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PlayStation

NTSC U/C

PlayStation

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01216

CHAMPIONSHIP

SurFer

Featuring Cory Lopez and 7 world class Surfers

Authentic, Real-World Surfing!

KROME STUDIOS

MATTEL INTERACTIVE

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 peripherials 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.

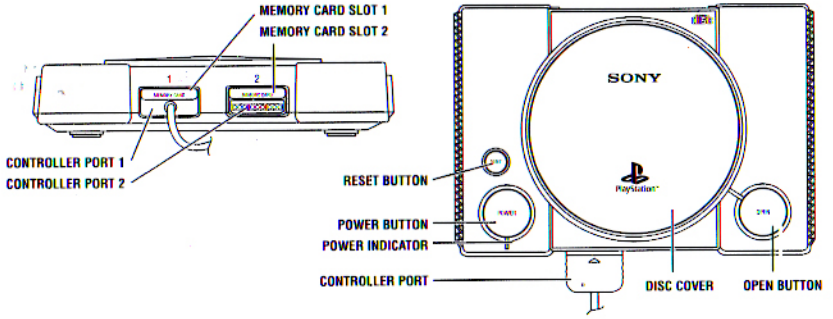
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INTRODUCTION

CHAMPIONSHIP SURFER™ is a surfing game based on a fictional island located 300 kilometers east of Fiji in the middle of the South Pacific. Thousands of years ago, seismic activity breached the oceanic plate here, spewing forth lava that eventually accumulated to form the volcanic atoll that is Waves, the island. This process not only led to the lush flora and fauna that is now present on the island, but also to its unique surfing features. Most significantly, its lack of a continental shelf that would normally dissipate the energy of the huge open ocean swells means that it receives some of the largest surfable waves in the world. This fact, along with its varied array of surf breaks, makes it a Mecca for the hard-core surfers of the world.

SETTING UP

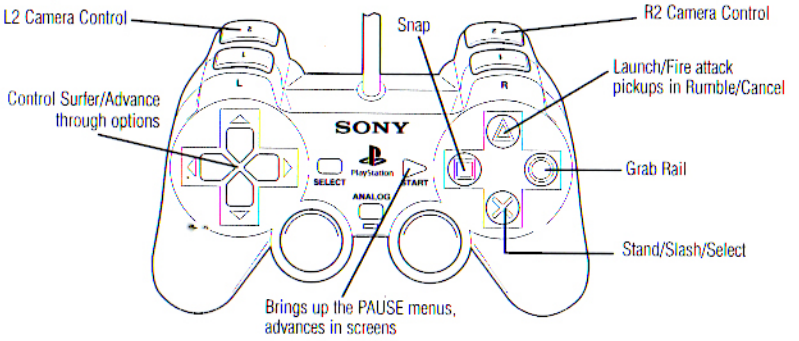


Set up your PlayStation™ game console according to the directions in its instruction manual. Make sure the power is **OFF** before inserting or removing a compact disc. Insert the CHAMPIONSHIP SURFER disc and close the CD door. Insert game controllers and turn on the PlayStation game console. The game should start automatically.

MEMORY CARD

A Memory Card (sold separately) is required to store your saved games and replays. Insert a Memory Card into the PlayStation game console *before* starting play. Do not remove a Memory Card while saving or loading games; doing so could damage game data. See "Saving and Loading Games" on page 20.

GAME CONTROLS



This manual makes use of the term **Fire (X)** to indicate the main selection method of your controller, and **Cancel (Triangle)** to indicate the cancellation method of your controller. **Fire** confirms choices and moves forward in menus. **Cancel** aborts choices and returns to the previous screen in menus. The default controls are shown in the table below. See the section on customizing controls through the Settings screen on page 19 for details on changing these presets.

Default Controls:

Directional Buttons.....*Control Surfer/Advance through options*
X.....*Stand/Slash/Select*

Square ..... *Snap*
Triangle ..... *Launch/Fire attack pickups in Rumble/Cancel*
Circle ..... *Grab Rail*
L2/R2 ..... *Camera Control*
START ..... *Brings up the PAUSE menus, advances in screens*

CONTROL BASICS

Controlling Your Surfer

Surfing in CHAMPIONSHIP SURFER may seem tricky at first, but in no time you'll find yourself pulling off some outrageous moves after mastering a few basic controls.

Paddling

Your first task is to catch a wave. Paddle your board using left and right to steer, and forward and backward to accelerate and decelerate, respectively. When you have picked up enough speed, press the **Stand** button to get up on your board and start surfing! It is not advisable to attempt any turns while standing up, as this will more than likely end in a wipeout. Also, watch the Wave Direction Indicator. This will tell you which way the wave is going to break, and hence which direction you should be surfing in.

Surfing

You can surf by using the same controls that you used for paddling . . . left, right, up and down. Left or right turns the board in that direction. Up causes your surfer to lean forward, increasing speed, while down leans backward, decreasing speed. Surfing up and down the wave face keeps your speed up and prevents any premature wipeouts. Your speed is represented by a green Speed Bar at the top right of the screen in most modes. On a wave that is breaking to the right, using the backward right diagonal allows a Carve to be performed, while on a left breaking wave, the backward left diagonal does a Carve. And that's it! These basic controls are all that you need to surf like a beginner. If you start off by playing in Beginner mode, you may even find yourself performing some airs as you get near the top of the wave. But to get serious, and to start scoring a few more points, we need to add the four action buttons into the mix. Which brings us to the next section . . . .

Surf Tip: *Surf top to bottom smoothly to keep your speed up.*

Some Basic Moves

The four action buttons open up a whole new world of point scoring opportunities. These buttons control Slashes, Snaps (Surfing term for a very fast turn triggered by the surfer twisting his upper body to the left or right), Rail Grabs (Surfing term used when a surfer grabs the side of the board during a maneuver) and Launches. Each of these can be used in combination or in sequence with the others, and with the directional controls, to perform a myriad of tricks. Let's try one.

If you managed to get the hang of performing a Carve using the backward diagonals, as detailed in the preceding section, it is quite a simple matter to hold down the **Grab Rail** button to milk a few extra points out of a basic maneuver. Doing this would perform a Grab Rail Carve. Most moves can be compounded upon by adding a Grab Rail to them in this fashion.

Snaps and Slashes are both basic moves that are activated by pressing the appropriate button. These also open up a wealth of scoring opportunities. For example, if you hold the **Slash** button and move counter-clockwise for a full turn, you will perform a 360.

The last of the basic controls, the **Launch** button, is used near the top of a wave to become airborne. While in the air you can perform moves as well; for example, a Grab Rail when airborne is known as a Grab Rail Air. There are many more moves for you to discover — these are detailed in "The Tricks" section on page 22.

Controlling the Camera

CHAMPIONSHIP SURFER has six selectable camera positions from which to view the action, plus a Dynamic Camera which selects the viewpoint for you automatically.

You can cycle backwards and forwards through the six views by using the **L2** and **R2** buttons on your controller.

Camera view seven is the Dynamic Camera, which can be enabled or disabled in the "Settings" screen. The "Settings" screen is discussed in more detail on page 19.

MAIN MENU

START GAME

Takes you to the Game Mode selection screen, where you can begin your quest for dominance of the waves. This option enables you to play all of the available modes: see the "Game Modes" section.

LOAD GAME

Start from where you left off by choosing this option. See "Saving and Loading Games" on page 20.

LOAD REPLAY

You can store any desired replays in CHAMPIONSHIP SURFER, and this option lets you relive those moments of glory. The "Replays" section on page 21 tells you more.

OPTIONS

Lets you modify in-game settings and change your controller setup. Details are given in "Options" on page 18.

GALLERY

Allows you to view High Scores, Movies, and the Credits. See "Gallery" on page 20.

GAME MODES

CHAMPIONSHIP

Compete in a surfing tournament that complies with official competition scoring and rules.

Championship Options

Players
Here you get to select the number of human players that surf in the competition—from one to eight.

Game Difficulty
There are three skill levels that determine the overall difficulty of the competition. Select from Beginner, Amateur or Pro. Selecting Beginner will only allow you to play up to the end of the fourth beach. Amateur lets you play until the end of the seventh beach, and Pro lets you play through all the beaches.

Heat Time
Choose the time span available for surfing in each heat. Available times are two, three, or five minutes.

Surfer Selection
Pick a surfer to control. If more than one human is surfing, a multiplayer selection screen is used. Your PlayStation fills in the blanks to provide a total of eight surfers. Refer to "Surfer Selection" on page 16 for details on selecting surfers.

Beach Information
This screen provides a brief overview of the upcoming beach.

Seeding Ladder

The Seeding Ladder shows the draw for the current competition. All eight surfers are shown on the left.

First Round
The four pairs of surfers face off in the first round. The winner of each pairing proceeds to the semi-final.

Semi Finals
The four remaining surfers face off in pairs, with the two winners going into the final.

Finals
The last two surfers fight it out for the 1000 points, with the runner-up getting 500.

Winner!
The winner of the current beach is shown here, 1000 points happier.

Surf Check
The expected weather conditions for the day's competition are shown here. If playing at Beginner level, you can modify the conditions by selecting the Change option.

Board Selection
Select a board for your surfer to ride. If you are facing off against another human player, the Multiplayer Board selection screen is used. See the section on "Board Selection" on page 17 for more information.

Game

The seeded surfers face off in pairs. Each heat lasts for the amount of time set in the 'Heat Time' option in the Championship Options screen.

In order to get the highest score, pull off as many difficult tricks as possible. At the end of the ten waves (or when the heat time expires, whichever comes first) the top three scores from the heat are totaled to give you a final score.

The surfer with the higher score progresses to the semi-final. The two winners from the semi-finals then meet in the final. At the end of the round, the winner of the final is awarded 1000 points, the runner-up 500 points, the other semi-finalists 250, and the rest of the competitors have to make do with 100 points.

Competition then moves on to the other beaches in sequence, until the surfer with the highest overall score is deemed the champion, and awarded the trophy.

Note that the competition only continues past the second beach if other beaches have been unlocked. This means that if you haven't previously unlocked any beaches in one of the other modes, you will have to win each beach as you play in order to unlock it and progress through the competition.

In the event of a tie, the winner is the surfer who scored highest on the preceding beach.

Surfer Name.....*Displays the name of the current surfer*
Heat Timer.....*The time remaining in the current heat*
Wave Timer.....*Time left before the wave closes out*
Speed Bar.....*How fast you are going*
Stamina Bar.....*The lower your stamina is, the more difficult tricks become*
Wave Direction.....*Indicates the direction that the wave breaks, either left or right*
Wave Scores.....*Your best waves; and the number of the current wave*
Score.....*Number of points scored on the previous wave*
Beach Name.....*Shows the name of the current beach*
Trick Description.....*Displays any tricks that you perform*

Pause Screen

Press **START** during the game to bring up the Pause screen.

Continue.....*Continue surfing*
Save Replay.....*Save a replay of the previous sequence*
Settings.....*Brings up the Settings screen*
End Heat.....*Ends the current heat and moves on to the heat results*
Quit to Main Menu.....*Ends the current game and returns to the Main Menu*

Surf Tip: *Keep surfing smoothly for maximum style points.*

Arcade

Surf the beaches of Waves Island in this arcade action version of surfing. Pull off high scoring tricks while avoiding obstacles as you strive to be the best there is!

Arcade Options

Players

Here you get to select the number of human players that take part in the competition—from one to eight.

Beaches

This option becomes available if two or more players are enabled in the preceding option. Choose the number of beaches on which to surf. Initially, this ranges from one to two, but can increase to as many as ten beaches if they become unlocked.

Game Difficulty

There are three skill levels that determine the overall difficulty of the competition. Select from Beginner, Amateur or Pro.

Surfer Selection

Pick a surfer to control. If more than one human is surfing, a multiplayer selection screen is used. Refer to "Surfer Selection" on page 16 for details on selecting surfers.

Beach Information

This screen provides a brief overview of the upcoming beach. At the bottom of the screen is the score required to progress to the next beach.

Surf Check

The expected weather conditions for the day's competition are shown here. If you are playing at Beginner level, you can change the conditions by selecting the Change option.

Board Selection

Select a board for your surfer to ride. See "Board Selection" on page 17 for detailed information.

Game

The objective is to ride each wave, pulling off as many tricks as possible while avoiding obstacles in an attempt to score the points required to advance to the next level.

Every time that you hit an obstacle your surfer wipes out. If that obstacle happens to be a mine, your board is destroyed and it's Game Over! Unlike real life, however, you can opt to retry the level.

If you manage to pull off enough tricks to reach the required score, then you can progress to the next beach.

Your score is shown at the bottom right of the screen, in yellow. When you have reached the target score for the level, the score changes color to green to indicate your success. Scores in this mode are cumulative; so your final score will be the sum of the scores for all the beaches that you have contested.

Surfer Name.....*Displays the name of the current surfer*
Heat Timer.....*The time remaining in the current heat*
Wave Timer.....*Time left before the wave closes out*
Speed Bar.....*How fast you are going*
Stamina Bar.....*The lower your stamina is, the more difficult tricks become*
Wave Direction.....*Indicates the direction that the wave breaks, either left or right*
Score.....*Current score. If this is yellow, you need more*
Beach Name.....*Shows the name of the current beach*
Trick Description.....*Displays any tricks that you perform*

Obstacles

Arcade Mode presents you with the challenge of performing tricks while avoiding an array of obstacles. Below is a list of those obstacles.

Buoy .....A stock-standard buoy; numerous in number and easy to dodge
Crate.....A remnant from countless first person shooters
Barrel .....A barrel filled with waste from an unscrupulous chemical company
Cameraman .....The Cameraman goes for the best shot of the action, oblivious to all
Mine .....Leftovers from the days when submarines patrolled the waves
Yellow Duckie .....These surf with you for a while, making your surfboard less responsive.

RUMBLE

You and a friend duel it out on the wave face with an array of pickups to spice up the experience.

Surfer Selection

Each player takes a turn selecting a surfer using the Single Player selection screen. This screen is detailed on page 16; "Surfer Selection."

Game

Rumble mode is designed for two players. Both surfers compete on the same wave at the same time. The object of the mode is to obtain the highest score by obliterating your opponent, while avoiding obliteration yourself. The wave will last for two minutes.

In this mode the surfer automatically performs airs, as the normal **Launch** control is now used to launch attacks!

There are a variety of pickups and obstacles that float across the water to either help or hinder you in your quest for supremacy. Running into an attack pickup enables you to direct it at the other player using the aforementioned **Launch** key. Other pickups have an immediate effect on you, for better or for worse. And of course there are obstacles.

When facing toward your opponent, press the **Launch** button to vent your wrath. If successful, you will earn yourself some valuable points.

Player Number ..... *A number for each player; one and two*
Timer ..... *Time remaining*
Surfer Name ..... *Displays the name of the current surfer*
Score ..... *Current score*
Stamina Bar ..... *The lower your stamina is, the more difficult tricks become*
Speed Bar ..... *How fast you are going*
Knockdowns ..... *Number of times that an opponent wipes out*
Pickup ..... *The current item that you're holding, ready to use*

Scoring

The scoring in Rumble mode is based on attacking each other. Here are the points that you will receive for each eventuality.

Knocking a player off their board ..... *200 points*
Attacking a player with any powerup ..... *50 points*
Damage a player by ramming them ..... *20 points*
Pass a Duckie to another player ..... *200 points*
Falling off your board ..... *-20 points*

Pause Screen

Press **START** during the game to bring up the Pause screen.

Continue ..... *Continue surfing*
Settings ..... *Brings up the Settings screen*
Quit to Main Menu ..... *Ends the current game and returns to the Main Menu*

Obstacles and Pickups

Here are some of the goodies that you may encounter while competing in Rumble Mode.

Mines: These obstacles explode on contact, causing a substantial amount of damage.



Rubber Duckies: These come in three varieties, none of them pleasant. Rubber Duckies jump onto your board if you surf too close to them, and have the following effects on you:

Red: These duckies explode if they get onto your board, doing some nasty damage.



Green: The green duckies are filled with poisonous gas, which they release without hesitation.



Yellow: Yellow duckies surf with you for a while, making your surfboard less responsive.



Surf Tip: *Once a Rubber Duckie jumps onto your board, you can acquire points by passing it on to your opponent. To do this, simply ram into your intended victim.*

Attack Pickups

Use these to inflict damage on the other surfer by pressing **Launch** when in range. The Attack Pickups float at the top of the wave, making it necessary to get airborne to acquire them.

Slow Down: Attacking another surfer with this slows them down to a snail's pace, enabling you to target them easily with more damaging pickups.



Speed Up: Speeding up another player makes it harder for them to control their board, and if they perform any airs they're in for some serious vertigo.



Reverse: Let's see your opponent pull off any extreme moves when their controls are reversed!



Shrink: Reduces the size of the attacked surfer, making it really easy to bully them around.



Magnet: The attacked surfer suddenly becomes very attractive to the obstacles in the water, especially those Rubber Duckies.



Lightning: Electricity and water are not a good combination, as anyone struck by this attack can confirm.



Nuke: A really big bang is in store for the unlucky recipient of this attack.



Instant Effect Icons

Simply surfing over these icons activates their strange powers. The Instant Effect Icons float at the top of the wave, making it necessary to get airborne to acquire them.



Expand: Looking like a bottle, this instantly increases your size, making it easier to assert your authority over the other miniscule surfer.



Shield: This shield protects you from a mine collision, or from one attack by your opponent.



Invincibility: Collect this pickup and you will be safe from harm for a short period.

Trick Attack

This mode challenges you to perform a series of tricks, and is the key to unlocking Time Attack.

Surfer Selection

Pick a surfer to control. Refer to "Surfer Selection" on page 16 for details on selecting surfers.

Beach Selection

This screen is identical to the Beach Information screen, except that it allows you to select a beach to train at by moving your controller left or right. Pressing **Fire** makes the selection.

Surf Check

The expected weather conditions for the day's competition are shown here.

Board Selection

Select a board for your surfer to ride. See the section on "Board Selection" on page 17.

Game

The idea of this mode is to perform the trick listed on the screen in order to prepare for more serious competition. Refer to the trick list on page 22 and you'll soon get the hang of it!

Required Trick..... *Displays the trick that you must perform to advance*
Wave Timer..... *Time left before the wave closes out*
Speed Bar..... *How fast you are going*
Stamina Bar..... *The lower your stamina is, the more difficult tricks become*
Wave Direction..... *Indicates the direction that the wave breaks, either left or right*
Beach Name..... *Shows the name of the current beach*
Trick Description..... *Displays any tricks that you perform*

Free Surf

No judges, no competition, no problem.

Surfer Selection

Pick a surfer to control. Refer to "Surfer Selection" on page 16 for details on selecting surfers.

Beach Selection

Select a beach to surf at by moving your controller left or right. Pressing **Fire** makes the selection.

Surf Check

The expected weather conditions for the day's competition are shown here. You can change the conditions by selecting the Change option.

Board Selection

Select a board for your surfer to ride. See "Board Selection" on page 17 for detailed information.

Game

There are no rules in Free Surf, although a score is displayed as you perform tricks. Surf at your own pace in your own time. Relax and enjoy the experience!

Surfer Name..... *Displays the name of the current surfer*
Wave Timer..... *Time left before the wave closes out*
Speed Bar..... *How fast you are going*
Stamina Bar..... *The lower your stamina is, the more difficult tricks become*

Length ..... *How long the board is*
Weight ..... *How much the board weighs*
Speed ..... *How fast the board can go*
Response ..... *Highly responsive boards have a higher turning speed*
Fin Size ..... *Relates to the board's turning speed*
Stability ..... *It is easier to stay on a highly stable board*

Single Player

Move your controller left or right to cycle between the available boards. Press the **Fire** button to select.

Multiple Players

In a Multiplayer game, two players can select their boards simultaneously. This works exactly as in the Single Player selection. Once both boards are selected, the Done button may be selected to continue into the game.

Surf Tip: *Read the beach description and the surf check, then pick the right board for the conditions.*

Pause Screen

Press **START** during the game to bring up the Pause screen. Championship, Rumble, and Time Attack modes all have Pause screens that differ from the generic screen presented here. These screens are covered in the sections on those modes.

Continue ..... *Continue surfing*
Save Replay ..... *Save a replay of the previous sequence*
Settings ..... *Brings up the Settings screen*
Quit to Main Menu ..... *Ends the current heat and returns to the Main Menu*

OPTIONS

From this screen, various aspects of CHAMPIONSHIP SURFER can be customized. This works by either moving your controller left or right, as in volume controls, or by pressing **Fire**. Available choices are:

Change Settings ..... *Modify various settings*
Save Settings ..... *Save the current settings*

Load Settings ..... *Load previously saved settings*
Delete Replay ..... *Delete a saved replay; see "Delete Replay" below.*
Delete Game ..... *Delete a saved game; see "Delete Game" below.*

Change Settings

Sound Effects ..... *Adjust the volume of the sound effects*
Music ..... *Adjust the volume of the music*
Commentary ..... *Adjust the volume of the in-game commentary*
Dynamic Camera ..... *Turn on or off the in-game Dynamic Camera*
Rumble ..... *This toggles any attached Rumble Controllers*
Controls ..... *See the following section on customizing controls*

Controls

You can customize any attached controllers here. Press **SELECT** on the controller that you wish to customize. You then have a choice of four preset configurations. Move left or right to cycle through them, then press **Fire** when you are happy with a particular layout.

Delete Replay

Select Memory Card

This screen lists any Memory Cards that are present in your PlayStation. Highlight one and press **Fire**. If you change your mind about deleting a replay, press **Cancel** instead.

Delete Replay

Use the controller to highlight one of the available replay slots and press **Fire**. You will be asked to confirm the deletion by choosing either Yes or No.

Delete Game

Select Memory Card

This screen lists any Memory Cards that are present in your PlayStation. Highlight one and press **Fire**. If you change your mind about deleting a game, press **Cancel** instead.

Delete Game

Use the controller to highlight one of the available saved game slots and press **Fire**. You will be asked to confirm the deletion by choosing either Yes or No.

GALLERY

This is where you can view High Scores, play the surfer's Movies and view the Credits for the game.

View Movies

Show movies of the surfers.

View High Scores

Shows High Scores for Championship, Arcade, Rumble, and Time Attack modes.

View Credits

See who created CHAMPIONSHIP SURFER.

SAVING AND LOADING GAMES

At various points in your surfing campaign, such as after an Arcade level, you have the option to save your game. The eight available save slots take up one block of memory on your Memory Card. This section details the procedure for saving and loading on your PlayStation.

Saving

Select Memory Card

This screen lists any Memory Cards that are present in your PlayStation. Highlight one and press **Fire**. If you change your mind about saving a game, press **Cancel** instead.

Select Save Slot

Up to eight slots are displayed. Simply choose a slot and press **Fire** to save to that slot. If you change your mind press **Cancel**. If you select an already occupied slot to save to, you will be asked to confirm whether or not you wish to overwrite the data already present in that slot. Choose Yes or No with your controller and press **Fire**. The chosen slot is automatically assigned a title. To accept this title, simply press **Fire** with end highlighted.

To enter your own title instead, cycle through the last space in the name by moving the controller up and down until del is displayed. Pressing **Fire** with del highlighted enables you to delete letters from the title. Or you can select the left directional button to delete characters.

Enter letters by using up or down to cycle through the characters and **Fire** to lock a character in. Cycle to del and press **Fire** to delete a character. Cycle to end then press **Fire** to complete your name. After hitting end your game will be saved, and then you will continue the game where you left off.

Loading

Select Memory Card

This screen lists any Memory Cards that are present in your PlayStation. Highlight one and press **Fire**. If you change your mind about loading a game, press **Cancel** instead.

Select Saved Game

Up to eight slots are displayed. Simply choose a slot and press **Fire** to load that game. Once again, if you change your mind press **Cancel**.

REPLAYS

During a game of CHAMPIONSHIP SURFER, it is possible to save a replay at any time (except in Rumble Mode). This option is accessed via the in-game Pause screen. Once saved, a replay may be loaded and viewed from the Main Menu. Each saved replay takes up one block on your Memory Card. The system for loading and saving a replay is exactly the same as that for loading and saving a game.

HIGH SCORES

Perform competitively in any mode and you may end up on the hallowed high score table. This maintains a list of the best scores and the players who achieved those scores.

Entering Your Name

With the controller, use up or down to cycle through the characters and **Fire** to lock a character in. Cycle to del and press **Fire** to delete a character, or you can also select the left directional button to delete characters. Cycle to end then press **Fire** to complete your name.

Viewing the Scores

From Gallery on the Main Menu select View High Scores. To see the scores for the other modes, use left or right on your controller to select either the Previous or the Next buttons. When you are finished, select the Done or **Triangle** button to return to the Main Menu.

DIFFICULTY LEVELS

The difficulty level that you select in CHAMPIONSHIP SURFER affects the way that the game behaves in several ways. You require more points in Arcade mode to progress through the beaches at harder levels, while at the same time facing more obstacles. You are awarded less points for performing tricks at harder levels. You may find yourself with less time in some situations. In Beginner mode you can automatically perform airs, so this mode is ideal to introduce you gently into the experience. Once you get the hang of controlling your surfer, switch to Amateur mode. If you master that, Pro mode is recommended for those that want the ultimate challenge.

THE TRICKS

CHAMPIONSHIP SURFER contains a wide variety of realistic surfing moves for you to attempt. This section lists them all and tells you how to pull them off. Moves are valid for surfing left to right across the wave and facing away from the barrel, unless specified otherwise. Moves are reversed for surfing right to left.

Move Name	Control Sequence
Take Off	**Stand** facing away from the barrel.
Fade Take Off	**Stand** facing the barrel.
Late Take Off	**Stand** at the top of the wave.
Carve	Hold back and right diagonal.
Grab Rail Carve	Carve while holding **Grab Rail**.
Slash	Hold right then press **Slash**.
Grab Rail Slash	**Slash** while holding **Grab Rail**.
Layback Slash	Hold right then press **Slash** twice.
Snap	Hold right then press **Snap**.

Air	**Launch** near the top of the wave, hold right to land nose first.
Grab Rail Air	Air while holding **Grab Rail** in air.
Stall	Hold back for a short period.
Grab Rail Stall	Hold back for a short period while holding **Grab Rail**.
Top Turn	Hold left until facing up the wave, then hold right until facing down the wave.
Grab Rail Top Turn	Top Turn while holding **Grab Rail**.
Rio	Face vertically up the wave, hold right and press **Snap**.
360	Face vertically up the wave, hold left and press **Slash**.
Grab Rail 360	360 while holding **Grab Rail**.
Carving 360	Face vertically up the wave, hold left and hold **Snap**.
Grab Rail Carving 360	Carving 360 while holding **Grab Rail**.
Reverse	Hold right and hold **Slash** through 360.
Carving Reverse	Hold right and hold **Snap** through 360.
Grab Rail Carving Reverse	Carving Reverse while holding **Grab Rail**.
Cutback	Top Turn or Carve until facing the break, then hold left and press **Slash**.
Grab Rail Cutback	Cutback while holding **Grab Rail** during the initial Top Turn or Carve.
Roundhouse Cutback	Top Turn or Carve until facing the break, then hold left and press **Snap**.
Grab Rail Roundhouse Cutback	RoundHouse Cutback while holding **Grab Rail** during the initial Top Turn or Carve.
Tailslide Cutback	Top Turn or Carve until facing the break, then hold left and hold **Slash**.
Grab Rail Tailslide Cutback	Tailslide Cutback while holding **Grab Rail** during the initial Top Turn or Carve.
Floater	Ride the lip of the wave for a short period.

Grab Rail Floater .....Floater while holding **Grab Rail**.

Barrel .....Ride inside the barrel, leave the barrel to complete the trick.

Tailslide.....Hold right and hold **Slash**.

Alley Oop .....**Launch** near the top of the wave, hold left to land nose first.

Grab Rail Alley Oop.....Alley Oop while holding **Grab Rail** in air.

360 Air .....**Launch** near the top of the wave, hold left for 360 to land tail first, then hold left.

Grab Rail 360 Air .....360 Air while holding **Grab Rail**.

360 Air Tailslide .....**Launch** near the top of the wave, hold left for 360 to land tail first, then hold right.

Grab Rail 360 Air Tailslide.....360 Air Tailslide while holding **Grab Rail** in air.

Air Reverse .....**Launch** near the top of the wave, hold right for 360 to land tail first, then hold right.

Grab Rail Air Reverse .....Air Reverse while holding **Grab Rail** in air.

Air Tailslide .....**Launch** near the top of the wave, hold right for 360 to land tail first, then hold left.

Grab Rail Air Tailslide .....Air Tailslide while holding **Grab Rail** in air.

Fakey Air.....**Launch** near the top of the wave, and land tail first

Grab Rail Fakey Air .....Fakey Air while holding **Grab Rail** in air.

Trick Scoring

Here are the points awarded for each trick with the difficulty level set to Amateur. You will score 30 percent more points at Beginner level and ten percent less at Pro level. The scores are also dependant on the style rating that you receive—100% will give you the full score, 50% will give you half the score and so on. Performing tricks higher up on a wave and closer to the pocket will give you more style points.

The three columns list the scores for one, two and three or more repetitions of the same trick. Note that the points awarded for some tricks diminish upon repeated performances of the same trick.

Move Name	First Time	Second Time	Third Time
Take Off	30	30	30
Fade Take Off	40	40	40
Late Take Off	100	100	100
Carve	60	60	60
Grab Rail Carve	70	70	70
Slash	90	90	90
Grab Rail Slash	100	100	100
Layback Slash	140	80	80
Snap	120	60	60
Air	150	75	75
Stall	5	5	5
Grab Rail Stall	10	10	10
Top Turn	20	20	20
Grab Rail Top Turn	30	30	30
Rio	150	150	120
360°	80	60	60
Carving 360°	90	60	60
Grab Rail 360°	90	70	70
Grab Rail Carving 360°	100	70	70
Cutback	100	100	70
Grab Rail Cutback	130	130	90
Roundhouse Cutback	120	120	90
Grab Rail Roundhouse Cutback	150	150	95

Move Name	First Time	Second Time	Third Time
Tailslide Cutback	110	110	80
Grab Rail Tailslide Cutback	140	140	95
Floater	150	75	75
Grab Rail Floater	160	160	130
Barrel	750	400	250
Tailslide	130	130	80
Reverse	120	90	90
Carving Reverse	90	60	60
Grab Rail Carving Reverse	100	70	70
Grab Rail Air	180	90	90
Alley Oop	160	80	80
Grab Rail Alley Oop	190	95	95
360° Air	210	105	105
Grab Rail 360° Air	230	115	115
Air Reverse	220	110	110
Grab Rail Air Reverse	240	120	120
Air Tailslide	250	125	125
Grab Rail Air Tailslide	260	130	130
360° Air Tailslide	270	135	135
Grab Rail 360° Air Tailslide	290	145	145
Fakey Air	170	85	85
Grab Rail Fakey Air	200	100	100

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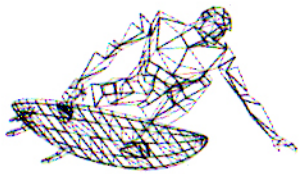
Special Thanks!
To everyone at O Neill, Pat O Neill, Mark Tinkness, Joey Santley, to everyone at Billygoat Productions, Christine Wolfe, Jonah & Billy Sharp, Andrew Pederson, Chuck Kroegel, Jeff Franks, Leila Kincaid, Dan Cermak, Jan Lindner, Debbie Minardi, Jeff Pena, Steve Murphy, Dan 'The Man' Irish, Ashley Bushore

Very Special Thanks!

Channel Islands and Al Merrick, Da Kine, DVS, Freestyle, HIC, Hyperform (X-Trak), Jack's, JC-Hawaii and John Carper, John Pyzel and Pyzel Surfboards, Laguna Surf And Sport (LS&S), Lost International LLC., M10 Surfboards, Ocean Minded, Pro-Lite, Reef, Sector 9, Sector Deck, Surf Tech

We hope you enjoyed CHAMPIONSHIP SURFER*!*

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