# Wakeboarding Unleashed FAQ/Walkthrough

by Devis0r Updated on Aug 6, 2003

This walkthrough was originally written for Wakeboarding Unleashed on the GBA, but the walkthrough is still applicable to the Xbox version of the game.

Wake Boarding	===-
Unleashed	
Featuring Shaun Murray	
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1. Introduction	-
Takeboarding Unleashed featuring Shaun Murray is the newest and prompted with the newest and prompted was a second of the second	bably h many game.
2. Game Basics	
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Controls	
D-Pad	
Tove in the direction pressed.	

A Button:
Nothing
B Button:
Crouch
Button:
Switch
R Button
Perform a Flip Trick (Only when in the air)
Start/Pause Button:
Brings up the Pause Menu: Use the D-Pad to move up and down and scroll menus.
Press the A Button to select a menu option.
Tiebb the h Button to before a mena option.
Select
Nothing
Menus
=======================================
Select A Slot
Choose a new game, or continue in a previous game.
- Enter Save Name
If you choose a new file, you will get this. Make a name for yourself, and
press A.
Career
The Main Game
Tutorial
Tutorial allows you to learn the basics of the game
Single Session
Ride your best 3-minute run. Mix up your tricks and stance for higher
scores
Balloon Burst
Burst all the balloons in one single run.
- Red Balloon = 0.5 Points
- Green Balloon = 1 Point
- Yellow Balloon = 2 Points
TOTIOW Balloon - 2 Totings
Multiplayer
Here you can play with a friend.
- Trick Attack
You and a friend have to out score each other by getting more tricks and
the higher score.
- Balloon Burst
Burst all the balloons in one single run.
- Horse Mode

You have a limited time to pull off one combo trick, beat the rider before

Options - Sound Options Here you can change the FX and music volume options of the game.
- Brightness You can change how the bright screen is. The default is darkest.
- High Scores Allow you to see your highest scores of any level you've played.
- Save Game Allow you to save the game
- Cheats You can enter in cheats here
- Credits View the credits of the people who made the game.
Start/Pause Brings up a menu, you can choose to do many things here.
- Continue Game Resumes the game you are currently playing
- View Objectives Allow you to view the objectives of the level
- End Current Run Allow you to finish your current Run
- Retry Allow you to start the level again
- Exit Game Go back to the main options menu.
3. Characters
Shaun Murray is the definition of style. This two-time world champion wake boarder is on of the O.G.'s. His smooth form and laid-back riding have given him the nickname, "House of Style." Much like other riders, Shaun started on skis, but all that changed after one trip on the wakeboard.  Riding professionally for the last six years. Shaun has proven the perfect

you or take a letter. Fill the word and you're gone.

Riding professionally for the last six years, Shaun has proven the perfect ambassador to the sport of wakeboarding.

```
| Hangtime 5 | |Spin
```

-----Darin Shapiro

Darin has been involved in the competitive end of the sport since the beginning, and has won every title possible in wakeboarding. He takes the sport seriously and is responsible for it's recent ascent in the ranks of extreme sports. He practices hard and rides even harder. He also produces his own music in a recording studio he has in his house.

```
| Hangtime 3 | |Spin
                   ツツツツツツツツツツツツツ
         ----Tara Hamilton
Tara pretty much set the pace of women's wakeboarding for four years, but
a burn heal kept her out of events in 2001 and 2002. This season Tara plans
to come back in a big way, healed and ready to go.
        | Jump
| Hangtime 5 | |Spin
                   4 | | Manual
                              ツツツツツツツツツツツツツ
         ツツツツツツツツツツツツ
                   ツツツツツツツツツツツツツ
-----Cobe Mikacich
"The Mikker" is one of the premier ambassadors to the sport of wakeboarding.
2002 was a comeback year for Cobe, who sustained a major knee injury the
previous season. Cobe's been riding since 1990 and has competed in numerous
professional tournaments. He also runs his own summer tour where he gives
people in the wakeboarding community a chance to ride with the pros and
learn the basics of riding.
     | Jump
| Hangtime 5 | |Spin
                   -----Parks Bonifay
Parks was the youngest person to water ski at six months of age. A lot has
changed in the past 20 years. Parks now finds him self on the cutting edge
of the sport. His fearless style of riding and insane slider abilities
ranks him at the top of everyone's list of best wake boarders.
        4 | | Manual
                               5 | ッツッツッツッツッツッツ
| Hangtime 3 | |Spin
ツツツツツツツツツツツツ
-----Dallas Friday
Dallas Friday came onto the wakeboarding scene at the tender age of 13 and
immediately made an impact. With an extensive background in gymnastics
Dallas is able to launch herself and pull off moves that most other riders
dream about. She's a world cup, gravity games, a pro tour champion and an
all-time heartbreaker, she's Dallas Friday and she means business.
        | Jump
                   4 | | Manual
| Hangtime 5 | |Spin
                               ツツツツツツツツツツツツツ
-----Collin Wright
Collin sets his own pace in the sport of wakeboarding. Known to his friends
as "C-Dub", Collin can be found at Mt. Hood in the winter and at various
waterways and skate parks in the summer. Collin also runs his own
production company and produces his own wakeboarding videos.
        | Hangtime 3 | |Spin
                   ツツツツツツツツツツツツ
         ツツツツツツツツツツツツ
                   ツツツツツツツツツツツツツ
_____
-----4. Items-----
-----Stats
These allow you to add a stat to improve your player
----Super Stats
Super Stats are worth 5 stat points, and will do the same as above.
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5. Walkthrough
Lake Tahoe
Objectives
- Collect w.a.k.e.
- Unlock 2nd Route - Collect the Super stat
- Grind the Camper
- High 10,000
- Pro 35,000
- Sick 70,000
Guide
- Collect w.a.k.e.
The W is on the first surfboard ramp on the left side.
The A is on the slider on the right, just after the first turn.
The K is above the ramp on the left - near another slider.
The E is above the ramp on the right - in front of a slider.
- Unlock 2nd Route
Just past the E is a ramp with a key on it. Or if you didn't do that, go to
the second turn, then stay near the middle, until you see a ramp with a key
on it, get the key.
- Callest the Super stat
- Collect the Super stat The Super stat is on the slider on the third turn.
The super seat is on the struct on the third turn.
- Grind the Camper
The camper is on the left near the 2nd route, grind the slider then grind
the car.
- High 10,000, Pro 35,000, Sick 70,000
Easy, just keep doing tricks, I suggest you go for the 70,000 then you can
get them all done.
=======================================
The Delta
Objectives
- Collect w.a.k.e.
- Unlock 2nd Route
- Collect the Super stat
- Flip trick off the car
- High 30,000
- Pro 65,000
- Sick 100,000
Guide
- Collect w.a.k.e.

The A is on the ramp, on the right past the slider, on the second turn. The K is on the second slider, on the left, on the third turn.

The W is just ahead on the right, above a ramp.

The E is on a slider, in the fourth turn, on the right.

### - Unlock 2nd Route

On the right of the K. Otherwise, go to the third turn, stay on the right and jump the ramp on the right to get it.

- Collect the Super stat
- Flip trick off the car

On the second turn, go to the far left and jump off the car, while in the air do a flip trick.

- High 30,000, Pro 65,000, Sick 100,000 Same as before, go for the 100,000.

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-----Hong Kong

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-----Objectives

No objectives. Competition stage 3 heats per rider, best 2 heats win. Points deducted for wipeouts.

-----Guide

Nothing really. Just a best score wins. Try to grind all the sliders while doing combos on them for extra points, when there is nothing around, try do a flip trick over the wake. To get the best results make sure you do combos on all the sliders, otherwise you will get something low (Trust me, I did a combo on all the sliders and I got 99.99 from each judge).

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-----Lake Powell

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# ----Objectives

- Collect w.a.k.e.
- Unlock 2nd Route
- Collect the Super stat
- Flip trick the rock bridge
- High 60,000
- Pro 150,000
- Sick 275,000

### -----Guide

- Collect w.a.k.e.

The W is opposite the rock bridge, on the slider on the right, near the start.

The A is on a ramp, on the left, on the second turn.

The K is also on a ramp, on the left, but on the third turn.

The  ${\tt E}$  is above a slider on the near the end, you should be able to see it clearly.

## - Unlock 2nd Route

The 2nd route is on the large slider on the right side of the screen, on the second turn - it's near the A.

- Collect the Super stat

Just past the E, on a slider is the Super stat on the left side of the wake.

- Flip trick the rock bridge The rock bridge is the big rock thing on the left, it'll have a ramp so you can get over it, and while in the air do a flip trick. - High 10,000, Pro 35,000, Sick 70,000 Now it's harder, try to grind all the sliders while doing combos, you probably wouldn't get the sick score first time around, but practice does make perfect. \_\_\_\_\_ -----Louisiana -----Objectives - Collect w.a.k.e. - Unlock 2nd Route - Collect the Super stat - Grind big Al - High 100,000 - Pro 200,000 - Sick 350,000 -----Guide - Collect w.a.k.e. The W is at the end of the first slider on the right. The A is above a ramp, on the second turn. The K is on a slider, on the left, on the second turn. The E is on a ramp, on the third turn on the left. - Unlock 2nd Route The 2nd Route is on a large slider, on the third turn. It's at the very end, and you'll have to jump off the tip of it to get it. - Collect the Super stat - Grind big Al Big Al is the big fish on the left near the start, it'll be big and green it'll also blend in well from a distance.

- High 100,000, Pro 200,000, Sick 350,000

Same as the previous one, grind everything and pull off the biggest combos. You can grind the long sliders and do lots of nose tricks, then at the end jump and do a flip trick to get a high score (I got 46,780 just for that).

Sausalito
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Objectives
No objectives. Competition stage 3 heats per rider, best 2 heats win.
Points deducted for wipeouts.
Guide
Same as before. But most of the gliders are on the left gide, so if you

Same as before. But most of the sliders are on the left side, so if you want to get a high score - you should stay on the left.

-----6. Extras------

-----Move Lists-----\_\_\_\_\_

This is a list of moves I have found and used. Note: Some moves don't have the buttons or details because I'm not too sure on how to do them especially the Vulcan. If I ever find out how to do it, I'll update it, or if anyone knows they can e-mail me at DevisOr@hotmail.com

I decided to do it like this since it's much easier and neater.

### Legend:

A = The A Button

B = The B Button

L = The L Button

R = The R Button

S = Start/Select

D = Down on the D-Pad

 $^{-}$  = Up on the D-Pad

< = Left on the D-Dad</pre>

>= Right on the D-Pad

</> = Left or Right on the D-Pad

H = Hold		
Name		How to do/Description
•		
Crouch	B	Press B to crouch
		""""""""""""""""""""""""""""""""""""
Jump	B	Release B to Jump
=		עעעעעעעעעעעעעעעעעעעעעעעעעעעעעעעעעעעע
Mute Grab	B, H A	Jump, press B, in air hold A
		· · · · · · · · · · · · · · · · · · ·
Grind	B, B (On slide	er)  Jump. Press B and hold
"""""""""""""""""""""""""""""""""""""	<u> </u>	- ''''''''''''''''''''''''''''''''''''
Manual	Up or Down	Press Up or Down Manual
Front Flip	B, Up, R	Jump. In air press Up then R
Ollie	B	Just press B
"""""""""""""""""""""""""""""""""""""	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	
Osmosis	B, <, <, R	Ollie, press left, left, then R
50 50	G, H A	Hold A while Grinding
"""""""""""""""""""""""""""""""""""""	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	"""""""""""""""""""""""""""""""""""""""
FS Ollie	B, H	Jump, Hold Left or Right
"""""""""""""""""""""""""""""""""""""	<u> </u>	   """""""""""""""""""""""""""""""""""
Slim Chance	B, >, R	Jump, press Right, press R
"""""""""""""""""""""""""""""""""""""	<u> </u>	''''''''''''''''''''''''''''''''''''''
Scarecrow	B, <, R	Jump, press Left, press R
"""""""""""""""""""""""""""""""""""""	<u> </u>	ŢŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸ
Nose	B, ^, A	Jump, press Up, press A
"""""""""""""""""""""""""""""""""""""	<u> </u>	ŢŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸ
Tail	B, D, A	Jump, press Down, press A
"""""""""""""""""""""""""""""""""""""	<u> </u>	ŢŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸ
Tail Slide		
"""""""""""""""""""""""""""""""""""""		\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Mute	B, >, A	Jump, press Right, press A
"""""""""""""""""""""""""""""""""""""		\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Tantrum	B, D, R	Jump, press Down, press R

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
Tootsie Roll   B, D, > + D   Jump, down, right, down	
$\mid$ $\gamma$	
Vulcan	
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
Raley	
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬	
313	
Crail	
Boardsiide	
7. FAQ	
If you have any questions e-mail me (The link is at the bottom and follow	J
the guidelines)	
1. I don't understand your guide, what do I do!?	
A: Sometimes I might have gone a little bit further, just try to go on $\mathbf{w}$	Lth
the game, if you still don't know what to do, e-mail me and I'll revise	the
section(s).	
2. Why don't you have the Super stat locations for some levels?	
A: To be honest - I can't find them. I found them on my first slot, but I	Ξ
can't seem to find them on the second save slot, but I'll find them and	
update them.	
8. Guide Disclaimer	
Sites that are allowed	
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-No Spam/flaming/pathetic hacking attempts
-Must not be answered in the Guide already (Make sure you look carefully)
-Make sure it's about this game. I have enough Spam as it is.
-Using proper grammar and spelling might enhance your chances of being
answered.
-Comments/Criticism/Something that should/needs on the guide be changed are
allowed.
My E-mail: DevisOr@hotmail.com
_____
-----Credits-----
_____
-Activision for making the game
-wakeboardingunleashed.com for the information on the characters
```

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