



PlayStation

PAL

# COOL BOARDERS 2™



SONY



COMPUTER  
ENTERTAINMENT

# PlayStation®

PLATINUM

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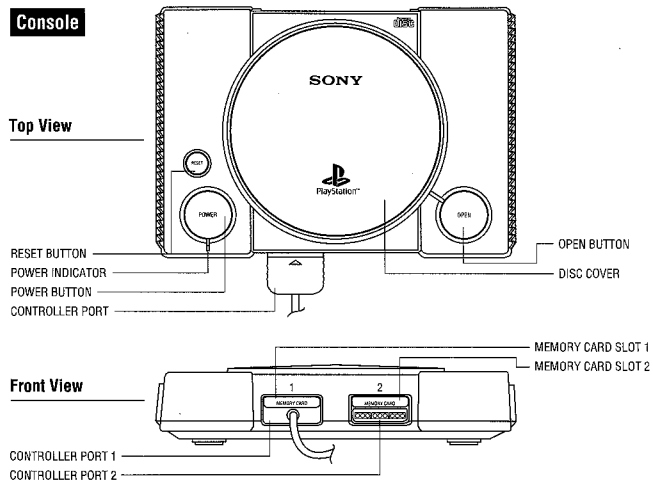
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Thank you for purchasing **COOL BOARDERS 2**.  
We strongly recommend reading through the  
manual before playing as it will increase your  
gaming enjoyment. **GO SHRED!**

## STARTUP INFORMATION

### Console

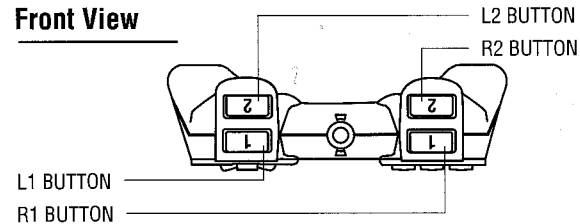


Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Cool Boarders™ 2 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

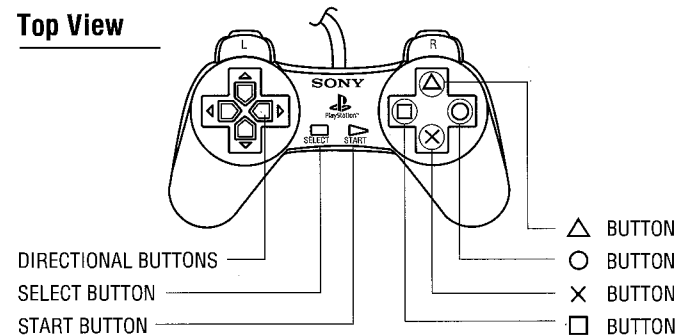
## The Controller

The pages that follow explain the basic Cool Boarders 2 controls. Pages 23-24 explain the numerous multi-button mid-air maneuvers.

### Front View



### Top View



## IT'S ALL ABOUT CONTROL

### TURN (D-Pad left/right)

A very basic move. Turn using only the left and right Directional Buttons. You can turn while maintaining your speed.

### SHARP TURN (□ + D-Pad left/right)

If you turn using the left and right Directional Buttons while pressing the Square Button, the speed significantly drops but allows you to turn easily. This turn will dig your board's rail deep in the snow thus allowing you to cut through the tightest of turns. At high speeds to ensure a good turn, this technique is recommended.

### JUMP (X)

Press the X Button and release once the rider squats down.  
**IMPORTANT:** The rider will jump when the X Button is released not when it is initially pushed. This is so you wind the character up to perform flips, rotations, tricks and big air. The longer you hold down the X Button, the longer the distance of the jump. However, you cannot turn while holding the X Button down. If you lose speed, try pressing the X Button continuously.

### WEIGHT SHIFT (D-Pad up)

Ride while pressing the Direction Button up. This is a technique which allows you to ride without bouncing on the moguls by shifting your weight and leaning your body forward. However, you will not gain any speed by doing this.

### TUCK POSITION (D-Pad down)

Ride while pressing the Direction Button down. By crouching down, you lessen the air resistance and increase your maximum speed. However, it'll be difficult to make the turns.

### STANCE CHANGE (RI/LI)

Press the RI Button or the LI Button while riding. This can be done only when other commands are not in effect. Rotate your body 180 and switch from standard stance to Fakie or vice versa. It is convenient for a recovery when you get stuck on Fakie with an alpine board.

### VIEW SELECT (△)

There are two screens you can choose from during the race. (1) "Behind View" which shows the view from behind the boarder. (2) "Rider's View" in which you play from the rider's viewpoint or first person view. You can switch between these screens during the race anytime by pressing the Triangle Button.

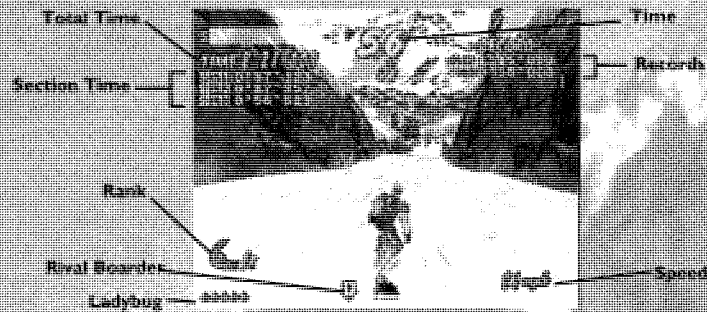
### RAIL SLIDE (GRIND)

When you get on a narrow railway, press the RI Button or the LI Button. By doing this, you will be in a balance posture with the board horizontal. Ride by balancing with the left and right Directional Buttons. If you make a mistake, you will fall. Press the RI Button or the LI Button again to return to regular riding.

### BUMPING

If you are getting bumped by other characters and keep falling, try using the Directional Button to regain your balance. Do this by pushing the Directional Button in the direction you are being bumped from. This should keep your character from falling.

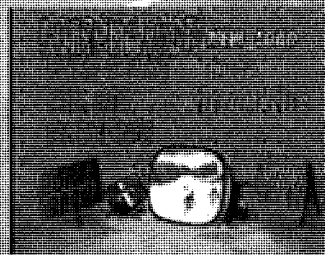
## THE RACE SCREEN



**Map:** Displays your current position and your rival's position on the course.  
**Time:** Remaining time.  
**Total Time:** Time elapsed.  
**Record:** Current record.

**Section Time:** Time lapse for each section (or trick point)  
**Rank:** Current ranking.  
**Ladybug:** Number of wipeouts.  
**Speed:** Current speed.  
**Rival Boarder:** Approaching boarder.

## MODE SELECTION



When you begin the game, you will see a screen like the illustration on the left. Select the mode you wish to play using the **Directional Buttons**. Accept your selection by pressing the **X** or **Start Buttons**. To back up press the **Circle** or **Triangle Buttons**. For in-depth descriptions of each mode, see pages 11-19.

### COMPETITION MODE

This mode is exclusively for one-person play. This is a combination race of a Big Air Event and Boarder Cross, or straight time racing. You will be competing against 8 other riders.

### HALF PIPE

This mode is exclusively for one-person play. This is a mode where you perform tricks in a half pipe. You will be scored on height, complexity of tricks, rotation, variety and landing.

### FREESTYLE

In the Freestyle mode you can play alone or compete against another player (Split Screen/Link Cable).

## BIG AIR

This is a mode where you perform tricks off a huge jump. This can also be used to practice tricks. Once you get used to it, challenge the Trick Master Mode. (see page 18)

## BOARD PARK

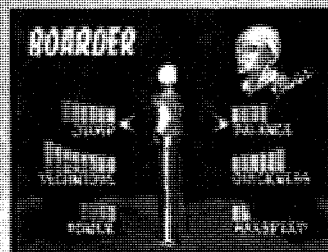
This is a course where you can ride as you please. Here you can customize your own style of riding.

## OPTION

This is where you can set various game options such as Auto Save, Sound/Volume, Board Edit, etc. If you have a Memory Card we strongly recommend setting the Auto Save option to On.

# CHARACTER SELECTION

## BOARDER



When beginning the game, you can select from four different characters. Each character has his or her own strengths and weaknesses. Try to understand each of their abilities prior to selection.

## CLOTHING

Clothing choice has no bearing on a character's ability. Select the top and bottom clothing using the Direction Buttons and accept with the **X Button**.

## TYPE AND DESIGN OF BOARD

There are three types of boards categorized according to board type. Each type consists of three different boards with different strengths and weaknesses.

### Freestyle

Very stable and easy to control. This type is recommended for beginners. However, top speed is fairly slow. This is the best board for performing tricks.

### All-Around

A good All Around board that does not favor Stability or Speed. It is a good middle ground board for both speed and tricks.

### Alpine

Excellent top speed. However, it is difficult to turn quickly and not very stable. If you switch to the Fake position on this board your speed will decrease quickly. (See Change Stance of page 5.)

Once the board type is decided, select the design. There is no difference in capability based on board design chosen.

## COURSE



There is no course selection in the Tour Competition mode. You can select only 3 courses when you begin playing Freestyle. However, the course selection will increase as you progress through the Tour Competition Mode.

During course selection, you can view the course ranking screen by pressing down on the **Direction Button** (excluding Tour Competition Mode and Freestyle 2P). Press the **Triangle** or **Circle Button** to return to the previous screen.

## SOUND

Adjust the sound using the left and right **Directional Buttons**. (You cannot adjust the sound or music for Tour Competition mode.)

## QUICK DEFAULT

You can simplify your selection of the Boarder and Board Selection by using the left and right **Directional Buttons** while holding down the **R1 Button** when in the setup screen.

Once your selection is complete, select **Start** to begin the game!

## TOUR COMPETITION MODE

Tour Competition Mode is a combination event consisting of the Big Air jump and Boarder Cross straight time racing.

### HOW TO PLAY

- Select Competition on the Mode Selection Screen.
- Select New to start a new game.
- To resume a previously saved game, select Load.
- Select the Character and Board on the Character Selection Screen.
- Press Start once your selection is completed.

### 1ST STAGE - BIG AIR



Perform two big air jumps. Your rank (1st - 8th) will be decided by adding the scores of both jumps.

The starting position is staggered by the amount of time (Seconds) determined by the difference in score in the Big Air jump. After your 1st and 2nd jumps, the ranking will be displayed. Check your position.

## 2ND STAGE - BOARDER CROSS (STRAIGHT-TIME RACE)



This is a competition amongst 8 riders. You start in the order as determined in the Big Air Event. The final ranking is determined by the order in which you cross the finish line. Competition Mode points are accumulated based on your finishing position. After you complete 9 rounds, the rider with the highest number of points is the winner.

*Note: this is straight racing and you will not receive extra points for making tricks off jumps*

### COMP CLEAR POINTS

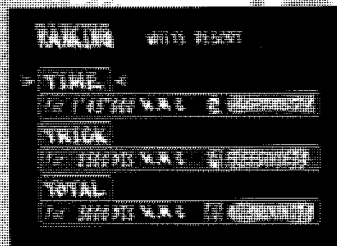
Comp Clear Points are predetermined in each round. If the player does not exceed the Comp Clear Points at the end of a round, the game is over. On the other hand, if the player already exceeds the Comp Clear Points at the beginning of each round, he can proceed in the game regardless of his ranking.

If you run out of time (TIME UP), you will be disqualified and receive 0 points. If the game is over, select either Retry or Exit. If Exit is selected, the Title Screen is displayed. If retry is selected, you will start a race on the most recently saved track.

## FREESTYLE (1 OR 2 PLAYERS)

### FREESTYLE 1P (ONE PLAYER)

If you reach the goal within the time limit, you clear the level. The time is increased when you pass the check point. If the time goes down to 0, the game is over. There are 5 areas for tricks on each course. When you perform a trick at these areas, you will be marked and receive points. There are 3 rankings on each course: Time, Speed and Total. Try to get the highest on all rankings.



**Time:** Compete for the quickest time.

**Trick:** Compete for the total points on the trick areas.

**Total:** Compete for the total points of the time and tricks.



## GHOST

This is the system which allows you to save your ride and then compete with your past rides. It can be saved as a replay data, so you can save your good rides. To create ghost data:

### GHOST UPDATE



- First, ride to the finish line.
- After reaching the finish line, select Ghost Update on the menu. The data will be deleted if it is not updated.
- Save the data on to the Memory card using Ghost Save on this option.

### GHOST OFF/ON

Set up whether or not you want the ghost to appear on the screen. The ghost will only appear on the course it rode on. To place it on another course, you must ride that course and create the data. The ghost will disappear by pressing the Select Button while the ghost is riding.

### GHOST LOAD/SAVE

Loads the ghost data on to the memory card and saves the updated ghost data on to the Memory card.

- The ghost will not be automatically saved even if Auto Save is turned On in Mode Select. To save the ghost, save the data following the steps above.

## REPLAY

Plays the ghost data currently updated and ghost data loaded from the Memory card. When you want to see a favorite ride, you [Update] and then [Play] just like a video clip. When you achieve a good run, save it on the Memory card. [See below for rules handicap]

### TWO PLAYER MODE

Two Player Mode can only be selected in Freestyle.

#### Split Screen Competition (Two Controllers)

Select Free Ride 2P on the Mode Selection Screen. Select characters, board and course on the Mode Selection Screen. Players can select the same character, but cannot select the same clothing.

## RULES

**Boost:** Compete to see who can reach the finish line the quickest. By scoring a trick point, your maximum speed is increased for a fixed period of time depending on your score.

**Time:** Compete on who reaches the finish line the quickest. Tricks do not matter.

**Trick:** Compete with the total score of each trick made at the 5 trick areas.

**Total:** Compete with the grand total score of both time and tricks.

#### Handicap

By switching the handicap on, the abilities of a losing player will increase for a fixed time, increasing the odds of a closer match.

## CHANGING SPLIT SCREEN

By pressing the Select Button during play, you can switch the screen from vertical (top to bottom) to horizontal (left to right).

- If you select RETIRE while the game is paused during the competition, the selected player will lose.
- The ranking for each player is displayed after the competition. There is no replay screen and ghost in 2P mode.

## LINK CABLE COMPETITION

You can do this using two PlayStation game consoles, two monitors, two "Cool Boarders 2" CDs, and 1 SCPH-1040 cable (sold separately). (Connect the two PlayStation game consoles with the cable before turning the power on. By doing so, the game will automatically be set specifically for this communicated competition mode. Therefore, if you wish to play in other modes, you must disconnect the cable prior to turning the power on. The procedures thereon are the same as in the Split Screen Competition. Note: players must not press the X Button while the opening video is playing.

## HALF PIPE



The half pipe is the course where you compete using your overall trick skills. Perform as many tricks as possible until you reach the goal. Each trick gives you the opportunity to score in five technical areas. The five areas are described below.

**Standard Maneuvers:** Techniques other than rotation (ex. Grabs)

**Rotation:** Techniques with rotation (vertical, horizontal, diagonal)

**Amplitude:** Height, speed

**Landing:** How perfect the landing is

**Technical Merit:** Accuracy

*Note: The maximum you can receive on any skill is 10 points.*

**Tip:** You must switch between Standard Maneuvers and Rotation tricks. If you do not mix up the tricks you will get penalized in the scoring.

Remember to hold down the **X Button** to wind up your tricks. The character jumps upon releasing the **X Button**, not on the initial push.

The longer you hold the **X Button** down with the **Directional Button(s)** the more flips, rotations, height and grabs will be possible.

## BIG AIR

In this mode, you will catch huge air and perform crazy tricks. There are two types of Big Air events: Contest and Trick Master.

### CONTEST

Here there are three different Big Air jumps. This is a good place to practice Big Air tricks for the Competition Mode.

### TRICK MASTER MODE



This mode is especially helpful for practicing tricks. A trick is specified before each jump, and you must accurately perform it. Otherwise, you will redo the same trick over and over again until you make it. If you successfully perform the specified trick, you will obtain a time bonus and be allowed to continue on to the next

maneuver. There is a time limit on this course, which means there is a limit of continuous failures. Let's see how far down the hill you can go.

*Note: At a certain point of the game, only the trick name will be displayed without the command the first time for each trick point. Therefore, this is a difficult mode unless you memorize the trick before you challenge this mode. If you fail the trick, the command will be displayed at the next trick point. However, failing the tricks will decrease your time.*

## BOARD PARK

This is a course designed so that you can ride freely on a large slope with many obstacles and jumps. A variety of items are established to help you get used to basic controls. Press the Select Button to view controls. Pick a line and think about places you can make tricks and jumps on the course.

### OPTIONS



### VOLUME

The volume for the following can be set using the Direction Buttons left and right.

**BGM:** Volume of the background music.

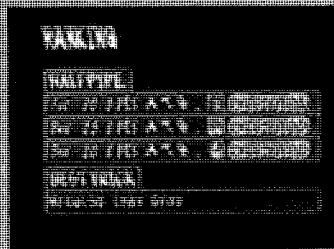
**VOICE:** Volume of the characters and DJ.

**SFX:** Volume of the sound effect.

- Press the **X Button** to accept selection and **Circle Button** to exit back to the Mode selection screen.

## RANKING

You can view the ranking for each mode in each course.



**Courses:** Record of the Freestyle 1P. You can also view the record for the Time, Total, Trick for each course.

**Half Pipe:** Record of the tricks in half pipe.

**Big Air:** Record of the tricks in Big Air.

**Trick Master:** Record of the Trick Master mode.

## AUTO SAVE

Select On to automatically save scores, hidden features and level saves.

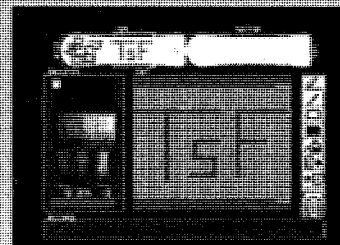
- The data for the ghost cannot be saved with this feature.

## YOUR NAME (NAME REGISTRY)

Register your name to be used on the ranking. By doing so, the registered name is displayed when you achieve a score to be ranked in the future. Select the letters using the left and right **Directional Buttons** and accept your selection with the **Triangle** or **Circle Buttons**.

## BOARD EDIT (CREATE AN ORIGINAL BOARD)

You can design your own board, and it can be used during the game. See the next page for more instructions.



## Edit Area

- Move the cursor with the **Directional Buttons**. To move quickly, press **R1 + Directional Buttons** simultaneously.
- When trying to move outside the screen, the screen will scroll horizontally. It will not move outside the board.
- Draw (or select dot) with the **X Button**. Select the draw mode with the icon.
- Press the **Triangle Button** to select the color. The cursor will move to color selection.
- Select the color on which the cursor is located by pressing the **X Button**. Pick color function.
- Press the **Square Button** to select functions. The cursor will move to the icon.

## Color Selection

- Select the color with which to draw. You can use up to 64 colors.
- Press the **X Button** to accept the color and to go to the edit mode. [The cursor will move to the edit area.]
- Press the **Triangle Button** to create the color. [The cursor will move to the color creation area.]

## Create Color Palette

- Select a component of blue, red and green using the left and right **Directional Buttons**. Change the components of the selected color with the up and down **Direction Buttons**.
- Press the **Circle Button** to complete the color creation and to go to the edit mode.
- Press the **Triangle Button** to select the color.

## Icon

Select the drawing mode (dot (pset), line (line), rectangle (box), fill color (boxfill), paint (paint)) and the functions save, load and exit. Move the cursor using the up and down **Direction Buttons**, and accept selection with the **Circle Button**. When selecting the drawing mode, you are in the edit mode. If the other functions are selected, it will be executed appropriately. You can get into the edit mode with the **X Button** without making a selection. [Cancel]

## EDIT FUNCTION

- **Dot (pset) Mode**  
The dots will be made using the color selected with the cursor.
- **Line (line) Mode**  
By specifying the starting and ending points, a line will be drawn between the two points with the color specified.
- **Rectangle (box), Fill Color (boxfill) Mode**  
By specifying the top left and bottom right corners, a rectangle is drawn using the color specified. For the fill color mode, the rectangle will be filled with the specified color.
- **Paint (paint) Mode**  
The area surrounded by the cursor is painted with the specified color.

## HOW TO PERFORM TRICKS

### NO GRAB

Shifty: Press the **L1 Button** while jumping.

Shuffle: Press the **L1** and **L2 Buttons** while jumping.

### ROTATION

In order to perform a 180, 360, 540, etc., hold the **X Button** and left or right **Directional Button** simultaneously. The amount of rotation is determined by the duration of the multi-button press. Continue to hold down the **Direction Buttons** after releasing the **X Button**. Once the rotation begins, you may let go.

## FLIPS

**Front Flip:** While holding the **X Button** down, press the **Direction Button** up and release the **X Button**.

**Back Flip:** While holding down the **X Button**, press the **Direction Button** down and release the **X Button**.

## COMBINATION FLIPS AND SPINS

**Misty:** While holding the **X Button** down, press the **Direction Button** diagonally down and release the **X Button**. We recommend that you first press either the left, right, up or down **Direction Buttons** and then press diagonal.

## GRAB TRICKS

- |                |                 |
|----------------|-----------------|
| Lien Air:      | down + R1       |
| Indy Grab:     | up + R2         |
| Mute Grab:     | up + R1         |
| Stale Fish:    | down + R2       |
| Method:        | down + L2       |
| Nose Grab:     | up, up + R1     |
| Tail Grab:     | down, down + R2 |
| Indy Nosebone: | up + R2, L2     |
| Tweak:         | down + R1, L1   |
| Stiffie:       | up + R1, L2     |
| Melancholy:    | down + R1, L2   |



## CREDITS

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