

Amplitude
Q&A
Online and General Questions

ONLINE

Q: Is this an online title for PlayStation 2 and how does it work?

A: Yes it is, 1-4 players will have the opportunity to compete and collaborate with each other by mixing and remixing popular music tracks.

Q: How many users do you expect to have online in *Amplitude*?

A: Ideally, we hope to have a large percentage of our Network Adaptor userbase, which will more than 500,000 by the end of March 2003. As you may know, our customers are already experiencing *Frequency* online as a small demo when they purchase the Network Adaptor. Please note though that *Amplitude* is based on a similar foundation but provides a different type of gameplay.

Q: What happens when the user chooses the online mode?

A: They get prompted to create an account, set up a FREQ name, etc. If you have your network configured, it connects you and you're in.

Q: What is the lobby like – are there different servers? How complex is it? How complex is the chat function?

A: One server in a very simple lobby. There are multiple chat rooms, you can mute people, as well as use pre-made phrases (similar to *NFL GameDay 2003*)

Q: Will broadband users play with dial-up users?

A: Yes. Broadband players won't have any advantage. *Amplitude* is very dial-up tolerant.

Q: How many types of games can be played in online mode other than remix and multi-player?

A: Just multi-player, remix and dual mode.

Q: How can one monitor other remixes online?

A: To monitor other remixes online, one must navigate to a list. At that point, one must download the remix – some mixes will be coded as “read only”

ONLINE (Continued)

Q: How will one send their remix via online?

A: To send a remix via online, an ftp address will be hardcoded. SCEA will review the remix, rate and post the top remixes on a monthly basis.

Q: Can players create locked games as in *SOCOM*? Or, is it open like *ATV Offroad Fury 2*?

A: Online gameplay in *Amplitude* is open but if one is hosting a remix, they have the option to kick players out of the game.

Q: Are there any features in the online mode?

A: Other online features in *Amplitude* include a ladder ranking system and remix repository system.

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