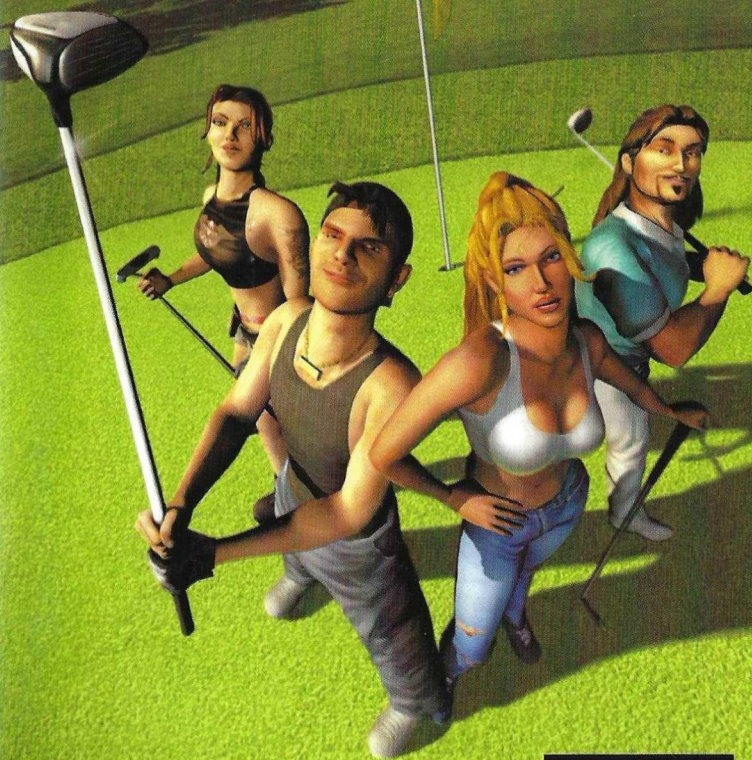


OUTLAW GOLF



INSTRUCTION BOOKLET



Vivian's Lair

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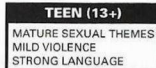
**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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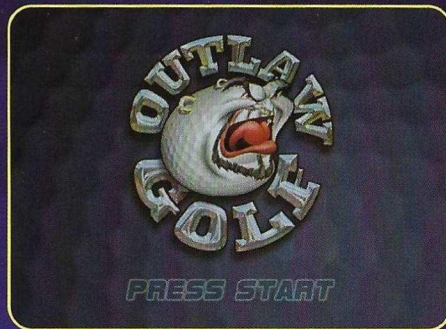


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INTRODUCTION

Competition is fierce and caddies are in constant mortal danger as you beat them with your iron to raise your spirits and lower your score in this no-holds-barred golf game. With a hardcore physics engine that shows details from a blade of grass to the reflections seen in your club as it bounces off your caddy's head, this take-no-prisoners game features interference from other golfers, environmental hazards, and female caddies who tee your balls and hold your woods. **OUTLAW GOLF**—it's a full-contact sport!

YOUR CONTROLLER AND ACCESSORIES

Accessories

This game is compatible with the Nintendo GameCube™ Wireless Controller (WAVEBIRD). Its functionality is exactly the same as the conventional controller, although it does not include a Rumble feature.

Memory Cards

To save your progress and records in *Outlaw Golf*, you will need a Nintendo GameCube™ Memory Card.

Insert your Memory Card correctly into either Slot A or Slot B before turning on the console. Make sure the Nintendo GameCube™ is turned OFF when inserting or removing accessories.

Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode.

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.Nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube™ logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

CONTROL SETTINGS



L BUTTON

Zoom Out

R BUTTON

Zoom In

START/PAUSE

Brings up Pause Menu

CONTROL STICK

Aim your Shot/Putt

+ CONTROL PAD

Use to toggle on Grid and Camera Control. Also use to Change Clubs.

- Press Left on the + Control Pad to toggle on Grid. Press Up/Down on the + Control Pad to Change Clubs.
- Press Right on the + Control Pad to toggle on Camera Control.

B BUTTON

Use to toggle Camera Views

A BUTTON

Enter Swing Mode

X BUTTON

Shows Break Line when Putting.
Also use for Special Shot

Y BUTTON

Enter Beating Mode

Z BUTTON

Help

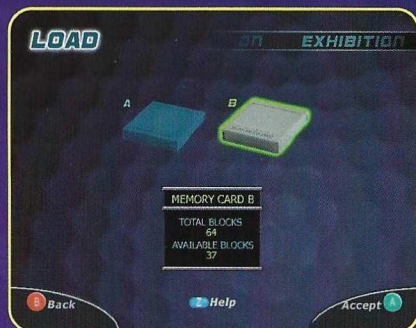
Getting Started

To start playing the game, insert the Nintendo GameCube™ Game Disc correctly into the Nintendo GameCube™. Next you will see the Sign-in Screen where you can create a new game or load a previously saved game. It is strongly advised that you insert a Nintendo GameCube™ Memory Card so you can save your progress. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.

CREATE A NEW GAME, SAVE AND LOAD

To begin a new game you must enter your name. This automatically creates a saved file that uses 5 blocks on a Nintendo GameCube™ Memory Card. From this point on all game data is saved automatically to this file.

To load a saved game, select a Memory Card and then select a game to load.



Key Features

- **10 unique characters**, each with a different caddy.
- **Tutorials**—located in the Options Menu, which can be accessed by choosing “Options” after pressing START.
- **Exhibition Mode** features 8 different types of golf for 1-4 players.
- **Tour Mode** offers 30 events on 3 courses—unlock more characters, clubs and balls.
- **The Outlaw Range** (located in the Tour Menu) offers 12 different games—win them to improve your character’s statistics.
- **Game difficulty** varies depending on play—play badly and the game gets harder, play well and the game gets easier—beat your caddy to improve your composure.
- **Play 1-4 players**, with only one Nintendo GameCube™ Controller required.



Game Modes

Outlaw Golf offers 2 ways to play—Exhibition Mode for Multiplayer games and Tour Mode for Single Player. Tour Mode includes the Outlaw Range where you can build up your character skills.











Exhibition Mode

Exhibition Mode features 8 different Multiplayer games described on the next page. Use this mode to play games with friends or against computer opponents. Up to 4 can play at a time, using 1-4 controllers.



EXHIBITION GAMES

-  **1. Stroke**—1-4 Players—Traditional Golf. Counts number of shots over each hole and course. Lowest score after 18 holes wins.
-  **2. Match**—2 Players Only—Scored by counting holes won by each player, rather than by overall stroke score. Thus, the game can end before 18 holes, whenever one player clinches the majority of holes.
-  **3. Skins**—2-4 Players, no teams—Players get money for winning holes. Whoever has the most money at the end of 18 holes wins.
-  **4. Best Ball**—4 Player team play—Scored stroke-style. Both team members shoot the entire hole, and team the takes the best score for that hole. The best overall score wins.
-  **5. Scramble**—4 Player team play—Scored stroke-style. Similar to Best Ball except that each team uses its best shot after every stroke.
-  **6. My One and Only**—1-4 Players—Scored stroke-style. Each player chooses 1 club and a putter and attempts to shoot the lowest score over 18 holes. Composure and Beatings do not apply in this mode.
-  **7. Casino**—2-4 Players—Each player bets \$1 on each shot, and has the option to stay in or drop out after each shot. The hole winner takes the pot, and if there is a tie, the money carries to next hole, and all players are again eligible. Players who drop out at any time on a hole come back in on the next hole. Whoever has the most money at the end of 18 holes wins.
-  **8. Time Attack**—1-4 Players—Players win holes by finishing each hole as fast as possible, no matter how many strokes are taken. Win by finishing 18 holes faster than other players. Composure and Beatings do not apply in this mode.

Tour Mode

Tour Mode is for Single Player and offers 30 different Events on 3 courses. Complete Events to unlock new characters, clubs and balls. Get Event descriptions by pressing the X Button when the Event is highlighted. Note that in Skins Events the winner is first determined by the amount of money won. If two players win the same amount of money, the winner is then determined by the number of skins won. If both players have the same amount of money and skins, the human player will still qualify.



10

Outlaw Range—Only in Tour Mode

Use the Outlaw Range to practice shots and improve your character's statistics. Complete 12 different games to upgrade your character's distance, accuracy, composure and control. Each game won gives you points to distribute, as you wish, among those criteria.



You may need to unlock better clubs in Tour Mode to successfully complete some Range events.



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Setting Up a Game

In Exhibition Mode, use this screen to choose the number of players and controllers.



Select the controller and player using the Control Stick or the + Control Pad. Note that more than one player can share the same controller.

Computer-controlled players

Select the CPU icon, shown above for Player 3, to have computer-controlled players in some or all of any remaining slots for a game. Note that Tour Mode automatically creates computer-controlled players.

Game Setup in Tour Mode

Starts with the Character Selection Screen.

Character Selection

Navigate through Character choices using the Control Stick or the + Control Pad. Move the Control Stick Left and Right to select golfers, Up and Down to select outfits.



Each character has different attributes: distance, accuracy, composure and control. Improve your character's attributes by completing games in the Outlaw Range.

In Tour Mode, you can press the X Button to see a character's statistics.

Remember that each character has a different caddy.

Selecting Tees—Exhibition Mode Only

Use the X Button to toggle between the front, middle and back tees. Front tees are easiest, while the back tees are hardest. Note: this option is not available in Tour Mode.

Load Data

In Exhibition Mode you can import game data from a memory card. This allows you to use characters and equipment from previously saved games.

Selecting Clubs

Use the Equipment Screen to choose your clubs and balls.



Each club and ball has a description listing strengths and weaknesses. Unlock better clubs and balls by completing Tour Events.



Select a Course

Turnpike Valley Country Club

Break out those clubs and balls 'cause it's time to head for the lush rolling fairways, perfectly manicured greens and majestic graffiti-tagged highway overpasses of this totally whacked championship golf course. Just remember not to breathe too deeply or you'll be coughing up the taste of New Jersey for the rest of the month.

Crusty Leaf Country Club

Welcome to the Crusty Leaf Country Club... where golf and the state of Virginia go together like moonshine and a hillbilly's liver. Hop in your golf cart and take in the splendid tree-lined fairways, the 18 luxurious grassy greens and the creepiest backwoods trailer park this side of the Mason Dixon line. Word to the wise: Don't feed the one-armed man playing banjo.

El Diablo Country Club

Bring plenty of sunscreen and a boatload of rattlesnake repellent 'cause this hellacious golf course in the middle of the desert will absolutely scorch your balls. The pros have rated this course as the number one place to play if you love a good challenge or you're just short on brain cells.



Playing the Game

At the beginning of each round, the announcer introduces the course and golfers. Each hole begins with a flyby, which shows the layout of that hole. Skip the introductions and flybys by pressing the A Button. Flybys may also be turned off in the Options Menu.

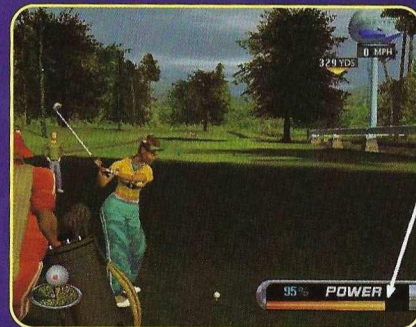
Game tutorials are available—choose Tutorials in the “Options” menu (press START while in a game to access Options).

Swinging the Club



1. Use Up/Down on the + Control Pad to change your selected club. Note that the yellow arc, which indicates your shot trajectory, changes as your club changes.
2. Use the Control Stick to move your shot to the left or right. If the shot arc turns red your shot is obstructed, and will probably hit a tree or some other obstacle.

4. Press the B Button to switch views to the expected landing spot of your shot. Note that this spot shows where the ball will land, NOT where it will stop—depending on how you hit the ball, the shot may roll a significant distance from this spot. (Tip: Press Right on the + Control Pad to enter Camera Mode, and move the C Stick to read the terrain and line up your next shot.)
5. Adjust spin and ball trajectory using the C Stick. The red dot on the ball (Ball Hit Point) represents where your club will hit the ball. Notice the shot arc changes as you move the dot. Use this control to hit fades and other curving shots.
6. Toggle an approach shot by pressing the X Button. When you do so, the selected club graphic will turn green. Use this button to hit shorter approach shots.
7. Once you are satisfied with the shot, note the suggested power rating next to the club selection.



8. When you are ready to swing, press the A Button. Then, move the C Stick or the Control Stick back until the power rating is at the desired level, and push the Control Stick up to swing. Try to move the Control Stick straight up. If you move to the left or right, your shot will hook or slice. If you move the Control Stick back too far—above the desired power rating—simply let it return to the appropriate point before pushing up.

Putting

Putt by moving the gold target using the Control Stick. After you move the target, press the X Button, and a yellow line will show the expected path of the putt (the Preview Line). Try to have the yellow line go directly into the hole. You have 3 putt previews for each shot. In the shot below, there are two previews remaining.



Use the B Button to change camera angles. Toggle between the 4 available angles by pressing the B Button repeatedly.

Press Left on the + Control Pad to toggle a grid overlay.



Use the C Stick to change the camera angle if you have trouble seeing the shot. Use the L and R Buttons to zoom the camera in both modes, which may help when lining up a putt.

Composure

In Outlaw Golf players have composure, which reflects their mental state. Very good and very bad shots affect this rating, which appears as a bar when composure changes.



Low composure makes the game much harder, as the controls become less forgiving and making shots of all sorts becomes more difficult. Similarly, high composure increases the likelihood of a great shot.

You can recover or improve composure by making a great shot or, more fun, by beating up your caddy. To do so, you need a Beating Token.

You receive tokens throughout the game by accomplishing various tasks, such as birdying a hole. You also start with a beating token in games which use composure.



Beating Up Your Caddy

To attack your caddy, press the Y Button to enter the Beat Screen and then press the A Button, which starts the Beat Slider moving, as shown above. Then, press the A Button again when the slider is in the small blue band (the Beat Target). Keep doing this, as you can chain up to 5 attacks, each of which restores more composure. Note that there is an indicator below the slider (the Beat Stage Counter), which shows how many attacks you have successfully inflicted. After each successful hit, you will see your character hit the caddy. If you miss, the beating ends. After the beat-down, your composure meter adjusts based on the number of attacks you successfully inflicted.



Other Features

Taunts

Taunt other players by pressing the A Button during their turns. Note that taunts make the other player's controller shake.

Adjusting the Camera

Use the L and R Buttons to zoom in and out. Press Right on the + Control Pad to enter Camera Mode and then use the C Stick to orbit the camera around your golfer or target. Press Right on the + Control Pad or press another button to leave this mode.

Use the B Button to switch camera angles.

When the Camera Mode is activated the following icon appears in the lower left corner of the screen:



Note: Using a putter automatically puts you into Camera Mode, so you can use the C Stick to rotate the camera to line up the putt.

Mulligans, Replays and Gimmies



Mulligans

A mulligan is simply a do-over, which does not count against your score, but your composure is still affected by the shot. Take a Mulligan by pressing the Y Button during or after a shot. Remember that Mulligans may not be available in all modes. Also, use the Options menu to set how many Mulligans may be used in a round.

Replays

Use the B Button to toggle replay mode. Use the L Button to speed up the replay and the R Button to slow it down. Change camera angles during replay by using different directions on the + Control Pad. Press the B Button again to exit.

Gimmies

If your shot comes within one foot of the hole, you can take the gimmie by hitting the X Button. Note that gimmies still cost one stroke.

Help Button

Use the Z Button to bring up a help screen wherever you are in the game.

In-game Menu

To access the in-game menu, press START.



Use Up/Down on the + Control Pad to select an option and press the A Button to accept an option or the B Button to exit this screen.

Scorecard Choose this to display the current score.

Drop Ball Use this option if you are in a difficult spot on the course. You can drop your ball from the site of your last shot but will be charged a penalty stroke.

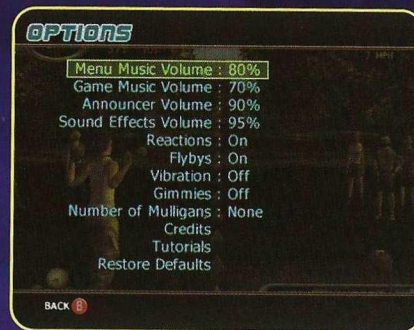
Options See next page. Use the Options Menu to take the Tutorials.

Give Up Skip the hole but take the worst possible score—15 strokes for Stroke play.

Quit

Options

The Options Screen allows you to do everything from changing volume to taking Tutorials.



Menu Music Volume Control volume.

Game Music Volume Control volume.

Announcer Volume Control volume, includes Off option.

Sound Effects Volume Control volume.

Reactions Toggle On/Off Player reactions after shots.

Flybys Toggle On/Off hole flybys.

Vibration Toggle On/Off controller vibration.

Gimmies Toggle On/Off.

Number of Mulligans

Select None, 1-18, or Unlimited.

Credits

Lists all the people who worked so hard on the game.

Tutorials

Provides tutorial screens and movies of various game components.

Restore Defaults

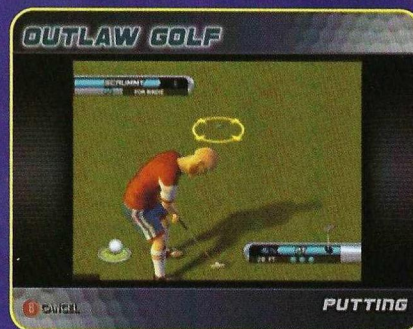
Returns all settings to their default status.

Tutorials

Outlaw Golf features tutorials which explain every important aspect of the game, from handling your putter to beating your caddy. To access tutorials, press START while in a game and choose Options, then Tutorials.



Choose a Tutorial. Watch and listen as one of the characters explains the topic chosen. When finished, you will return to the Tutorials screen. Watch another or press the B Button repeatedly to return to the game.



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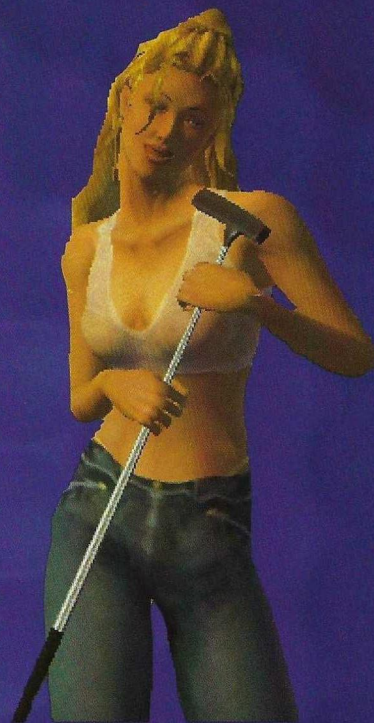
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9. Miscellaneous.

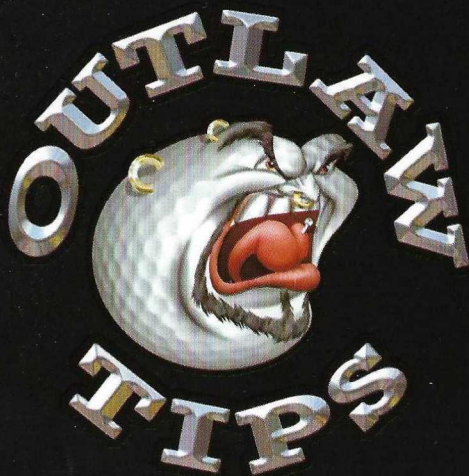
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- 1. GAME TUTORIALS**
Press START and choose Options.
- 2. OUTLAW RANGE**
See page 9.
- 3. EVENT DESCRIPTIONS**
Press the X Button.
- 4. CAMERA ANGLES**
Press the B Button.
- 5. PUTTING GRID**
Press Left on the + Control Pad.
- 6. TAUNTS**
Press the A Button to taunt opponents and rumble their controllers.
- 7. MULLIGANS**
are for losers.

