SplashDown®
Rides Gone Wild™

SEA-DOO

EVERYONE
E
CONTENT RATED BY ESRB

Instruction Manual

THQ

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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MEMORY CARD slot 1

MEMORY CARD slot 2

disc tray

RESET button

(OPEN) button

USB connector

S400 i.LINK connector

controller port 1

controller port 2

directional buttons

L1 button

L2 button

SELECT button

START button

R2 button

R1 button

△ button

○ button

✕ button

□ button

left analog stick (L3 button) when pushed down

ANALOG mode switch

right analog stick (R3 button) when pushed down

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Splashdown® Rides Gone Wild™* 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.

GET READY, GET WET, GO!
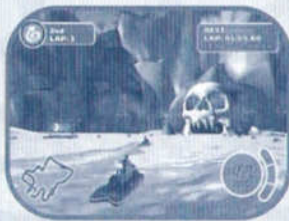
Splashdown® Rides Gone Wild™ combines watercraft racing, theme park spectacle, and wild arcade fun for the ultimate adrenaline rush! Blaze through incredible, dynamic environments, kicking off a huge variety of acrobatic tricks – it's so much fun, you'll wet yourself!
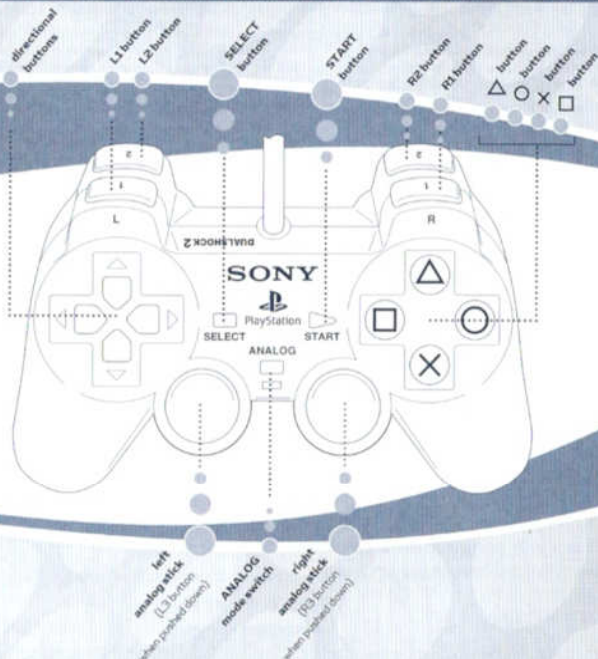
MENU CONTROLS

Highlight Option	Directional buttons
Confirm Decision	✕ button
Return to Previous Menu	○ button

GAME CONTROLS

Steer/Lean	Directional buttons or left analog stick
Throttle	✕ button
Look Back	▣ button
Begin Stunt	L1 button, R1 button, or R2 button (hold)

Begin Vehicle Stunt	L2 button (hold)
Camera Presets	△ button
Reset to Track	■ button
Pause	▶ button
View Training Text (training mode only)	✕ button
Skip To Next Message (training mode only)	✕ button

Note: The controls listed above are the default controls for *Splashdown® Rides Gone Wild™* and can be customized by choosing Controller 1 / Controller 2 from the Options Menu.

MAIN MENU

There are six options on the Main Menu:

- **Training:** Hone your racing and stunt skills in these tutorials.

- **Career:** Progress through a racing season in the World or Stadium Championships.

- **Arcade:** Single player competition in one of five events.

- **VS.:** 2-player competition in one of four events.

- **Options:** Adjust game and sound settings.

- **Warehouse:** Trade in points for unlockable items such as wetsuits, characters and more.

RACING

The rules for most races in *Splashdown® Rides Gone Wild™* are simple. There are generally three laps and five racers per race (four AI racers and a human player in Arcade or Career modes; or three AI racers and two human players in Vs. mode). The objective is to race as quickly and safely as possible in order to cross the finish line before any other racer.

> Note:
> The best way to prepare yourself for racing through Career mode is to read through this instruction manual and then play through the entire Training mode!

GAME SCREEN

Position
Map
Stats
Speedometer
Performance Meter

- **Position:** This indicates your current position and the current lap.

- **Stats:** Displays your best lap time, current lap time, and the leader's lap time.

- **Map:** An outline of the course that displays your position (green dot), your opponents' positions (red dots), and the finish line (blue arrow).

- **Speedometer:** Shows your current speed in MpH or KM/H.

- **Performance Meter:** Increase this meter by successfully performing stunts; the higher the meter, the higher your acceleration and top speed.

- **Analog Throttle** (not shown)**:** When this option is turned on, a meter depicting the current throttle level will appear to the left of the speedometer.

Control Modes

You can choose between two different control modes whenever you race in *Splashdown® Rides Gone Wild™*:

- **Arcade:** Your watercraft automatically hydroplanes and handles better around corners. This control mode is more forgiving and is recommended for novice racers.

- **Simulation:** You must manually control your watercraft's hydroplaning and use advanced turning techniques. This mode is for the true Splashdown experts!

SLALOM BUOYS

These flag slalom buoys define the shape of the course. You must pass each buoy on the side indicated by the arrow. Failing to properly pass a slalom buoy decreases your Performance Meter and slows you down, but if your Performance Meter is maxed out, it can be a good strategy to skip a buoy or two if it means you can cut a few seconds off of your time – just don't do it too often!

RAMPS

Ramps are stunt opportunities for the watercraft. Missing a ramp means missing an opportunity to perform a death-defying vehicle stunt and boost your Performance Meter. There are no other penalties for failing to leap off them.

OFF-COURSE

If you fly off of the course, you've got a few seconds to get yourself back on track. If you don't return to the course before the timer expires, you are automatically reset on the course and slapped with a brief time penalty. You can also press the 🔲 button to automatically return to the course.

PAUSE MENU

Pressing the ▶ button during a race pauses the game and brings up the Pause Menu, which contains the following options:

- **Continue:** Resume the race.

- **Restart Event:** Start the race over from the beginning.

- **Stats:** Show or hide your lap statistics.

- **Speedometer:** Show or hide the speedometer.

- **Performance Meter:** Show or hide the performance meter.

- **Map:** Show or hide the course map.

- **Camera Roll:** Toggle the Camera Roll ON or OFF.

- **Sound Options:** Choose the Music Track you want to listen to and set the volume levels for the Game Music, Overall Sound Effects (SFX), Engine, Environment, and Dialogue.

- **Quit Event:** Exit the race and return to the Main Menu.

STUNTS

To keep your Performance Meter high and your speed and acceleration competitive, you need to perform as many stunts as possible. There are 360 separate stunt combos in *Splashdown® Rides Gone Wild™*, so you shouldn't run out of them any time soon!

> Note:
> The best way to master stunts is to use the Stunt Library option in Training mode.

Rider Stunts

To perform a stunt, hold down either the **L1**, **R1**, or **R2** buttons and use the directional buttons or left analog stick to perform a basic Tier 1 stunt. The name of the Tier 1 stunt appears at the bottom of the screen when you successfully perform it.

To boost your Performance Meter above the first segment, you need to perform Tier 2 and 3 stunts. To perform these advanced stunts, link to them from a Tier 1 stunt. After performing a Tier 1 stunt, continue to hold down the stunt button (**L1**, **R1**, or **R2** button) and use the directional buttons or left analog stick to perform the next stunt in the chain. Each Tier 1 stunt leads into three different Tier 2 stunts, and each Tier 2 stunt leads into two different Tier 3 stunts.

If you try to enter a stunt command that doesn't lead to a real stunt, nothing happens and you earn no points. Also, if you release the stunt button, your stunt combo ends, and the next stunt you perform will be a Tier 1 stunt. Non-linked stunts are not worth as much as linked combos of stunts.

> Note:
> You can enter the commands for a combo of stunts without pausing between the stunts, even if you haven't finished the first stunt yet. The game remembers your commands and executes them in order.

Vehicle Stunts

Unlike rider stunts, vehicle stunts can only be performed when you're flying off ramps. Vehicle stunts carry low, Tier 1 point values. They don't just apply to the first block of the Performance Meter, though—they add boost to the block you currently have filled.

You can also combine vehicle stunts with rider stunts to create spectacular combos and add much more boost to the Performance Meter as well! There are three different vehicle stunts that you can perform:

○ **Barrel Roll:** Hold the **L2** button and then press right, left OR left, right on the directional buttons or left analog stick

○ **Invert:** Hold the **L2** button and then press up, down OR down, up on the directional buttons or left analog stick

○ **Flat Spin:** Hold the **L2** button and then press up, right OR up, left on the directional buttons or left analog stick

> Note:
> Be sure to enter the directional button or left analog stick commands while you are still in contact with the ramp.

Repeating Stunts

If you repeat a stunt or stunt chain in the same race or event, it will not be worth as much as its original values, and will add less points to the Performance Meter. To keep your Performance Meter high, master a wide variety of stunts and don't keep using the same ones over and over.

Hold Meter

After performing a stunt, continue to hold down the stunt button (**L1**, **R1**, or **R2** button), but do not enter any directional inputs. This activates the Hold Meter, which appears on screen as a rotating dial in place of the speedometer. Each revolution of the Hold Meter adds a little bit more to the Performance Meter. You can also use the Hold Meter in the Freestyle mode, which multiplies the value of your stunt for a bigger score!

THE PERFORMANCE METER

Mastering the Performance Meter is the key to victory in *Splashdown® Rides Gone Wild™*. Fill up the Performance Meter by performing stunts—the higher the Performance Meter, the better your top speed and acceleration. Be careful, though—your handling and stability don't improve as the Performance Meter rises. It's tricky to stay on course when your watercraft's engine kicks in like a 747!

The Performance Meter is divided into three segments, each of which represents a tier of stunts. Fill the first block of the Performance Meter by performing Tier 1 stunts, the second block by performing Tier 2 stunts, and the third block by performing Tier 3 stunts. In order to completely fill the Performance Meter and maximize your watercraft's speed and acceleration, you're going to have to master some of the more difficult stunts in the game!

Difficulty Levels

The difficulty level that you race at determines the speed and skill of your AI opponents. It also indicates the average level you'll need to keep your Performance Meter at if you want to outrun them.

○ **Rookie:** Must keep first block of the Performance Meter filled.

○ **Pro:** Must keep first and second blocks of the Performance Meter filled.

○ **All-Star:** Must keep all three blocks of the Performance Meter filled.
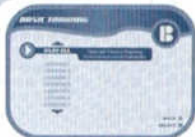
Choose Training from the Main Menu to learn every trick and technique you need to win every race. During Training mode, an AI character (Andy Pierce) demonstrates a variety of techniques on special training courses, and then you have to repeat them.

If you fail to complete a training objective, you can retry it as many times as you want. When you complete the Basic and Advanced lessons, you will earn points that can be used in the Warehouse to unlock hidden items! You only earn points for completing training once, though.

Basic

Basic Training teaches you fundamental watercraft control techniques, such as driving, turning, slaloming buoys, performing stunts, and landing from jumps. Novice players should definitely complete Basic Training before going on to play other game modes.

Stunt Library

The Stunt Library lets you practice every stunt in the game. There are two Stunt Library modes:

○ **Training Stadium:** Practice performing stunts by jumping off of ramps in a stadium set-up.

○ **Stunt Practice:** All you have to do is hit the proper sequence of buttons to execute the stunt. You don't need to worry about controlling the rider or hitting the ramp correctly.

Press right or left on the left analog stick or the directional buttons to choose a Tier of stunts (1, 2, or 3), and then press up or down to select the specific stunt you'd like to practice. The commands for the selected stunt appear on the screen. Press the ✖ button to practice it in the Training Stadium or the ● button to try it in the Stunt Practice mode.

Advanced

Advanced Training takes you through the expert techniques you'll need to master if you really want to take it to the competition. Advanced Training shows you how to perform Tier 2 and Tier 3 stunts, vehicle-based stunts, hydroplaning, and advanced turning techniques.

Career mode is the ultimate test of your watercraft racing skills, in which you need to compete in several series of races. There are two different Career modes to choose from:

○ **World Championship:** Familiar to Splashdown veterans, this Career mode takes you through the game's 8 outdoor courses in two series (or 4 races in one series if you're playing in Rookie mode).

○ **Stadium Championship:** An all-new, all-indoor Career mode, the Stadium Championship challenges you to complete 12 races in three series (or 7 races in two series if you're playing on Rookie mode).

Starting a New Career

After choosing to play through a World or Stadium Career, choose the character that you're going to use for the duration of your Career. You can also choose your SEA-DOO'S paintjob, set the difficulty level of the Career, and pick the Control mode you wish to use (Arcade or Simulation).

You are assigned the fifth pole position for the first race in Career mode. After that, your pole position is determined by how well you placed in the previous race. To progress to the next race, you must average second place through the series.

If you don't place well enough to continue on to the next race or series, you can retry the race if you have any continues remaining. The number of continues you get depends upon the difficulty level you're playing:

○ **Rookie:** 3 continues (World); 5 continues (Stadium)

○ **Pro:** 4 continues (World); 6 continues (Stadium)

○ **All-Star:** 2 continues (World); 2 continues (Stadium)

If you don't place high enough to progress and are out of continues, your Career is over. As you progress through Career mode, you will unlock new tracks and gain points that you can use to unlock even more items in the Warehouse!
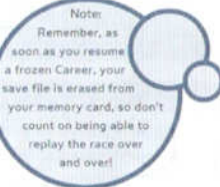
Continuing a Frozen (Saved) Career

If you have a frozen (saved) Career (see "Saving and Continuing" in the next section), you can resume it from the Career Menu. BEWARE: The moment you resume a frozen Career, that game save is erased from your memory card (8MB)(for PlayStation®2)! If you don't place well enough to continue on to the next race, you can't simply reload your saved game; you have to use a continue to try again, or restart the Career if you are out of continues.

FREEZING (SAVING) AND CONTINUING

After each race that you successfully complete, you have the option of continuing or saving and quitting:

- **Continue:** Keep racing through the series, assuming you're qualified to do so.

- **Freeze:** Save your progress to a memory card (8MB)(for PlayStation®2) and exit to the Main Menu.

> **Note:** Remember, as soon as you resume a frozen Career, your save file is erased from your memory card, so don't count on being able to replay the race over and over!

ARCADE MODE

Arcade Mode allows you to splash through a variety of single race types. It's an excellent way to get your feet wet before attempting Career mode.

COURSE SETTINGS

Before starting any of the Arcade Mode race types, you will be able to change the course settings.

- **Course Type:** Choose from World or Stadium courses.

- **Course:** Select the course you want to race on from all unlocked courses.

- **Mode** (Freestyle)**:** Choose Timed to race against the clock or Practice to get a feel for the course without a time limit.

- **Difficulty:** Set the difficulty level for the race (Rookie, Pro, or All-Star).

- **Vs.** (Time Trials)**:** Choose Best if you want to race against the saved best lap time or New if you want to create and race against a new lap record.

- **Laps:** Determine the length of the race, in laps, for Stadium course races only (from 1 to 5 laps); World course races are 3 laps long.

- **Opponents** (Practice/Technical Time Trials)**:** Choose None for no opponents, AI for four AI opponents, or Ghost for an intangible ghost opponent who represents the current best lap time. In Practice Mode, choose NONE for no opponents or AI for four AI opponents.

- **Wave Height** (Technical Time Trials)**:** Determine how choppy you want the water to be, from Calm all the way up to Large Swells. Higher waves mean more challenging races and bigger rewards if you set the lap record!

CIRCUIT

Circuit mode is a single fast and furious race against four AI opponents, and the rules are simple – you either come in first or lose! After choosing your racer and watercraft, select Circuit from the list of Event Types in Arcade mode.

FREESTYLE

Freestyle mode is a test of your stunt skills. To win a Freestyle event, earn the highest score by racking up stunt points within the time limit. At the beginning of the game, only two Freestyle courses are available. To unlock more courses, you must beat a record on a previous Freestyle course in Arcade or Vs. mode, or you can purchase the courses in the Warehouse with points you've earned.

During a Freestyle event, you can also grab floating pick-ups that help you maximize your stunt score:

- **Instant Meter Boost:** Completely fills your Performance Meter.

- **Hold Meter Multipliers:** Speeds up the Hold Meter by 2x or 3x for a limited amount of time.

- **Stunt Score Multipliers:** Multiplies a stunt combo by 2x, 3x or 5x its normal value

- **Time Extenders:** Adds 15, 30, or 60 seconds to the timer.

- **Reset All Stunts:** Resets all repeated stunts, so you can pull them off again without a penalty.

TIME TRIALS

Time Trial events put you against the clock, with an intangible "ghost" racer as your only competition. The ghost zips around the course to represent the current best lap time—stay ahead of it to continue to set new lap records.

TECHNICAL TIME TRIALS

A Technical Time Trial race is a never-ending series of laps around slalom buoys on 20 unique Technical Time Trials courses. You won't need stunts and you won't need ramps – but you'll need to learn the lines if you want to set the lap record!

At the beginning of the game, only two Technical Time Trials courses are available. To unlock more courses, you must beat a record on a previous Technical Time Trials course in Arcade or Vs. mode, or you can purchase them in the Warehouse.

PRACTICE

Practice is exactly what it sounds like—a chance to hone your watercraft skills without having to worry about off-track penalties and resets. It's also a good way to master courses that you've just unlocked, or search for the many shortcuts hidden throughout the World courses!

VS. MODE

Vs. mode is the two-player version of Arcade mode. Connect two DUALSHOCK®2 analog controllers to your PlayStation®2 computer entertainment system, then you and a friend can compete against each other in the following four Vs. mode race types:

Circuit

Vs. Circuit mode is identical to Arcade Circuit mode, except for the fact that there are two human players. All of the Vs. Circuit mode options are identical to the Arcade Circuit mode options.

> **Note:**
> you cannot play in the Outdoor environments in Vs. mode.

Freestyle

Vs. Freestyle mode is a two-player version of Arcade Freestyle mode, where two high-flying human players compete against each other to pull off bigger and badder stunts. All of the Vs. Freestyle mode options are identical to the Arcade Freestyle mode options.

Technical Time Trials

Vs. Technical Time Trials mode is similar to Arcade Technical Time Trials mode, with a twist: the two human players race against each other to hold the lap record for the duration of the Record Timer. Once a player sets a lap record, the Lead begins counting up towards its set limit.

To stop the Lead, the other player must beat the current leader's best time to gain control of the Lead. The player who holds the Lead for the set amount of time wins the event.

○ **Record Timer:** Set the length of the Record Timer to 2:00, 3:00 or 5:00.

Practice

Vs. Practice mode is identical to Arcade Practice mode, except for the fact that it features two human players. All of the Vs. Practice mode options are identical to the Arcade Practice mode options.

WAREHOUSE

Achieving just about any goal in *Splashdown® Rides Gone Wild™* earns you points, which can be used to unlock items in the Warehouse. Warehouse unlockables include wetsuits, watercraft paintjobs, characters, courses, and more! Every available unlockable item in the game is displayed in the store. Big-ticket unlockables (like characters and courses) cost more points to unlock than smaller unlockables (like wetsuits and watercraft paintjobs).

The number of Warehouse points you get for completing a goal depends upon the difficulty of the goal. Major goals include finishing a Career (World or Stadium). Minor goals include setting a best lap in the Time Trials event or achieving a high score in the Freestyle event. Even achieving simple goals, like setting a record in Time Trials or placing first in a Circuit race, will give you a few points. Your difficulty level also affects the point value; higher difficulty levels award more points.

Everything that you unlock by playing through Career mode can be purchased in the Warehouse if you have enough points, so you can save points by unlocking the items in Career mode, or you can save yourself the frustration of completing difficult goals by simply buying the items that the goals unlock. A "% Complete" figure appears on the Warehouse Menu and the Main Menu, reminding you of what you have left to unlock.

OPTIONS

Load

Use this option to load saved *Splashdown® Rides Gone Wild™* data from a memory card (8MB)(for PlayStation®2).

Save

The game autosaves when you exit from an event if you've set a record or acquired points. If you want to save your progress at any other time, use this option to save all of your game data.

Controller 1/Controller 2

If you don't want to use the default control scheme, you can customize the controls for each DUALSHOCK®2 analog controller here.

Game Options

The Game Options menu lets you tweak the following display options for the game:

○ **Speedometer:** Display your speed in miles per hour (MpH) or kilometers per hour (KM/H).

○ **Camera Roll:** Set this to ON to enable Camera Roll during turns, or select OFF.

○ **Split Screen:** Split the screen horizontally or vertically during Vs. mode races.

○ **Aspect Ratio:** Set this to Standard for televisions with 4:3 aspect ratio or Widescreen for televisions with 16:9 aspect ratio.

○ **Video Mode:** If your TV supports progressive scan mode, set this to High Def (480p) for an enhanced viewing experience; if not, leave it at Standard (480i).

○ **Center Screen:** If the image on the screen seems to be off-center, select this option and use the directional buttons to center the screen image.

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Boss Martians "AMX"
"AMX"
Performed by Boss Martians
Written by Evan Foster,
Jason Reavis and Steve Davis
Courtesy of MuSick Recordings
http://www.musickrecords.com
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MUSIC (BMI) and TUNELOOM
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The Exies "My Goddess"
"My Goddess"
Performed by The Exies
(Scott Stevens, David Walsh,
Dennis Wolfe, Fred Herrera)
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Soilwork "Natural Born Chaos"
"Natural Born Chaos"
Performed by Soilwork
from the album Natural Born Chaos
music: Peter Wichers;
lyrics Björn "Speed" Strid
Published by Prophecies Publishing
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Audiovent "Gravity"
"Gravity"
Performed by Audiovent
(Paul Fried, Ben Einziger,
Jasmin Wilcox, Jason Boyd)
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The Donnas "Who Invited You"
"Who Invited You"
Performed by The Donnas
Written by Maya Ford,
Allison Robertson, Brett Anderson,
Torrance Castellano Courtesy of
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Audiovent "Energy"
"Energy"
Performed by Audiovent
(Paul Fried, Ben Einziger,
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Juno Reactor "Hotaka"
"Hotaka"
Performed by Juno Reactor
Written by Gocoo, Xavier Morel,
Steve Stevens, and Ben Watkins
Courtesy of Beacon Productions.
Xavier Morel, Songs of
Windswept Pacific (BMI)
o/b/o Mute
Song Limited, and
Warner/Chappell.
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Treble Charger "Hundred Million"
"Hundred Million"
Performed by Treble Charger
Written by G. Nori, B. Pridle,
R. Martin, T. MacGregor
Published by G. Nori, B. Pridle,
R. Martin, T. MacGregor
Appears courtesy of Nettwerk
Productions / BMG Music Canada

Kazzer "Pedal to the Metal"
"Pedal to the Metal"
Performed by Kazzer Brian West
(SOCAN), Mark Kaspryzyk (SOCAN)
Worldwide West Music Inc.
c/o Sony/ATV Songs LLC (BMI)
o/b/o Sony/
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"Drifter"
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In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46032. Please use this code to identify your Product when contacting us.

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Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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The watercraft racing experience in this video game is intended to be fanciful; do not try these moves in real life. Be a responsible rider. Riding a personal watercraft is an exercise in responsibility to yourself, to others and to the environment. A watercraft is not a toy and can be hazardous to operate. For your safety, wear eye protection, a personal flotation device and wetsuit. Never engage in stunt riding. Avoid excessive speeds, and be particularly careful on choppy waters. And keep in mind that riding does not mix with drugs and alcohol. The watercraft in this video game may differ than actual watercraft in shape, colors and performance.