
PlayStation
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PlayStation
KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB
SCUS-94358
94358
COOLBOARDERS 2
SONY
COMPUTER


COOLBOARDERS
2
TM
ENGLISH

SETTING UP

Set up your PlayStation™ as described in your PlayStation™ Instruction Manual. Make sure the power is OFF before inserting or removing a Disc. Insert the COOL BOARDERS 2™ Disc and close the Disc cover. Insert Controller(s) and turn ON the PlayStation™ at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

A FEW NOTES REGARDING MEMORY CARDS

- Make sure there are enough free blocks on your Memory card BEFORE commencing play.
- COOL BOARDERS 2™ supports Memory cards in Memory card slot 1 only.
- If a Memory card is inserted after the AUTO LOAD procedure you will be unable to load SYSTEM data.

IT'S ALL ABOUT CONTROL

The pages that follow explain the basic Cool Boarders 2™ controls. See later on in the manual for explanations of the numerous multi-button mid-air manoeuvers.



TURN (LEFT/RIGHT Directional buttons)	A very basic move, turn using only the LEFT and RIGHT Directional buttons. You can turn whilst still maintaining your speed.
SHARP TURN ☐ button + LEFT/RIGHT Directional buttons)	If you turn whilst pressing the ☐ button, your speed significantly drops, but this allows you to turn more easily. This is recommended for turning at high speed to ensure a good turn.

JUMP
(✕ button)

Press the ✕ button and release once the rider squats down.
IMPORTANT: The rider will jump when the ✕ button is released, not when it's initially pressed. This is so you can wind the character up to perform flips, rotations, tricks and Big Air. The longer you hold down the ✕ button, the longer the distance of the jump. However, you cannot turn while holding the ✕ button down. If you lose speed, try pressing and releasing the ✕ button continuously.

WEIGHT SHIFT
(UP Directional button)

Ride whilst pressing the UP Directional button. 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
(DOWN Directional button)

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

STANCE CHANGE
(L1/R1 buttons)

Press the R1 button or the L1 button while riding. This can be done only when other commands are not in effect. Rotate your body 180fk 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
(△ button)

There are two viewpoints 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 △ button.

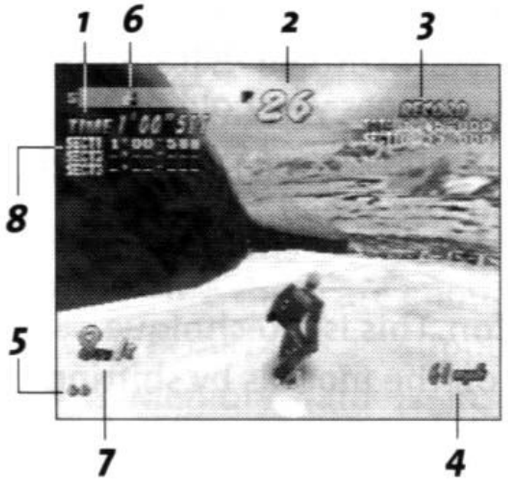
RAIL SLIDE (GRIND)

When you get on a narrow railway, press the R1 button or the L1 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 R1 button or the L1 button again to return to regular riding.

BUMPING

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

THE RACE SCREEN



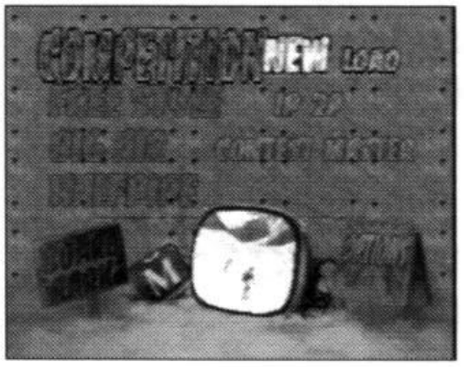
1 Total Time
2 Time
3 Records
4 Speed
5 Ladybird
6 Rival Boarder
7 Rank
8 Section Time

Map: *Displays your current position and your rival's position on the course.*
Section Time: *Time lapse for each section (or trick point)*
Time: *Remaining time.*
Rank: *Current ranking.*
Total Time: *Time elapsed.*
Ladybird: *Number of wipeouts.*
Record: *Current record.*
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 ✕ or START buttons. To back up press the ○ or △ buttons.

NOTE: If you choose SELECT on Player 1's results screen you will return to the menu for your currently selected mode.



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.

FREESTYLE

In the Freestyle mode you can play alone or compete against another player (In Split Screen mode or by using a Link cable - see the section on Link cable games further on in this manual for more details).

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.

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.

BOARD PARK

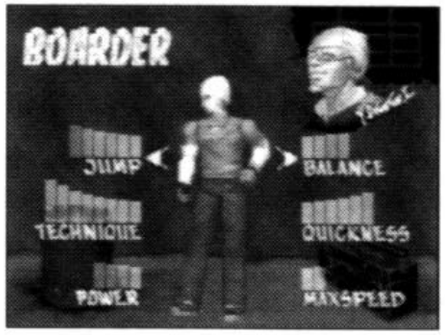
This is a course where you can ride as you please. Here you can customize your own style of riding.

OPTION

This is where you can set various game options such as AUTO SAVE, VOLUME, BOARD EDIT, etc. If you have a Memory card we strongly recommend setting the AUTO SAVE option to ON. See the OPTIONS section later on in this manual for information.

CHARACTER SELECTION

BOARDER



When beginning the game, you can select from four different characters by using the LEFT and RIGHT Directional buttons. Each character has his or her own strengths and weaknesses.Try to understand each of their abilities prior to selection. Once you have selected your character, press the ✕ button.

CLOTHING

Clothing choice has no bearing on a character's ability. Select the top and bottom clothing using the Directional buttons and accept with the ✕ 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 "Fakie" position on this board your speed will decrease quickly.

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).

NOTE: The ranking for each player is displayed after the competition. There is no replay screen or ghost in 2P mode.

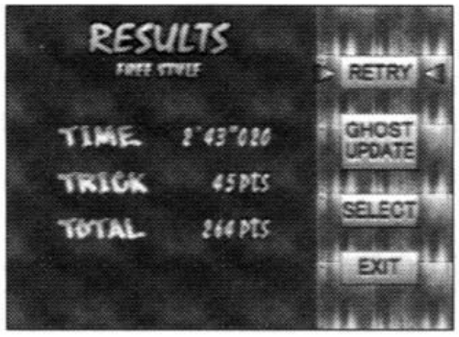
LINK CABLE COMPETITION

You can enjoy the excitement and thrill of the two-player games AND have full-screen action if you have a Link cable (SCPH 1040E - sold separately). You will need two TVs, two Consoles and two copies of COOL BOARDERS 2™.

Connect the Link cable to the SERIAL I/O port on each PlayStation™ and then switch them both on at the same time and wait until you see the phrase LINK CABLE MODE appear onscreen . By doing this, the games will automatically be set specifically for the LINK CABLE 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 ✕ button while the opening video is playing.

When you are attempting to make a link between Link cables, note that the screen will dim slightly until the second player's connection is accepted. You cannot exit from this screen, so if you experience problems, simply press the RESET button on your PlayStation™. If the link is broken (i.e. if one player removes the Link cable), both screens will momentarily freeze before returning to the Intro sequence.

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.
- Choose SELECT to return to the FREESTYLE menu, select OPTIONS and then GHOST-SAVE to save your ghost data.

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. Press the SELECT button again to make the ghost reappear.

GHOST SAVE/LOAD

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

NOTE: The ghost will not be automatically saved even if AUTO SAVE is turned ON in MODE SELECT. To save the ghost, make a save 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 favourite ride, you UPDATE and then PLAY just like a video clip. When you achieve a good run, save it on the Memory card.

TWO PLAYER MODE

TWO PLAYER MODE can only be selected in Freestyle.

SPLIT SCREEN COMPETITION

With two Controllers inserted into your PlayStation™ select FREESTYLE 2P on the MODE SELECTION SCREEN, then select the characters, board and course. Players can select the same character, but cannot select the same clothing (if you attempt to do so you'll hear a buzzing sound).

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.

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 descried below.

STANDARD MANOEUVRES: Techniques other than rotation (except 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 Manoeuvres and Rotation tricks. If you do not mix up the tricks you will get penalized in the scoring. Remember to hold down the ✕ button to wind up your tricks. The character jumps upon releasing the ✕ button, not on the initial push. The longer you hold the ✕ 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 re-do 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 manoeuvre. 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.

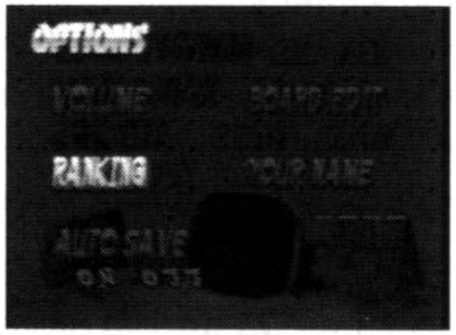
Note: At a certain point of the game, only the trick name will be displayed without the command the first time for each trick point. Therefore, this is a difficult mode unless you memorise the trick before you challenge this mode. If you fail the trick, the command will be displayed at the next trick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

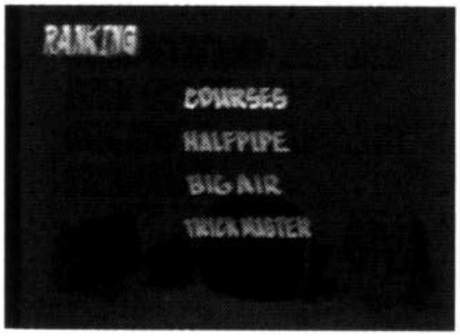


The volume for the following can be set using the LEFT/RIGHT Directional buttons.

BGM: Volume of the background music.
VOICE: Volume of the characters and announcer.
SFX: Volume of the sound effect

Press the ✕ button to accept selection and the ○ 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

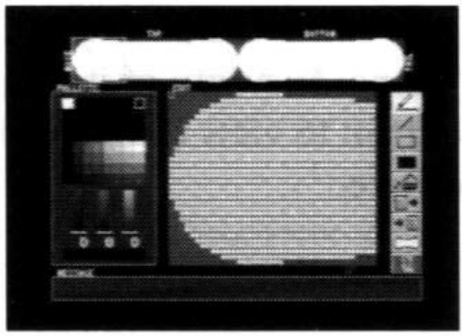
Select ON to automatically save scores, hidden features and level saves.

NOTE: 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/RIGHT Directional buttons, use the ✕ button to advance a letter and the △ button to go back a letter.

BOARD EDIT (Create an Original Board)



You can design your own board, and it can be used during the game (Not available in COMPETITION or FREESTYLE 2P modes).

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.
- Draw (or select dot) with the ✕ button.
- Press the Triangle button to select the colour. The cursor will move to colour selection.
- Select the colour on which the cursor is located by pressing the ✕ button.
- Press the □ button to select functions. The cursor will move to the icon.

COLOUR SELECTION

Using the △ button, select the colour with which to draw. You can save up to 64 colours.
Press the ✕ button to accept the colour and to go to the edit mode. (The cursor will move to the edit area.)
Press the △ button to create the colour. (The cursor will move to the colour creation area.)

CREATE COLOUR PALETTE

Select a component of blue, red and green using the LEFT/RIGHT Directional buttons. Change the components of the selected colour with the UP/DOWN Directional buttons.
Press the ○ button to complete the colour creation and to go to the edit mode.
Press the △ button to select the colour.

ICON

Select the drawing mode: PEN MODE (draws dot by dot), LINE MODE (draws a straight line between two points), BOX MODE (draws a rectangle), BOXFILL (fills in with the selected colour), PAINT MODE (fills the board with a single colour) and the functions NEW, SAVE, LOAD and EXIT. Move the cursor using the UP/DOWN Directional buttons, and accept selection with the ✕ 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 ○ button without making a selection. [Cancel]

EDIT FUNCTION

- *PEN MODE.* The dots will be made using the colour selected with the cursor.
- *LINE MODE.* By specifying the starting and ending points, a line will be drawn between the two points with the colour specified.
- *RECTANGLE (BOX MODE), FILL COLOUR (BOXFILL) MODE.* By specifying the top left and bottom right corners, a rectangle is drawn using the colour specified. For the fill colour mode, the rectangle will be filled with the specified colour.
- *PAINT MODE.* The area surrounded by the cursor is painted with the specified colour.

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 ✕ 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 Directional buttons after releasing the ✕ button. Once the rotation begins, you may let go.

FLIPS

Front Flip: While holding the ✕ button down, press the UP Directional button and then release the ✕ button.

Back Flip: While holding down the ✕ button, press the DOWN Directional button and then release the ✕ button.

COMBINATION FLIPS AND SPINS

Misty: While holding the ✕ button down, press the Directional buttons diagonally and release the ✕ button.

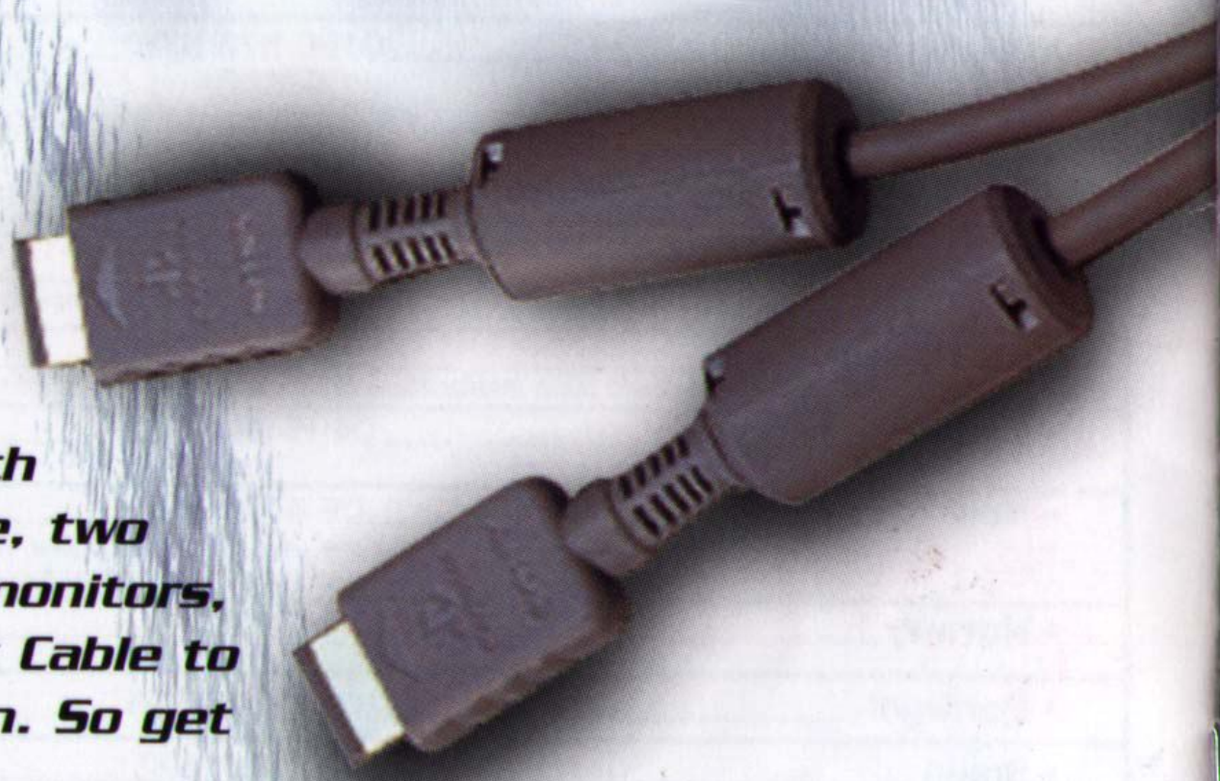
GRAB TRICKS

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

Link Cable

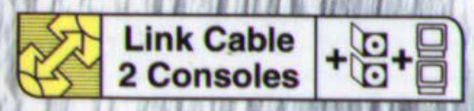
PlayStation





With a Link Cable from Sony, you can play two-player games without having to share half the screen with your opponent. With two copies of the game, two PlayStations and two monitors, you only need one Link Cable to have twice as much fun. So get connected!

Look out for other games that display the Link Cable icon.



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