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XBOX

LIVE ONLINE ENABLED



OUTLAW
GOLF 2



MATURE 17+
M
CONTENT RATED BY
ESRB

HYPN © TIX

GS
GLOBAL STAR

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

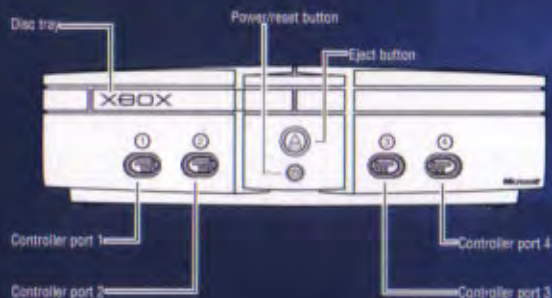
Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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GETTING STARTED



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Outlaw Golf 2™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing *Outlaw Golf 2™*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

MENU CONTROLS



GENERAL MENU CONTROLS

- Directional Pad/ Left Thumbstick Select options
 A/START button Confirm selection / Proceed
 B button Cancel / return to previous

CONTROLS IN SETTINGS SCREEN

- Directional Pad UP / DOWN Select option
 Directional Pad LEFT / RIGHT Change option
 A/START Confirm selection / Proceed
 B button Cancel / Return

GAME CONTROLS



AIMING MODE

- Left Thumbstick (rotate/click) Shot Aim/View Composure Meter
- Right Thumbstick (rotate/click) Apply Spin/Camera Control
Once clicked, moving the Thumbstick will orbit camera around target
- A Button Enter Swing Mode

- Y Button Enter Beating/Golf Cart Mode
- B Button View Aiming Target
- X Button Ghost Ball/Putting Line Preview (when on green)
- Start Pause
- Left Trigger Zoom Camera In
- Right Trigger Zoom Camera Out
- Left Trigger + Right Trigger Reset Aim
- White Button Show Green Grid
- D-pad Up and Down Change Club
- D-pad Right and Left Change Shot Types

SWING MODE

- Left or Right Thumbstick Swing Club

POST SHOT

- A Button Fast Forward
- B Button Replay
- X Button Gimmie (when near enough to the hole)
- D-pad Change Camera Angle

REPLAY

- D-pad Change Camera Angle
- A Button Fast Forward
- B Button Cancel Replay

BEATING MODE

- A Button Begin Beating
- B Button Cancel Beating

SCORECARD

- A Button Continue To Next Hole
- X Button Toggle Scorecard Display

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, or enter a tournament and post your scores.
- 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 Xbox Live!

EXHIBITION

Exhibition mode is a quick way for a player to get into a game of golf, with 13 different Game Modes 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.

GAME MODES

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 Xbox Live mode when setting up an online game. In the Exhibition and Xbox Live 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)

- **VEGAS:** Each player on a team combines their scores. Lowest score (per pair) times 10, plus the higher score.
(4 players/2 teams)
- **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/Match Play)
- **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. Each character will have his difficulty level set during the character select screen, which allows each player (CPU or Human) to have set their character set to different difficulty levels.

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 player 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 (Men's, Women's, Pro) 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 15 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 Game Mode 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 Xbox. 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 D pad 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. 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 D-pad.
- Change shot types by pressing right or left on the D-pad.
- Aim your shot with the Left Thumbstick.
- Put spin on the ball by changing the contact point with the Right Thumbstick.
- Click down on the Right Thumbstick to change the Contact Point/Ball Lie icon to a camera icon, at which point you can swing the camera around with the Right Thumbstick.



- 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:



- Click the Back button will display pertinent hole information, displayed where your player name usually is:



WHEN YOU'RE READY TO SWING

The B 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 B Button again will return you to your golfer.

The A Button makes you address the ball and enter swing mode. If you're not ready yet, the B 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 Line



HIT IT ALREADY!

The Left Thumbstick or the Right Thumbstick 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 X 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 Y 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 A Button when the fist hits the face. Do this 5 times and you've 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 A 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

Right Trigger	Accelerate
Left Trigger	Brake/Reverse
A Button	Turbo
B Button	Handbrake
X Button	Reset Cart
Y Button	Change View
White 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!



XBOX LIVE™

TAKE OUTLAW GOLF 2 BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real time as you play.

DOWNLOADABLE OUTLAW GOLF 2 CONTENT

If you are an Xbox Live subscriber, you can download the very latest content to your Xbox console.

CONNECTING

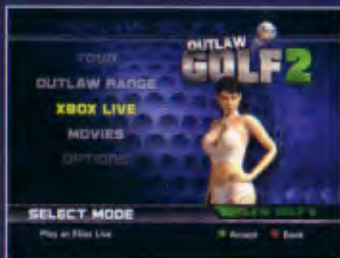
Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

GOING LIVE

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!

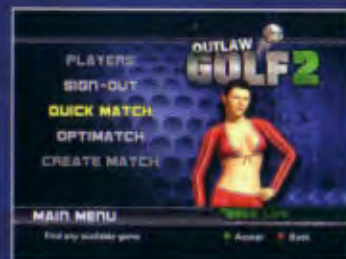
First select Xbox Live from the Game Mode menu, then sign in with your Xbox Live account.

Once you've signed in and selected your character, it's time to find or create a match. From the main Live menu you can view tournaments, friends lists, and rankings, as well as change your options.



To get into a game you have a few options:

- Quick Match - search for any available games, regardless of type.
- Optimatch - Set search parameters for exactly the type of game you're looking for.
- Create Match - Set up your own game, however you like.
- Tournaments - Play in, view, or create a tournament.



ONLINE OPTIONS

When you Create a match, 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 make your game public (anyone can join) or private (friends list invite).

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.

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)

CREDITS

"OUTLAW GOLF 2"

Created by Hypnotix Inc.

EXECUTIVE PRODUCER

Mike Taramykin

PRODUCER

Mike Cayado

ASSISTANT PRODUCER

Stuart E. Zissu
Cory Lehrhoff

PROGRAMMING DIRECTOR

Thomas L. Kirchner

LEAD PROGRAMMER

Joshua Hunter

PROGRAMMING

Andrew Grabish
Kash Mehta
Chris Haire
Russ Prince
Jonathan Sterman
Nicholas N. Pakidko
Charles Roberts
Nick Gonzalez

ADDITIONAL PROGRAMMING

Jaymin Kessler
William Chen
Jeff Cameron

ART DIRECTOR

John Philip Sousa

CHARACTER MODELING

Terry Ford

CHARACTER TEXTURE ARTIST

Brenton Cottman

LEAD CHARACTER ANIMATOR

Jim Sinerco

CHARACTER ANIMATION

Greg Rinaldi
Twen Samuel Kwok
Shawn Clark
Thomas Happ
Eric Grajo
Sean Diehl

ADDITIONAL ANIMATION

Promad Shantharam
Javier Solsona

MOTION CAPTURE CLEANUP

Realities
Marc-Andre Guindon

LEAD ENVIRONMENT ARTIST

Jake Helms

3D ENVIRONMENT TEXTURE ARTIST

John Gaertner

ENVIRONMENT ARTISTS

Jeff Martin
Kyle Vannoy
Jason Bretz
Donny Hamilton
Keith Murray
Leandro Amaral
Jorge Hernandez

ADDITIONAL ENVIRONMENT ART

North Powder Digital
Curt Liddle
Jay Anderson
Shannon Yates
Misty Anderson
Russ Severe
Jayme Olson
Brigham Agler
Tom Guthrie
Andrew Pace

LEAD INTERFACE ARTIST

Adam Hreha

INTERFACE ART

Sue McLoughlin

CONCEPT ARTIST

Nathan Campbell

STORYBOARD ARTISTS

John Trumbull
Travis Hill

ADDITIONAL 2D ART

Jason Shenkman
Nick Laing
Joe Miller

MOTION CAPTURE ACTORS

Tara Radcliffe
Julian Rebolledo
Christa Scott-Reed
Gretchen McGinty
Blayne Perry
Susan Stewart

MUSIC AND SOUND EFFECTS

Rob Warren - Lemon Cello Music

LEAD VOCALS

Willy Seltzer
Rob Warren
Erle McCann

ADDITIONAL LYRICS:

Elite (David Waller)
Larry Garman

WRITING AND VOICE DIRECTION

Brian Kahn
David Pitlik

VOICE RECORDING

GoFish! Entertainment
(www.GoFishEntertainment.com)

ANNOUNCER COMMENTARY

Dave Attell

VOICE ACTORS

Max Koch
Brett Pearsons
Stefanie Kahn
Maureen Lovejoy
Lisa Kushell
Jonathan Gotsick
Robert Beckwith
Ken Weiler
Amy Van Horne
Michelle Ruff
Jackie Maruschak
Jeremy Luc

GLOBAL STAR SOFTWARE

A division of Take-Two Interactive
Software, Inc.

PRODUCER

Marc Nesbitt

PRODUCTION TEAM

Susan Lewis, Jamie King, Sandeep Bisla,
Jennifer Kolbe, Daniel Einzig, Jeff
Castaneda, Michael Elkind, Tom Baker,
Gregg Sanderson, James Pacquing, Phil
Mikkelson, Kris Severson, Tony King,
Michael Cala, Larry Conti, Marlene
Yamaguchi, Jason Bergman, Matt
Schlosberg, Sarah Seaby, James
Crocker, James Quinlin, Christoph
Hartmann, John Zurhellen, Dylan
Bromley, Tim Sweeney, Chris Madgwick,
Lucien King, Hosi Simon, Mayumi
Kobayashi

LINCOLN QA

QUALITY ASSURANCE MANAGER

Mark Lloyd

LEAD TESTERS

Tim Bates
Phil PiP Deane

TEST TEAM

Jon Atkin-Day
Craig Reeve
Mike Emeny
Dan Goddard
Steve McGagh
Jon Gittus

SOUNDTRACK/MUSIC CREDITS

All Systems Gol

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Sofie Bonde

"All Up To Me"

(written by Sofie Bonde, Kyle Kelso,

Mike Shimshack)

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Roger Joseph Manning Jr. & Tony Hoffer

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Dave Isaacs

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(SACEM)

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Glover (PRS)

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Emmanuel (NS)

"Music Is The World (A)"

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Gaboury (ASCAP), Nachan (ASCAP)

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