
PlayStation
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PlayStation
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CONTENT RATED BY
ESRB
SCUS-94251
94251
COOLBOARDERS
3
989
STUDIOS

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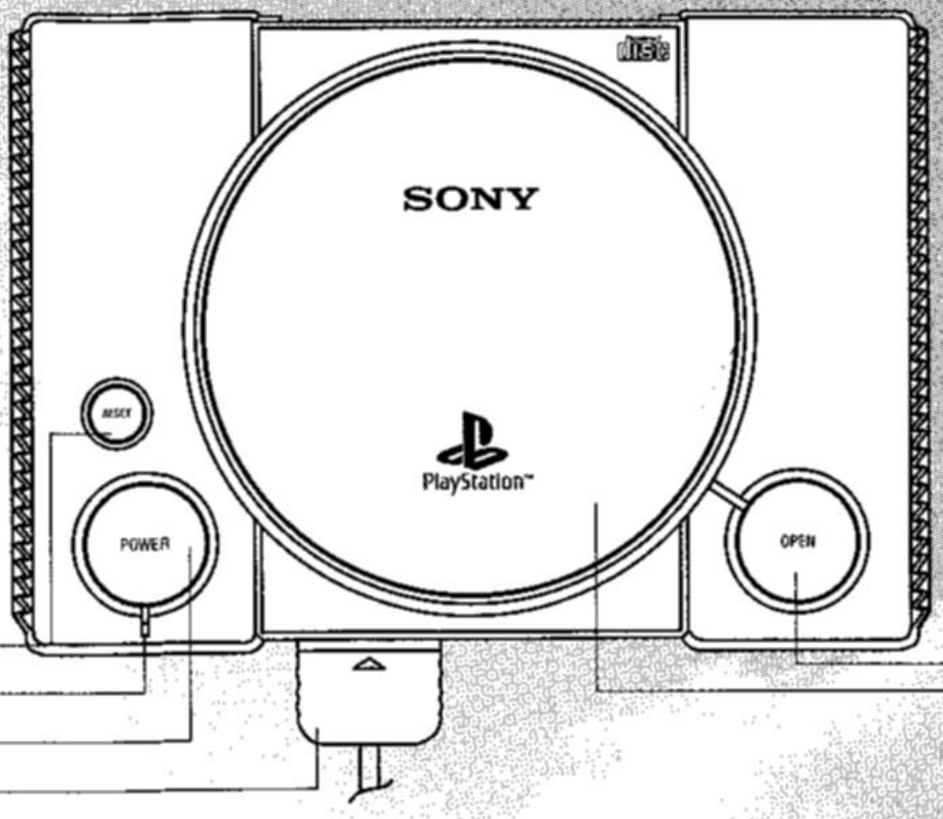
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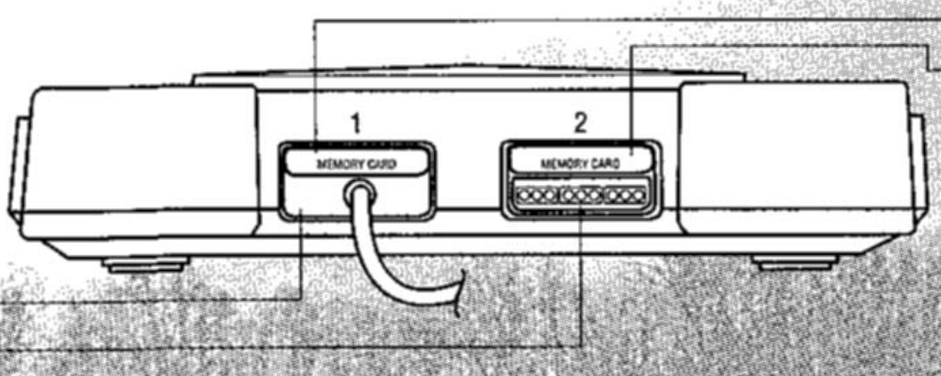
PlayStation Setup

Console

Top View



Front View

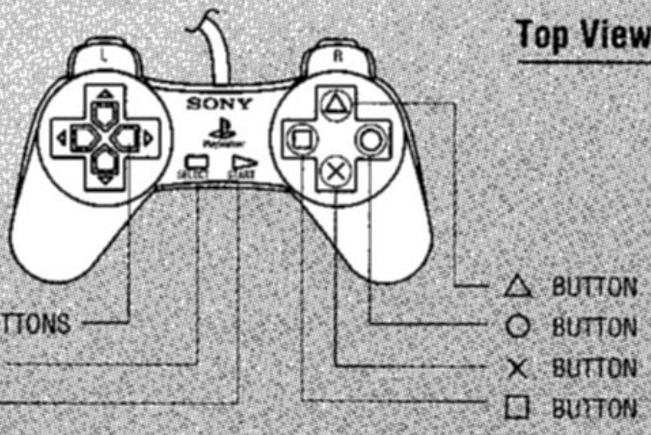


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the COOL BOARDERS 3 disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Controller Diagrams

Regular Controller

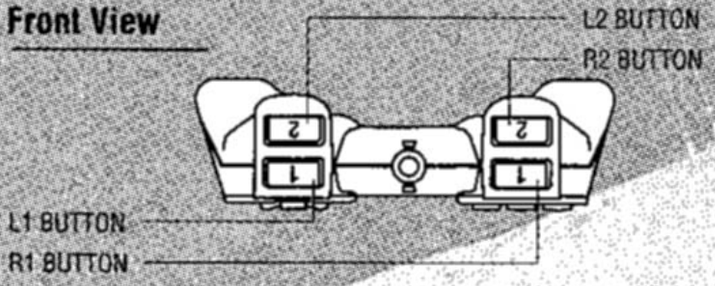
Top View



Dual Shock ™ Analog Controller



Front View



Memory Card/Saving Data

You must insert your Memory Card before you save or load a Tournament or file. COOL BOARDERS 3 saves user-defined options and all data for Tournaments, Records, Riders, or Boards. Two blocks of memory must be available on your Memory Card in order to save all COOL BOARDERS 3 data. If you don't have a Memory Card, all COOL BOARDERS 3 data will be lost after turning off your PlayStation game console.

989 Studios

You know us, you know our games and, now, you know our name.

989 Studios is a wholly-owned division of Sony Computer Entertainment America Inc. and has produced numerous action/adventure videogame franchise hits such as Twisted Metal®, Jet Moto™, Cool Boarders® 2, 2Xtreme, and Rally Cross™.

989 Studios' sports brand, 989 Sports, has also produced some of the best sports games on the PlayStation game console: NFL GameDay™ '99, MLB™ '99, NBA ShootOut '98, NHL Face Off™ '99, and NFL Xtreme™.

COOL BOARDERS® 3 is the latest addition of the highly successful COOL BOARDERS series. The makers of COOL BOARDERS 3 have worked extremely hard to bring you unprecedented graphics, control, and gameplay. The result is a snowboarding game that is fun, fast, and full of tricks. We hope you enjoy it!

~The Videogame Fanatics at 989 Studios



Game Controls

WHILE ON THE GROUND

Turn Left or Right	D-Pad Left or Right
Crouch boarder (increase speed)	D-Pad Down
90° Nose Slide	D-Pad Down + △
180° Nose Slide	D-Pad Up + △
Jump/forward movement	✕
Rail slide (when in a slide press R2 or L2 to switch to a frontside or baskside boardslide)	△
Hard carve	□
Punch Left or Right	L1 or R1
Slow down	L2
Switch to/from fakie position	R2

WHILE AIRBORNE

Slight rotation to the left or right to adjust the board for landing	D-Pad Left or Right
Slight rotation forward or backward to adjust the board for landing	D-Pad Up or Down
Spin Left or Right - 180°, 360°, etc.	L2 or R2

NOTE: See Page 12 for information on choosing boards.



TAUNTS

Taunt	D-Pad Up-Left or Up-Right + △

HOW TO USE THE POWER METER FOR TRICKS

The Power Meter is located in the bottom right-hand corner of the game screen. The bottom of the meter, shown with a color of red indicates low power. The top of the meter, shown with a color of green indicates max power. Gaining max power in your jump will enable your rider to flip and spin faster, giving you the opportunity to pull off the maximum amount of tricks and earn more points during the jump.

To activate the power meter:

- Press and hold ⊗ at the base of a jump.
- Release ⊗ at the jumps highest point for maximum airtime.
- Link moves for spectacular trick combinations.

ROOKIE MODE POWER METER

The power meter used in Rookie mode is special in that it will remain at the maximum power level for approximately 3 seconds when ⊗ is held. Rather than starting the power meter at the base of the jump, prepare for the jump ahead of time by holding ⊗ before you reach a jump. This will enable you to concentrate on the jump and the tricks you plan to perform without worrying about timing your jump with the power meter.



GRABS

Stiffy	D-Pad Up + ⊗
Melancholy	D-Pad Up-Right + ⊗
Japan Air	D-Pad Up-Left + ⊗
Tailgrab	D-Pad Down + ⊗
Method	D-Pad Down-Right + ⊗
Indy	D-Pad Down-Left + ⊗
Sadair	D-Pad Right + ⊗
Stalefish	D-Pad Left + ⊗
Frontside shifty	D-Pad Right + △
Backside shifty	D-Pad Left + △

FLIPS

Front flip	D-Pad Up + ○
Back flip	D-Pad Down + ○
Misty	D-Pad Left + ○
Rodeo	D-Pad Right + ○



Setting Up The Game

MAIN MENU

From the Main Menu, use the directional arrow pad (D-Pad) Up/Down to highlight a menu option and Left/Right to cycle through the available options. Press ⊗ to bring up the next menu and △ to cancel and return to a previous menu.

ONE PLAYER

One player is a one-player mode used to compete against the CPU. One Player events include Single Event, Practice and Tournament.

SPLIT SCREEN

Split Screen is a two-player mode available for Single Event competition. When the game begins, Player One is viewed racing on the top portion of the screen and Player Two is viewed racing on the bottom portion of the screen.

> **NOTE:** Split Screen can only be used for Down Hill, Boarder X and Slalom events.

SINGLE EVENT

A Single Event is a competition involving only one event. Use this format to open additional boards and riders by finishing races strong and setting records. Have fun setting up events with your friends and see who can perform the most outrageous tricks in Big Air and Half Pipe events.



PLAYER LEVEL

Three different player levels are available. To prepare yourself for the challenge of racing at the Pro level, first master the Rookie and Veteran levels. Each level has its share of difficulty and excitement. Of course, the higher levels possess a more aggressive and competitive race.

- D-Pad Up/Down to select the player level suitable for your current skills and press ⊗. Making this selection will bring up the Mountain menu.

MOUNTAIN

Select a mountain for your event from the choices of Powder Hill, Devils Butt or Mt. Koji. To open the remaining mountains for competition, you must first win in a Tournament format.

- D-Pad Up/Down to select a mountain and press ⊗. Making this selection will bring up the Event menu.

EVENT

Select from six types of events. Each event has its share of challenges and will offer a variety of thrills.

DOWN HILL

The object of a Down Hill event is to place first and also to try and score as many points as possible. Down Hill is a course where speed and agility are a must.



BOARDER X

The object of a Boarder X event is to finish the race with the best time. Boarder X is an intense racing event that requires maneuverability. Missing gates will result in a one second penalty for each gate missed. The penalty time is added to your final time and could cause you to fall out of first place in a close race.

989 Studios' Tip:

Don't be afraid to gain an edge on this course by throwing some punches. Take the lead in a race by sending your opponent face first into the powder.

SLALOM

A Slalom event is a two-man race. Like Boarder X, the object is to finish with the best time. Missing gates will result in a one second penalty for each gate missed. The penalty time is added to your final time.

HALF PIPE

A Half Pipe event takes place on a snow structure built for freestyle snowboarding. It has radial transition walls used by the riders to catch air and perform tricks by snowboarding back and forth from wall to wall while moving down the course. This event is won by accumulating points based on crazy tricks and getting massive air. You get three attempts to pull it off. You have a set amount of time to complete the run so be careful not to run out of time. If you do run out of time, points will be deducted. Your final score will be the total of points based on your two best attempts.



BIG AIR

Big Air is a course where you can bust combos and get loose with huge jumps. Like Half Pipe, points are gained by performing tricks. You have a set amount of time to complete the run. If you run out of time points will be deducted. Your final score will be the total of points based on your two best attempts.

SLOPE STYLE

As the only rider on the course, you have the mountain to yourself. Enjoy a free-for-all and bust tricks over park benches and buses, use car-jumps and ride rails. Slope Style is set up for fun and is won by earning the most points from tricks. You have a set amount of time to complete the run. If you run out of time, points will be deducted from your score.

CHOOSE RIDER

13 riders are available to choose from at the start of competition. Once you win a Single Race at the Pro player level, you will open additional riders to tear up the course.

- D-Pad Up/Down to view the entire list of riders.
- Place the cursor next to a rider and press ⊗ to make a selection.



CHOOSE BOARD

Initially, you can choose from 11 boards. Once you win a Single Event at the Pro player level, additional boards will be opened. Board selection is key to your success on the course. Each course has challenges made easier to overcome by the following characteristics of a board.

Stability – enables you to land tricks with ease.

Response – determines the board's ability to carve (turn).

Max Speed – speed is imperative in racing competitions.

- D-Pad Left/Right to select a board type best suited for a particular course. **Freeride** boards are good all-around boards with a balance of all three characteristics. **Alpine** boards are used mostly for speed races. They are stiff and have the best edge for carving. **Freestyle** boards have the most agility and are best for events won by jump and trick performances.
- D-Pad Up/Down to view the entire list of board brands.
- Press ◯ to view the stats of each board.
- Press ✕ to make a board selection.

BOARD STANCE

There are two ways of standing on a snowboard. If you are going to snowboard with your left foot forward, then you will be snowboarding in what is termed the regular position. If you snowboard with your right foot forward, then you will be snowboarding in what is termed the goofy foot position. There is no benefit to choosing a particular stance; it is only a matter of personal preference.

PRACTICE

Practice is used to increase your skills and prepare yourself for competition in a Single Race or Tournament. It's a good place to learn and get a feel for the characteristics of each mountain and the difficulty of its courses. Figure out the style of board that will perform the best for each type of competition. See Single Event for more information setting up a Practice event. Records cannot be recorded for Practice events.

TOURNAMENT

A Tournament allows you to play in a six-event competition. You will start your Tournament on Powder Hill. Once you've competed in each event and finished the round with the best overall results, the next mountain will be opened.

989 Studios' Tip:
Your first Tournament event will always be Boarder X. Choose a board that performs the best on this course.

NEW TOURNAMENT

This is what you've been waiting for. Now is your chance to use the knowledge and lessons you've learned from the Practice and Single Events.

- D-Pad Up/Down to New Tournament and press ⊗.
- To enter a name for the tournament, D-Pad Up/Down to select a letter and Left/Right to move spaces.
- Press ⊗ to continue the Tournament setup.

MEMORY CARD

Records are automatically loaded if your Memory Card is inserted and records have been previously saved.

Saving a Tournament:

- D-Pad Up/Down to view the results of the last event.
- Press ⊗ to view the Season Standings and D-Pad Up/Down to view the entire list of standings.
- Press ⊗ to exit the screen.
- From the Save Tournament screen, D-Pad Up/Down to YES and press ⊗ to save the Tournament.
- Select a block from the Memory Card and press ⊗.

To overwrite an existing file:

- Select an existing file to overwrite and press ⊗ to save the file.
- You will be asked if you want to overwrite the file. D-Pad to YES and press ⊗.
- Once the new file is saved, press ⊗ to continue.

NOTE: If the last file saved is a record file, because the Memory Card utility defaults to the last saved file, be sure not to overwrite your records file with a tournament save.

LOAD TOURNAMENT

Resume a Tournament at the next scheduled race. To use the Load Tournament option, you must have already started a Tournament and saved the Season results to the memory card. To load a Tournament:

- Make sure the Memory Card is in Memory Card slot 1.
- D-Pad Up/Down to Load Tournament and press ⊗.
- Select the Tournament file and press ⊗.
- Once the file is loaded, press ⊗ to continue.
- D-Pad Up/Down to view the Tournament Standings.
- Press ⊗ to continue and setup the next event.

CONTINUE TOURNAMENT

After saving a Tournament race, you will be asked if you want to continue the Tournament.

- D-Pad Up/Down to YES and press ⊗ to continue the Tournament.

OPTIONS

Customize your game attributes by setting the following options.

CONTROLLER 1/CONTROLLER 2

There are two preset controller configurations to choose from. To set the configuration for your controller:

- D-Pad Up/Down to Config.
- D-Pad Left/Right to select a controller configuration and press ⊗ to accept your choice.

VIBRATION

If you are using a Dual Shock™ Analog Controller and you would like to enable or disable controller vibration:

- D-Pad Up/Down to Vibration and press ⊗.
- D-Pad Up/Down to select Enable or Disable and press ⊗.

FIGHTING ON/OFF

Set Fighting to OFF to eliminate fighting among riders during the race.

- Press ⊗ to toggle fighting ON/OFF.

SAVE OPTIONS

To save any changes that you have made to your options:

- Select Save Options and press ⊗.
- D-Pad Up/Down to YES and press ⊗ to save your game options.



AUDIO

Use Audio to change the volume of the game Sound and Music.

- D-Pad Up/Down to Sound or Music.
- D-Pad Left/Right to lower/raise the volume of the Sound and Music.
- Press ⊗ to lock in the settings and exit the screen.

CREDITS

View the names of people behind the scenes of COOL BOARDERS 3.

- Press ⊗ on the credit screens to move through the credits.



Playing the Game

GAME SCREEN

The game screen consists of several viewable features.



Timer

Shows either current time or time remaining in your event. For a Down Hill, Boarder X or Slalom event, the timer will display the current time. For all others, it will display the time remaining.

Points
Posts the points that you've earned from tricks.

Fakie Bar
When this bar appears, you are riding your board opposite of your original stance. In other words, you are riding fakie.

Penalty Time
Only appears in the Boarder X and Slalom events. Posts the penalty time that will be added to your rider's finishing time.

Trick Label
While a trick combination is in progress, each move will be labeled up the screen. Once the trick is complete, the name of the trick you just pulled off will be posted.

Power Meter
The power meter is used to gain maximum power on jumps to perform tricks. See Using the Power Meter for Tricks under the Game Controls for more information.

MPH
Posts the Miles Per Hour (MPH) you are traveling.

Position
Posts the current position you are in.

Event Stats

At the end of an event, your finishing time, penalties you've accumulated, and your finishing position will be posted.

PAUSE MENU

During the course of an event, you can press the START button located in the middle of your controller to pause the action and choose from the following menu items:

Resume

When you have completed altering the menu options, select this option to resume the race in progress.

Sound

Select the Sound Volume menu option and use the D-Pad Left/Right to adjust the sound volume of the race.

Music

Select the Music Volume menu option and use the D-Pad Left/Right to adjust the music volume of the race.

Options

Use Options to turn event attributes ON/OFF.

Power

Turn the Power Meter, used to display the magnitude of a jump or trick, ON/OFF.

Trick Names
Turn the trick name bar ON/OFF.

Stats
Turn the Game Screen statistics ON/OFF.

Trick Sound
Turn the sound made by performing tricks ON/OFF.

Vibration
Turn the vibration of your controller ON/OFF.

Restart
Restarts an event in progress.

Quit
Quits an event in progress.

OBSTACLES
During the course of an event, you will encounter a variety of obstacles that can alter your finishing time and ability to perform tricks. For instance, powder will slow you down, riding over ice will eliminate your ability to carve (turn) or glancing into trees will knock you off balance. Avoid as many obstacles as possible and finish the race with the fastest time and the most points as possible.

989 Studios' Tip:
If you get turned around on a landing you will be riding fakie and will lose speed. Press R2 to switch back to your original stance.



WIPING OUT

The goal of this game is to finish the race in the shortest amount of time with the most points. If your rider hits an obstacle hard enough, a wipe out is certain to occur. The time it takes your rider to get back up and regain his composure is valuable. Control your speed and your moves to prevent a wipe out. Remember that if a trick is attempted and not completed while in the air, your rider is destined for a nasty wipe out.

FIGHTING

Like wiping out, fighting can cost your rider time and position in a race. Fighting slows you down and throws you off balance. It is important, however, to learn how to use fighting to your advantage. Use the fight controls not only to defend your player but also to improve your player's position in a race with a key knockdown of another rider.

GATES

Gates are used to show the path of the course during Boarder X and Slalom events. By missing these gates during the race, you will be penalized one second for each missed gate. This penalty is then added to your finishing time and can certainly alter your finishing position.



SCORING

POINTS BASED ON FINISH

First	500	Fifth	50
Second	300	Sixth	25
Third	200	Seventh	10
Fourth	100	Eighth	0

COMBINATION BONUS POINTS

Bonus points will be given to your player based on the difficulty of the trick performed.

Easy (2-button combo)	250 points
Average (3-button combo)	1000 points
Hard (4-button combo)	2000 points
Extreme (5-button combo)	3500 points

BONUS POINTS FOR HOLDING TRICKS

Trick totals will increase the longer you can hold onto the trick. Gain more points by holding grabs, doing multiple flips, and riding rails longer.

989 Studios' Tip:
Earn additional points for rail sliding at a higher rate of speed.

MANEUVERING

Learning to maneuver your player is a key element to finishing the race in a top position. Leaning is a maneuver that can help to prevent you from losing time and points.

LEANING

Avoid running head-on into an obstacle by leaning out of the way. Your chances of staying on your board and avoiding a wipe out are greatly improved by leaning. Leaning allows your rider to glance off of obstacles in your path.

989 Studios' Tip:

D-Pad Left/Right + ● to create a hard turn/lean.



COOL BOARDERS 3 Credits

IDOL MINDS

Programmers - Mark Lyons, Jim Mooney, Phil Collins and Michael Mayers

Artists - Scott Atkins, Kevin Weinstein, Mikola Trifunovic, Chris Hassell, Eric Shafer and Tim Lindsey

989 Studios

PRODUCER

Ken George

ASSISTANT PRODUCER

Kolbe Lauchbaugh

DIRECTOR OF DEVELOPMENT

Jonathan Beard

PRESIDENT

Kelly Flock

VICE PRESIDENT OF MARKETING

Jeffrey Fox

DIRECTOR OF SPORTS MARKETING

Craig D. Ostrander

ASSOCIATE PRODUCT MANAGER

Allan Frankel

