
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01317
BUSTRICK
WAKE BOARDING!!™
Serious Fun™
NATSUME®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

Serious Fun™
NATSUME®

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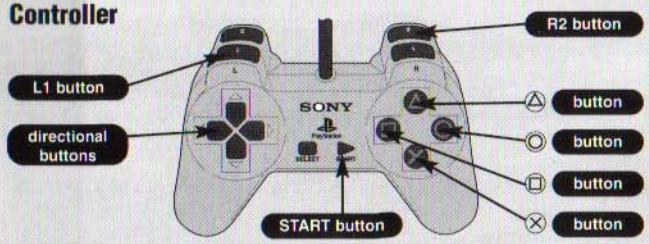
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SETTING UP

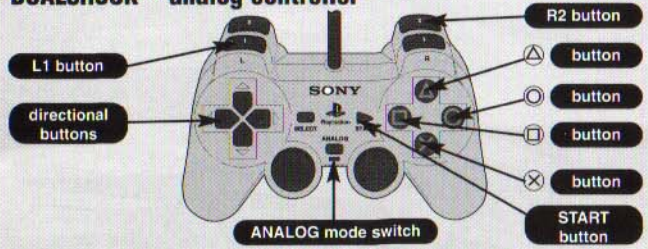


Set up your PlayStation® or PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure that the power is off before inserting or removing a compact disc. Insert the Burstrick disc and close the Disc Cover. Insert the game controller and turn on the PlayStation® or PlayStation® 2 computer entertainment system. Follow the on screen instructions to start a game.

Controller



DUALSHOCK™ analog controller



Memory Cards

You can save your game play progress using a MEMORY CARD (sold separately). Each game will take up 1 memory block on the MEMORY CARD. Be sure that the MEMORY CARD is firmly plugged into MEMORY CARD slot 1. Access the Save Game option from the Options Menu. If you turn off the console power without saving the game to a MEMORY CARD you will lose any unsaved data.

Menu Screen

△ button	Cancel a selection or back out of a menu screen.
⊗ button	Press to confirm a choice.
directional buttons	Use the the directional buttons to move the cursor and scroll through options.
START button	Press to start the game.

Obstacle Mode

L1 button	Press and hold to make the boat accelerate.
⊗ button	Press the ⊗ button to jump. Hold it down to jump at the riders max jump capability.
directional buttons	The left and right directional buttons move you left or right. If you press down and right or down and left, you will edge which will slow you down and help with control.
START button	Pauses the game and brings up pause menu.

Trick Mode

L1 button	In Trick Lecture Mode press this to see the trick list.
R2 button	Hold this and press a directional button to switch your stance.
△ button	This button is used as a trick "finisher".
○ button	This button is used as a trick "finisher".
□ button	Press the □ button to set up your approach.
directional buttons	Up and down are used strictly for tricks. Left and right are used both for tricks and for moving left and right.
START button	Pauses the game and brings up pause menu.

NOTE—To perform a "soft" reset during game play, hold down the SELECT and START buttons simultaneously to return to the title screen.

GAME SCREENS

This game has several screens, below are descriptions of each.

Main Menu

On the main menu screen you can choose — Obstacle Mode, Trick Mode, or Options.



Option Menu



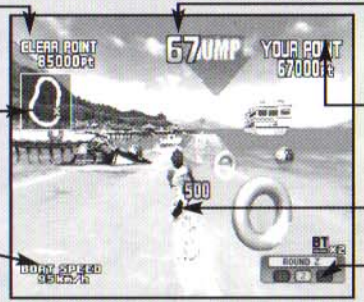
In the options menu you can Save or Load a game from a MEMORY CARD. You can adjust the sound to either Stereo or Mono and you can check out the Background music and sound effects. You can also turn vibration on or off.

Obstacle Mode

Point Goal
This is the total points you need to match or beat to continue.

Map
This is a map of the course. Your position is indicated by an x on the map.

Boat Speed
This is how fast the boat is going. Press and hold the L1 button to speed up.



Time Left
This is how much time you have left in the current lap.

Your Points
This is your current point total.

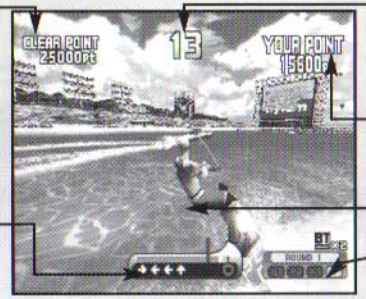
You

Lap #
This is your current lap.

Trick Mode

Point Goal
This is the total points you need to match or beat to continue.

Trick Meter
This shows you the trick to pull and when to pull it.



Time Left
This is how much time you have left in the current lap.

Your Points
This is your current point total.

You

Lap #
This is your current lap.

Pause Screen

In both Trick mode and Obstacle mode, when you press the START button, you will pause the game. You can choose to continue, retry, or quit.





OBSTACLE MODE



This mode is a race around a track. You need to collect rings and launch off of jumps to collect points. There are six courses, each course has three laps. In each lap you are required to collect a certain number of points to continue on to the next lap. Each lap is also timed so you need to make sure you have enough points AND you don't run out of time to complete each lap.

Collecting Points

There are two ways to collect points. They are picking up rings and hitting jumps.

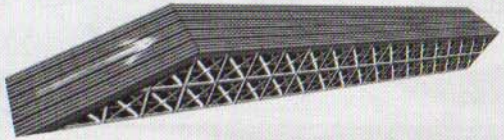
RINGS

There are three colors of rings to pick up. Each has its own point value.



• SLIDERS

Sliders always have the red (highest point value) rings so if you see one, ride up it.



JUMPS

There are three colors of jumps to go off of. Each has its own point value.



TRICK MODE



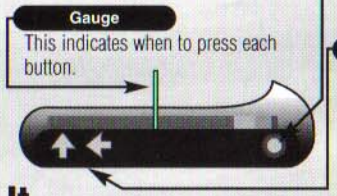
In this mode you pull tricks off of the wake of your boat. There are three stages and in each stage you make four passes. As with Obstacle mode, you must score a certain number of points to move on. Each pass is 45 seconds. The boat always drives at the same speed, you can't speed it up or slow it down.

Lecture Mode

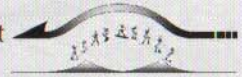
Before you go into competing, you can practice in Lecture Mode. In lecture mode you'll learn all of the tricks and how to execute them properly.

Trick Meter

You will score higher if your timing is just right, the better you do, the more difficult the tricks.



The Right Way To Do It



Tricks are performed from wake to wake. First, get outside of the wake. Press the ◻ button. The trick meter will appear on the screen. Follow the commands, and press the finisher before you hit the wake. It's a good idea to get as far away from the wake as possible, then you'll have more time to do the trick.

THE RIDERS

Each rider has their own strengths, weaknesses and style. Choose the one best suited for you.



					
NAME	ALEX	BOW	ZIO	CHRIS	LESLIE
STANCE	REGULAR	GOOFY	REGULAR	GOOFY	REGULAR
STYLE	ROTATIONAL	INVERT	GRAB	ROTATIONAL	INVERT
SPEED	6	5	10	8	5
JUMP	7	9	5	5	8

SPEED

Speed points indicate how quickly a rider moves from left to right.

JUMP

Jump points indicate how high a rider can jump.

SECRETS

There are hidden boards and a hidden character waiting for you. All you need to do is play your guts out and you'll find them.

WARRANTY

Natsume, Inc. warrants to the original purchaser of this Natsume product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Natsume agrees for a period of ninety (90) days to either repair or replace, at its option, the Natsume product. This warranty shall not be applicable and shall be void if the defect in the Natsume product has arisen through abuse, unreasonable use, mis-treatment or neglect.

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