Drop that tight chute,
link that turn
and launch that lofty front-side air!
Burn up the competition
on extreme downhill runs
or out-cool the snow bums
with rail slides, ollies,
and back-side rail grabs.
Get loose!

Getting Started

Set up your PlayStation™ and insert the Cool Boarders CD as described in your PlayStation™ manual. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Main Menu

At the main menu (you can press the START button during the demo to bring this up) use the UP and DOWN Directional buttons to move the highlight and press the X button to confirm your choice or the O button to cancel. You can choose either START to begin a game or OPTIONS to change the settings. The options are listed at the end of the manual - let's start with the fun stuff...

Hitting The Slopes - COURSE SELECT

Use the LEFT and RIGHT Directional buttons to view all the courses and press the ✖ button to make a selection. Initially there are 3 courses: NOVICE, ADVANCED and EXPERT. The box at bottom right shows the total length in metres, the average slope angle, and the maximum slope angle. The official record time is shown at bottom left.

MUSIC SELECT

Use the UP and DOWN Directional buttons to select the back ground music and press the ✖ button twice to continue. Choose RANDOM PLAY if you can't decide.

BOARD SELECT

Use the LEFT and RIGHT Directional buttons to choose your board and the ✖ button to confirm. The performance profile at bottom right shows the board's rating for SPEED, STABILITY and RESPONSE. There are three basic models:

5

FREE STYLE– High on stability and controllability - recommended for beginners

ALL ROUND – Average performance all around.

ALPINE – While the top speed is the distinguishing feature, the stability and controllability are a bit shaky.

Furthermore, the speed will reduce when you execute Fakie.

Once you have made your choice you can then use the LEFT and RIGHT Directional buttons to change your board's colour. Press the ✖ button to continue.

PLAYER SELECT

Use the LEFT and RIGHT Directional buttons to choose either a male or female boarder, then press the ✖ button. After that, you can also select their outfit in the same way.

Stance – The male boarder starts with the Regular stance (left foot on the front), and the female boarder begins with the Goofy stance (the right foot in front). When you make your boarder turn around so that they are facing the opposite side it is called a Fakie stance. Note, with the ALPINE board, the speed decreases when using this stance (because you're essentially going backwards).

The Rules Of The Game

Your aim is to finish each course before the clock runs down to zero. More time is added whenever you pass through the check points that separate the sections making up each course. When the clock reaches zero the game ends.

Game Screen

1 Total time elapsed.
2 Time taken to clear each section.
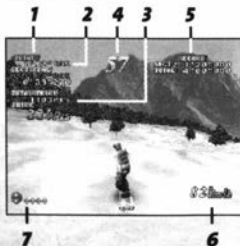*3* Total number of points awarded for tricks. The number of points awarded for a particular trick is flashed up below this as you perform it.
4 Time remaining.
5 Official record times for the current section and for the whole course.
6 Speed.
7 Shows the number of wipe-outs.

The Boarder's View

Press the △ button to switch between to the first person Boarder's View. In this view if you are boarding with a fakie stance the word **fakie** appears on the right side of the screen. Also, when a grab is executed during a jump, the name of the grab appears there too (see the section on Tricks).

6

Controlling Your Board

R1 & R2 button – Grab the board (see the section on Tricks).

Directional buttons

Use the Directional buttons to turn and control the sharpness of the turn

START button – Pause the menu.

✕ Jump – Tap the ✕ button for a short jump, hold it down for a longer and larger jump.

△ Change view.

☐ Edging – Hold the ☐ button down while pressing the LEFT and RIGHT Directional buttons to perform a hard turn

Other Moves

Air Turns – *While in the air, press the LEFT or RIGHT Directional buttons to change the direction of the board in the air.*

Speeding up – *Press the I button repeatedly to recover your speed if for any reason you become stationary.*

Pausing The Game

Press the START button while boarding to pause the game. Use the Directional buttons to highlight one of the following then press the START button again, select CANCEL to resume play, RESTART to start again from the top, SELECT to choose a new course or board, or EXIT to return to the title screen.

Tricks

You can do tricks and stunts whenever you feel the need, but do something impressive at certain designated judging points and you'll receive Trick Points according to the level of difficulty.

Rotation – To rotate the board Press and hold the ✕ button and then any Directional button, depending on which Directional button you press depends on which way you spin, either straight forward, side ways or diagonally.

Grab – If you execute a command in mid-air, the boarder grabs the board. If you add a rotation as described above, you will be able to pull off even more difficult tricks.

STANCE / GRAB	REGULAR STANCE		GOOFY STANCE	
	NORMAL	FAKIE	NORMAL	FAKIE
"TALE" GRAB COMMAND R1 button				
"INDY" GRAB COMMAND ↑+R1 button				
"MUTE" GRAB COMMAND ↓+R1 button				
"STALE FISH" GRAB COMMAND ↑↑+R1 button				
"MELANCHOLY" GRAB COMMAND ↓↓+R1 button				

Note, the direction of boarding in these pictures is towards the right.

The Ghost Boarder

When you complete a course you are then given the option of saving that run as the ghost data. If you wish to do this highlight **Update Ghost Data** and press the **X** button. Next time you race on that same course you can compete against the Ghost Boarder.

You can also sit back and watch the Ghost Boarder's run by selecting REPLAY within OPTIONS, plus you can save or load Ghost Boarder data onto a Memory card by selecting MEMORY CARD within OPTIONS. Note, though that the Ghost Boarder function can only store a run down one course - if you try the other courses now you'll be racing alone again.

Aprés-Boarding

When you complete a course, you are shown a replay of the run along with the results: the time, number of points for tricks and the total number of points. The latter is based on the total trick points earned as well as the difference between the **official time** pre-set in each section and the actual time boarded. If you do well enough you get to enter your initials for the rankings tables.

Next use the UP and DOWN Directional buttons to highlight one of the following choices and the **X** button to select: **Update Ghost Data** (saves a recording of that run - see the section on The Ghost Boarder), **Retry The Same Course, Select New Course** or **Quit**, to return to the title screen.

OPTIONS

Use the Directional buttons to highlight an option and the ✕ button to set. Press the ○ button to cancel and return to the previous screen.

CONTROLS

There are 5 button configurations for the Controller: use the UP and DOWN Directional buttons to view each one and press the ✕ button to select it. The functions are: JUMP, HARD TURN, GRAB and VIEW.

SOUND ROOM

Use the LEFT and RIGHT Directional buttons to highlight either: SFX (sound effects), BGM (background music), VOICE (commentary) or OUTPUT (either mono or stereo). Now press the ✕ button then use the UP and DOWN Directional buttons to change the volume or setting (press the ✕ button at this point for a sound test); finally when you're happy, press the □ button to change anymore options in the SOUND ROOM

MEMORY CARD

In this mode you can load or save the ranking and boarding data to a Memory card inserted into Memory card slot 1. Use the Directional buttons to highlight either LOAD or SAVE for the GAME DATA or the GHOST DATA - press the ✕ button to confirm. Note you can only save two sets of Ghost data on each Memory card - each set takes up 6 blocks so make sure you have enough room on your card before commencing play. When you see the SAVED or LOADED prompt press the ✕ button to continue.

RANKING

Select a course and check out the rankings. Use the LEFT and RIGHT Directional buttons to switch between the TIME RANKING, the TRICK RANKING or the TOTAL RANKING. Use the UP and DOWN Directional buttons to switch between the rankings for the NOVICE, ADVANCED or EXPERT courses. Press the ○ button to exit.

REPLAY

Select this to watch the recording of the current ghost boarder, Press the START button to quit.