker, who's also got game.

Chica Chavez boasts that she's 100% Puerto Rican and 200% attitude. Okay, so she may suck at math, but she's awesome on the volleyball court.

For **Natasha** the Cold War may be over, but on the volleyball court, communism still rules. She may seem a bit cold, but that's only because she is.

Harley is a motorcycle mama who likes to kick her opponents' asses, as well as her friends, family and, frankly, anyone who even looks at her funny.

Harvest believes in a philosophy of "live and let live," but she also believes in beating the crap out of her opponents. She spikes hard and saves whales.

The scariest dude to ever step onto a volleyball court, **Killer Miller** violates parole every time he assaults the ball. He's proof the system sucks.

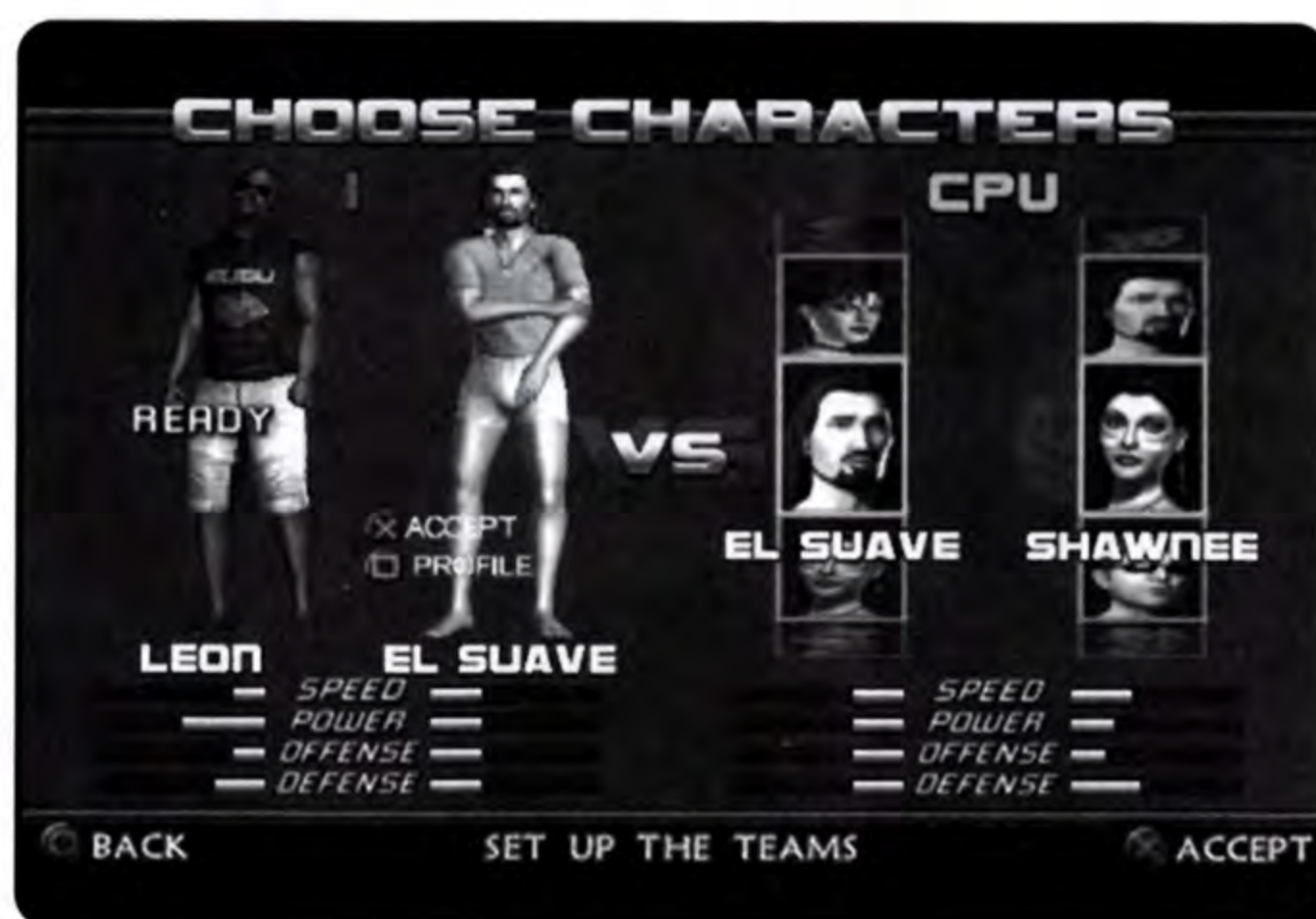
Nikki Steele is living proof that rock and roll never dies and big hair's coming back. He's happiest when he's jammin', slammin' and glammin'.

When he's not totally 'faced, **Scrummy** is a holy terror on the volleyball court. He's fast as lightning and stronger than a shuggly wench in heat.

SELECT CHARACTERS

THE BALL ISN'T THE ONLY THING THAT BOUNCES

- Use the left analog stick or directional buttons to cycle through the character wheels and the ☒ button to select characters.
- Use the and buttons to change costumes.
- Use the left and right directional buttons to select a color.
- Hit the button to get more information on a character.
- Use the left and right analog sticks to zoom and rotate character.



Characters have ratings in 4 performance attributes—

SPEED, POWER, OFFENSE AND DEFENSE.

Once you build up your character's different attributes, they can be used in all modes of gameplay. For info on how to build up attributes, see Drills, p. 19.

FIRST TEAM

The 16 characters in the game are divided into 4 separate classes: **Dookies**, **Chumps**, **Bangers** and **All-Stars**. At the start of a TOUR the player can pick any 2 of 4 available characters (all in the Dookie class) to form an initial team. As the

player progresses through the Tour, formerly locked characters become available.



Lower-ranked characters cannot choose a partner from a higher class and must work their way up to improve their team. Higher-ranked characters can partner with anyone their class or

lower. Use the Drills to increase a character's skills and class. Once a character has reached a higher class, others from that class will now partner with them.

For example, if the player raises Lizzy to the Chump class, other Chump characters like Ice Trey become available as partners.

DUMPING PARTNERS

In order to free up a spot for Ice Trey, Lizzy has to dump her partner Leon. Sorry Leon, but a girl's gotta do what a girl's gotta do. Dump a partner by hitting the Δ button. Reverse the Dumping by hitting the Δ button again.

THE COURTS

NOT JUST ANOTHER DAY AT THE BEACH

TAR BEACH, THE BRONX, NY

Beach volleyball in the Boogie Down. Bikini babes, baking sun and noxious tar fumes create the perfect atmosphere for an urban assault.



THE BIG HOUSE, JOLIET, IL

It's lockdown in an all women's prison—talk about a captive audience! The beach moves behind bars as the Outlaws battle each other in "familiar territory."

COLON AVENUE, STATEN ISLAND, NY

Barbecue grills, backyard pools and a handful of ex-cons in thongs. There goes the neighborhood!

STINKY FALLS, NEWARK, NJ

Strange sounds emanate from below the sticky streets of Newark. Is the sewer home to hordes of mutated life forms? Nah...it's just a "friendly" game of volleyball echoing through the pipes.

CONEY ISLAND, BROOKLYN, NY

Grab a hot dog, take a walk on the boardwalk—and get a tattoo. The action moves to the beaches of Coney amongst the freak shows and vagrants. Keep an eye on the ball (and your wallet).

THIRD RAIL JUNCTION, QUEENS, NY

Giving new meaning to the words "railroad spike," Third Rail Junction is dark, dangerous and an ideal place for an Outlaw and his or her volleyball. Just try not to chase a ball out of bounds...that's the 5:15 from Flushing rolling over the backcourt!

THE ICE BOX, ANTARCTICA

Men and women in bathing suits playing volleyball on the frozen tundra...does it get any better? This is what happens when you're kicked out of the Polar Bear Club for being "truly insane."

THE BONE YARD, SALEM, MA

Rest in peace and grab a plot—you're at the first-ever volleyball tournament on sacred ground.

JUNGLE FEVER, SOMEWHERE IN PERU

Don't worry folks, no trees were killed or animals harmed when clearing these few hundred acres of land. The locals did a "rainforest transplant." (Yeah, and if you believe that we've got a bridge you might be interested in!)

CASA DE GUAPO, FUNDIJO CANYON, MEXICO

Lick the salt, drink the tequila, bite the lime... and chase it all down with a shot of volleyball. Montezuma's not the only one seeking revenge!

EXHIBITION WITH 3 MODES OF PLAY

NOTHING IS OUT OF BOUNDS

- Choose from the available courts by pressing the ⊗ button. Unlock courts in Tour Mode.
- Use the directional buttons or left analog stick to alter the various settings.
- 3 modes of play—**Classic, Hot Potato and Casino**

CLASSIC

Goal: Reach the selected point total to win.

Win Conditions: Score more points than the other team.

Description: Standard rules most people associate with volleyball.

HOT POTATO

Goal: Keep the ball on the other team's side.

Win Conditions: Score more points than the other team.

Description: A timer is counting down onscreen. When it goes off, the ball explodes and a point is awarded. The side where the ball explodes loses the point. If the ball hits the ground or goes out of bounds, the ball explodes immediately and the point is awarded using regular rules. If the ball is in the middle, the point is awarded to the offense.

CASINO

Goal: Win more money than your opponents.

Win Conditions: The team with the most money wins.

Description: Every volley has a pot, worth \$1 at the start of the volley. The longer the volley lasts, the greater the pot becomes. The maximum amount is \$5.

OTHER EXHIBITION GAME SETTINGS

SCORING STYLE

Choose whether only the serving team can score (Side Out Rules) or whether a point is awarded at the end of every volley (Rally Rules).

POINTS TO WIN

Choose whether teams must win by 2 points or 1 point.

BEST OF

Choose number of games in series: best of 1, 3, 5 or 7.

DIFFICULTY

Choose the skill levels for the characters.

GAME TIMER

Choose how long the game will last.

TEAM TIMERS

Choose a time for each team. When it reaches 0, they lose.

TIME BOMBS

Every point drops a time bomb at the point of impact. When it blows, try to be nowhere near it.

TOUR MODE

SHUT UP AND SPIKE

Play through Tour Mode and get in peak performance condition.

You start off with four available characters— Leon, Lizzy, El Suave and Shawnee, who are all in the Dookie class. This is the lowest class of player and you really have some work to do. You must advance through the events— winning each to unlock the next. By practicing the Drills you can build up your character's attributes and skill level, so they can take on harder competition and events.

Initially, the available courts are Tar Beach, The Big House and Colon Ave. on Staten Island. Each Court has 5 events although you must win the first event to open others. As you progress through the 50 events, other characters, drills and costumes are unlocked, providing more challenges, possibilities and entertainment.

Anything you unlock in Tour Mode is available for you to play, in Exhibition Mode and in Random Play. So get going – the competition's getting stiffer every day.

SCORECARD— TOUR AND EXHIBITION MODE

The Scorecard displays after every game to indicate the scores and how many games won in the series.

- Press the  button to see Stats, including number of blocks, kills, aces, saves and errors made per player for each game.
- Press  button again to see the stat totals from all the games
- Press the  button to continue on with the series and play another game.

SUSPEND—TOUR MODE ONLY

In Scorecard, pressing the  button allows you to suspend the Tour event and save your progress. When you join the Tour again you will continue from where you left off.

DRILLS

FIGHT FOR EVERY POINT. SCORE WITH EVERY BABE.

Lucky for you, these aren't the same old drills from gym class, unless you used to improve your accuracy by aiming at the spectators.

Drills are necessary to build up the characters' skills and class. That's how you get better partners so you can win events and unlock stuff.

You start off with 5 Drills that cover volleyball skills including spiking, serving, bumping and blocking. As you play through Tour Mode, and successfully win events, more challenging drills are unlocked to help you ramp up your skill level.

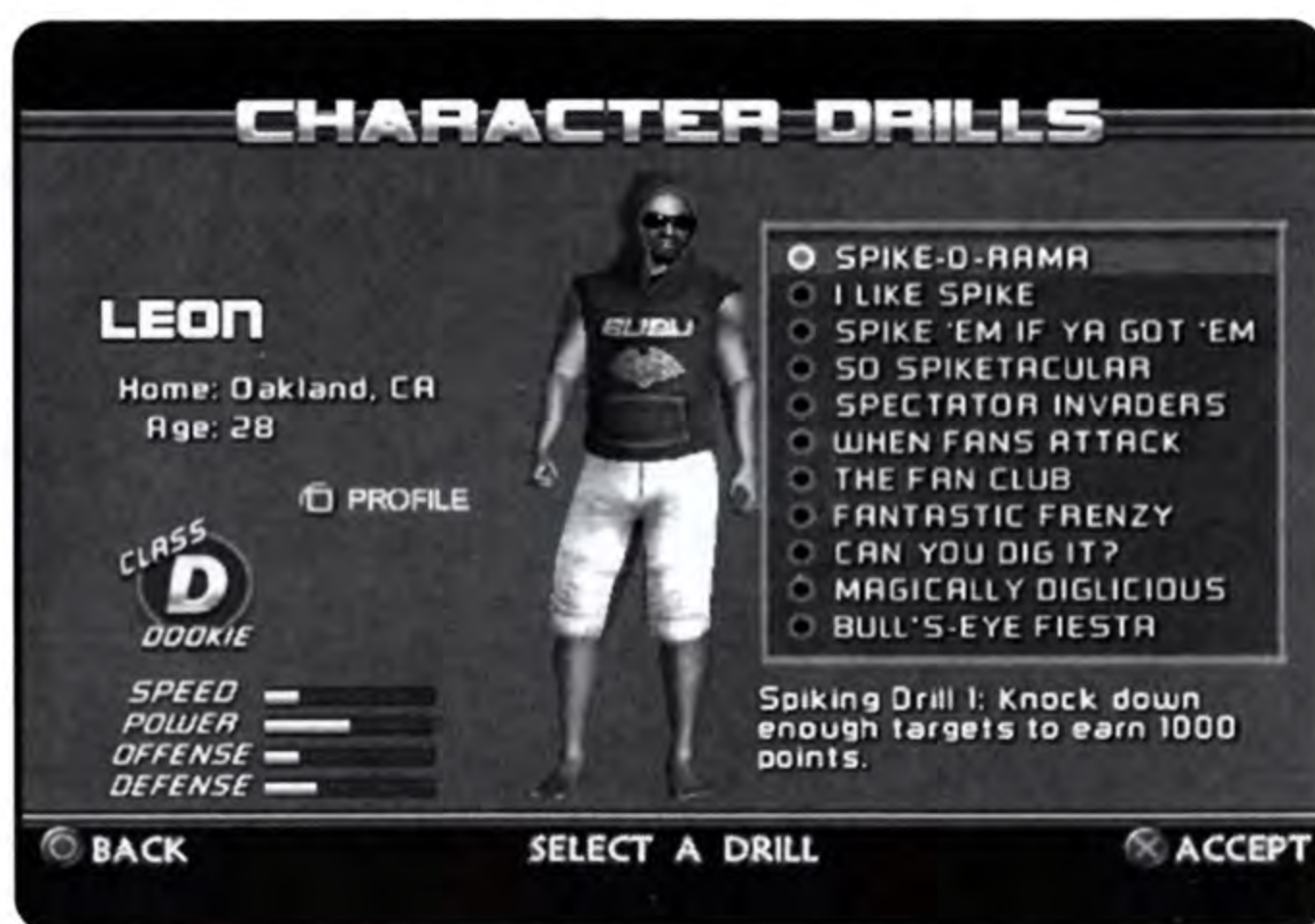
When a drill is completed successfully, the earned skill points can be applied to a character.

Each character must be drilled separately, although characters that you unlock in Tour mode start in higher classes. A character that starts at a higher class will receive less points per drill than someone from a lower class, but in the end, every character can be maxed out by completing all the drills.

After successfully completing a drill, you will be able to put points towards any or all of the 4 attributes.

SPEED: How fast a character moves

POWER: How hard a character hits the ball



OFFENSE: Overall offensive abilities

DEFENSE: Overall defensive abilities

Remember that although each character can be "maxed out" in the four categories, different characters have different maximums. Thus, a fast character who is maxed out will be faster than a slow character who is maxed out. Try to select partners who complement each other.

OPTIONS

MAIN MENU OPTIONS

Access the Options screen from the Main Menu to find overall game controls and the Credits.

AUDIO SETTINGS:

Adjust the volume for music and sounds.

GAME OPTIONS:

Adjust the following options that give you control over your game.

- Vibration: Play with the controller vibration On/Off.
- Reactions: Turn Player Reactions On/Off.
- Fighting: Turn Fighting On/Off.

CREDITS:

The fine folks who brought you this game.

PLAY LIST:

This option allows you to choose which songs are heard during gameplay. You can edit the song list that comes with the game, as well as add your own.

IN GAME OPTIONS

Press the  button during the game to access the In-game Options screen. These options include the following:

AUDIO SETTINGS:

- Music: Adjust the volume or turn On/Off.
- Sound Effects: Adjust the volume or turn On/Off.

- Announcer: Adjust the announcer's volume or turn him On/Off.
- Characters: Adjust the volume of the team during game-play and reactions.
- Ambience: Adjust the volume of background sounds or turn On/Off.
- Shuffle: Choose whether the Soundtrack plays in order or randomly.
- Track Number: Indicates title of track playing. Lets you change the track.

GAME OPTIONS:

Lets you adjust the following factors that affect how you play the game.

- Vibrations: Turn Vibration On/Off.
- Reactions: Turn Player Reactions On/Off.
- Fighting: Turn Fighting On/Off.
- Camera Views: Choose the camera's default view.
- CPU Help: Determines whether the Computer controls your teammate. With this option Off, you must control both characters on a team. Note: Switch which character you control by using the **L1** button.
- Team Aimers: Turns On/Off both teams' icons which shows where the volleyball is aimed.
- Assign Controllers: Allows you to choose which controller will control which character, or assign a player to the CPU.
- Quit: Quit the current game.

ONLINE

Is Your Partner Not Performing?

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. 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.
- Leaderboards – check where you rank with the rest of humanity.
- Log Out – Log out of GameSpy.

FAQ AND TROUBLESHOOTING GUIDE

Firewalls

In order to join or host and Outlaw Volleyball Remixed 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 Volleyball Remixed is compatible with network configu-

ration files from other PlayStation®2 online games. To play online with Outlaw Volleyball Remixed, 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 Volleyball Remixed 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 Volleyball Remixed 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).

SOUNDTRACK

Get It On (Performed by Diffuser)

Written by Tomas Constanza
Published by Happiness Is All
The Rage Music (ASCAP)
Produced, Recorded and Mixed
by Mark Trombino
Courtesy of Hollywood Records.
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I Wonder (Performed by Diffuser)

Written by Tomas Costanza
Published by Happiness Is All
The Rage Music (ASCAP)
Produced, Recorded and Mixed by
Mark Trombino
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Scream and Shout (Performed by The Exit)

Written by Ben Brewer, Gunnar, Jeff Darosa
(ASCAP)
Produced by Daniel Rey
Courtesy of Some Records © 2002
www.theexitrock.com

Radiation Suit and Now or Never (Performed by Hot Rod Circuit)

All songs © 2001 Hot Rod Circuit (SeSAC)
Hot Rod Circuit is:
Andy Jackson vocals, guitar
Casey Prestwood guitar, pedal steel
Jason Russell bass, vocals, piano
Michael Poorman drums
Produced by Brian McTernan and HRC
Engineered and Mixed by Brian McTernan
@ Salad Day Studios in Bettsville, MD
Mastered by Don C. Tyler
@ Precision Mastering
www.hotrod-circuit.com
earthtohrc@hotmail.com

Speed Kills (Performed by the Carnies Deluxe)

All songs written and produced
by The Carnies Deluxe
© 2000 Dish Rag Publishing (ASCAP)
Courtesy of Fruity Satan Records
www.fruitysatan.com

Feel This (Performed by Dj Ashba)

Written by Dj Ashba
(ASCAP) Chromebone Music
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Who I Am (Performed by Dj Ashba)

Written by Dj Ashba
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Put Some Weight On It (Performed by D.S.U.)

Written by Derek Manley, Keith Hamilton
(ASCAP) B&R Music
Boombyah Publishing
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Courtesy of Buck-N-Run Music

Hustlerz Inc. (Baller's) (Performed by Warrior)

Written by W. Khan, Syckle Cell,
M. Reese, A. Towbin
Produced by Allen Towbin, M. Reese
Featuring Syckle Cell
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Club Hoppin (Bounce)
(Performed by Warrior)

Written by W. Khan, M. Reese, A. Towbin
Produced by Allen Towbin, Lorelei McBroom
Co-Produced by Lorelei McBroom
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Punk Rock Girl
(Performed by Off By One)

Written by J. Bishop, M. Gould,
T. Easter, G. Brownwood (BMI)
© 2002 LMC/MCA
Courtesy of LMC/MCA

On My Way (Performed by Off By One)

Written by J. Bishop, M. Gould,
T. Easter, G. Brownwood (BMI)
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Have Arrived (Performed by Cathy Ann)

Engineered & Produced by Bumblefoot
© 2003 Hermit Inc.
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The One Thing (Performed by Waterdown)

Written by Bischoff, Rieser, Waterdown
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Picketline (Performed by Waterdown)

Written by Bischoff, Rieser, Waterdown
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Meat (Performed by Bumblefoot)

Written by Ron Thal/ Neanderthal
Noise Inc. (ASCAP)
Engineered & Produced by Bumblefoot
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Popstars Love This
(Performed by Snow Dogs)

Written by Snow Dogs
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Hour of Sunshine
(Performed by Snow Dogs)

Written by Snow Dogs
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Yakisoba (Performed by Avoid One Thing)

Written by J. Gittleman
NO YOU FLEAS MUSIC (ASCAP)
© 2002 Side One Dummy Records
Courtesy of Side One Dummy Records

Bright Lights, Big City
(Performed by Madcap)

Written by A. Gonzalez, L. LeBaigue, J.
Margolis, J. Mastantuono
© 2002 Madcap Partners Administered by
Bob-A-Lew Songs (ASCAP)
Courtesy of Side One Dummy Records

Life is Good (Performed by Junk)

Written by Lloyd Neal
© (P) 2002
Courtesy of Spirit Music Group

CREDITS

"OUTLAW TENNIS"

Created by Hypnotix Inc.

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John Trumbull

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Travis J. Hill

John Philip Sousa

Twen Samuel Kwok

Jason Shenkman

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Justin Lynn (Tennis Pro)

Special Thanks

Justin Lynn, Cathy Infante, and Siyul Kim
of the Ridgewood Racquet Club

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Rob Warren- Lemon Cello Music & Sound

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Seth Kingsley

David Pitlik

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(www.GoFishEntertainment.com)

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Stephen Colbert

Voice Actors

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Leiberman

Stefanie Kahn - Donna Maroni

Maureen Lovejoy - Summer, Shawnee

Jeni Verdon - Natasha, Lizzy

Brett Pearsons - Vinny

Jackie Maruschak - Harley

Saki - Kiku

Robert E. Beckwith - Tommy Rotten

Davis Mikaelis - Sven Svenvensen

Jonathan Gotsick - Ice Trey, Ball Boy

Sonya Maddox - Afrodite

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Christopher Duncan - Luther Van Jackson

Brian Kahn - incidental characters

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Hartmann, Daniel Einzig, Michael Elkind,
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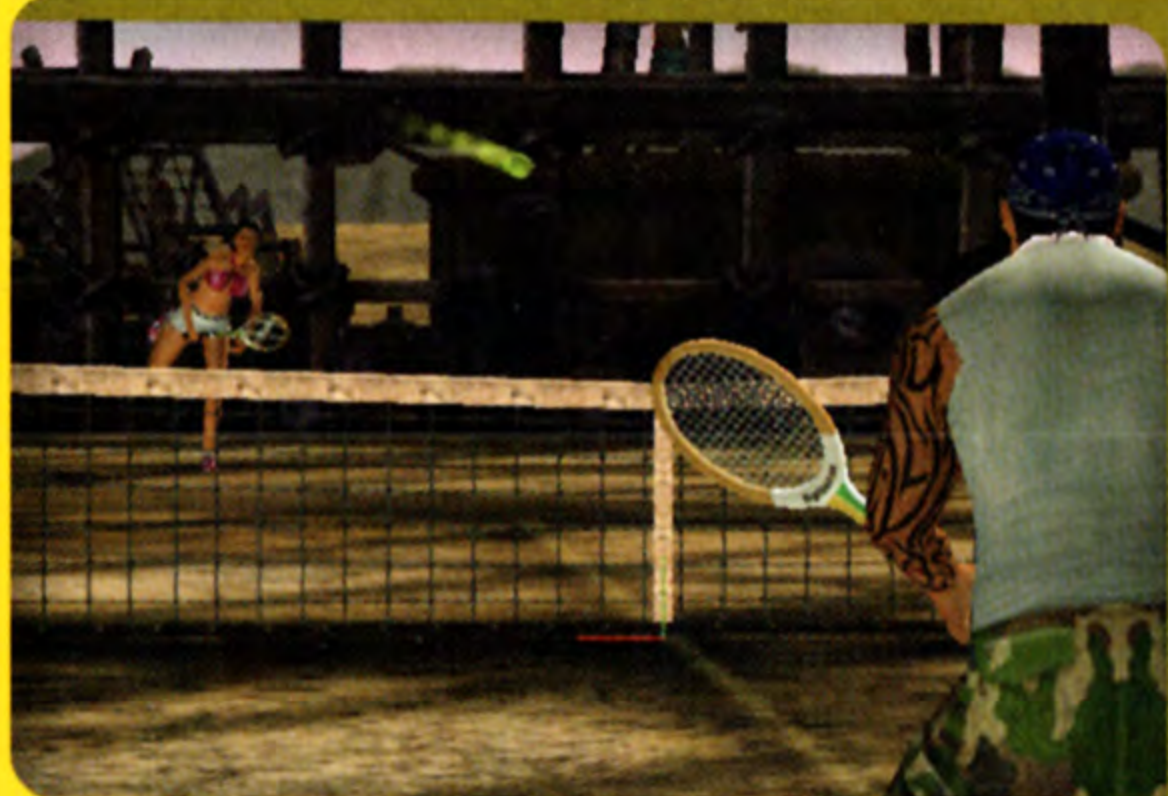
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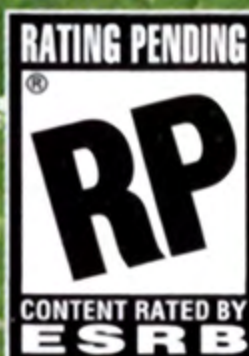


TENNIS

TM



PlayStation 2



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