

OUT OF THE CHUTE



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EVERYONE 10+
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CONTENT RATED BY
ESRB

CRAVE
entertainment

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WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

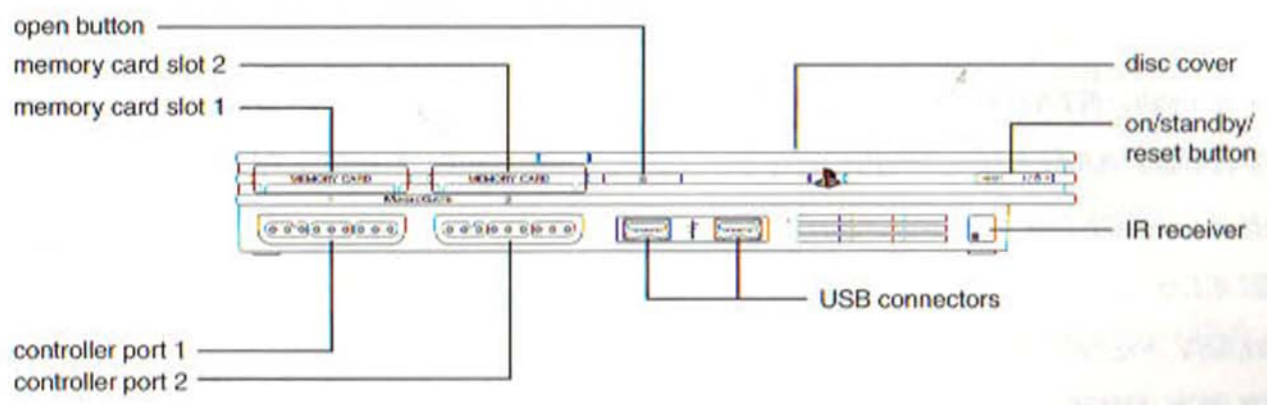
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- 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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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the PBR Out of the Chute disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

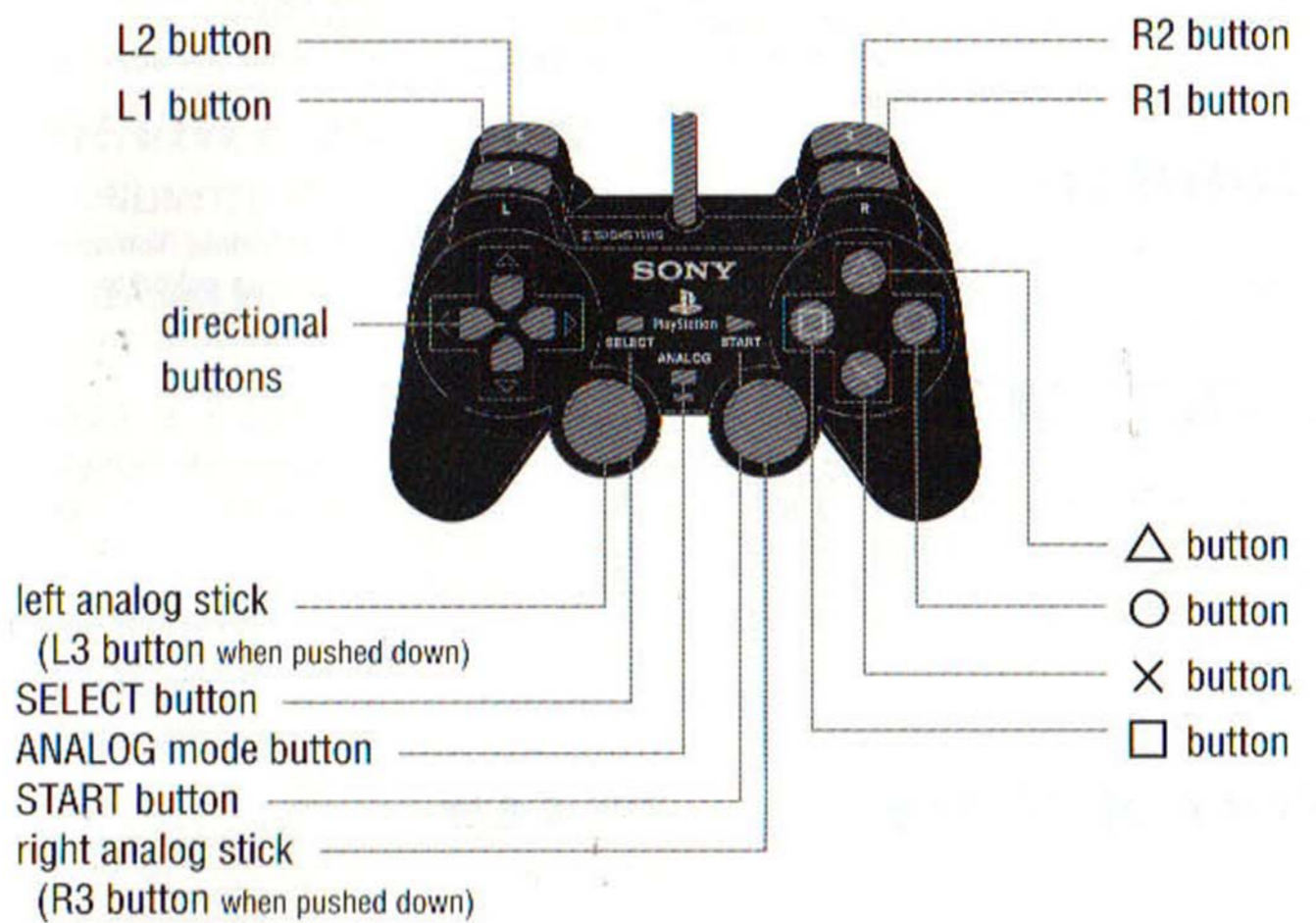
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

YOUR PBR EXPERIENCE

Hold on to your hat partner as you will experience the next best thing to sitting on 4 hoofs with a bad temper. Do you have the timing, skill and guts to survive the 8 seconds of twisting and turning, back breaking excitement called bull riding? Think the bulls have it easy, see if you enjoy spurs in the belly and while you're at it see how quickly you can buck off a rider. With 12 riders and 12 bulls to choose from you'll have hours of fun to see who's the baddest of the bad (on two legs or four)

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAMEPLAY CONTROLS

These are the basic commands for the default controller configuration (controller setting 1).

→ Button	Rider: Spur / Dismount Bull: Rear kick
↓ Button	Activate Power-up (press and hold for 1 second in Season Mode) / Cycle views (inactive during rides)
← Button	Rider: Jump on fence Bull: Break Signs
Left Analog Stick	Rider: Lean in any direction or run when off bull Bull: Buck / Spin or run when rider is off bull
Right Analog Stick	Bull: Run in any direction when rider is on bull
L1	Rider: Tighten grip (medium and hard difficulty levels)
L2	Bull or Rider: Signature move 1
R1	Rider: Tighten grip (medium and hard difficulty levels)
R2	Bull or Rider: Signature move 2

SAVING AND LOADING

SAVING

PBR will automatically save settings and profiles throughout gameplay. Profiles will be saved at profile creation, at the end of each event during Season Mode, and when completing a game mode. If the game is started without a memory card (8MB)(for Playstation®2) inserted, and one is inserted at a later time, the game can be instructed to save immediately from the options menu.

LOADING

A profile can be loaded at Start Up or from the Profiles option in the Main Menu. You must have a profile in order to play. In Multiplayer mode, the second player will be asked to load or create a profile.

INTRODUCTION

Welcome to PBR! As a rider, staying on a bull will be challenging, but rewarding. Tighten that grip, hit the Power-up, lean hard and hold on for dear life. As a 2,000 pound mountain of muscle, you can throw a rider clear across the arena in the first second of a ride, and then proceed to charge the bull fighters, trample the barrels and other destructive feats for bonus points until the 8- second buzzer sounds. If you're the rider and get bucked, run for your life!

THERE IS NO OTHER SPORTS GAME EXPERIENCE LIKE PBR.

BULL RIDERS

Brian Canter
Ross Coleman
JW Hart
Mike Lee
Guilherme Marchi
Justin McBride
Adriano Moraes
Ty Murray
Wiley Peterson
Chris Shivers
Mike White
Sean Willingham

BULLS

Big Bucks
Cat Daddy
Chicken on a Chain
Dr. Proctor
Just a Dream
Little Yellow Jacket
Okeechobee Spots
Reindeer Dippin
Shane
Versus Blackout
Vertical Limit
White Magic

MAIN MENU

QUICK RIDE

Instantaneously jump into a game as a rider or a bull.

TUTORIAL

Learn rider or bull controls from an interactive tutorial.

SINGLE PLAYER

- **UNLIMITED RIDE**
Play at your own pace with no 8 second time limit.
- **SEASON MODE**
Win the 10-event PBR Championship as a rider or a bull.

MULTIPLAYER

PBR offers head-to-head multiplayer action where one player is the rider and the other is the bull. Simply select Multiplayer from the Main Menu, press the Start button on the 2nd controller and select player two's profile. Select the Rider and Bull for players one and two. Player one then sets up the arena and length of the ride and the match begins.

PROFILES

Select and Load your previously saved games. Also Create New Profiles and Delete old ones.

- **CREATE NEW**
Select to start the Create a New Profile procedure.
- **LOAD PROFILE**
Load a previously saved Profile.
- **MAIN MENU**
Return to the Main Menu.

OPTIONS

- **MUSIC**
Use the Left and Right Directional buttons to decrease and increase the Music level.
- **EFFECTS**
Use the Left and Right Directional buttons to decrease and increase the Sound Effects level.

CREDITS

View all the wonderful people that made your personal PBR experience possible.

UNLOCKABLES

Complete Goals to unlock hidden Riders, Bulls and Flint Moments.

Some unlockables require codes from the PBR cell phone game.

Enter your cell phone unlockable codes here.

DIFFICULTY LEVELS

There are 3 difficulty levels in Season mode and Unlimited Rides games (Easy, Medium, and Hard). Difficulty levels must be chosen before playing and cannot be changed mid-game.

EASY

This level is for beginning players and everyone should be able to win.

MEDIUM

This is the standard level of difficulty. If playing as a rider, the bulls are more aggressive. As the bull, riders are more skilled and their scores will improve. Also, the Grip feature is introduced.

HARD

This level is for returning players who want a challenge and brings the toughest competition and the highest possible scores. Power-ups are available when playing on the Hardest level in Season mode.

GRIPPING

At Medium and Hard difficulty levels, gripping is a separate control to grab the bull rope tighter. As the Grip Meter starts depleting, press and release L1 or R1 to tighten your grip as a rider. Gripping is used in all game modes except Quick Rides.

POWER-UP TROPHIES

• SPUR

Spurs are awarded when a Bull Rider scores a 85 or higher in Season mode while using the Hard difficulty setting. Collect three Spurs and gain a Power-up.

• HORNS

Horns are given when a Bull scores a 35 or higher in Season mode while using the Hard difficulty setting. Collect three Horns and gain a Power-up.

POWER-UP - BULL RIDER

Available only in Season mode using the Hard difficulty setting. The Rider must first collect three Spurs to trigger a power up. Press and hold the SQUARE button at anytime during a ride to activate an available Power-up. The player must hold the SQUARE button for at least one second to activate the Power-up.

Power-ups put the rider in the Zone which in turn slows the action down by one half speed allowing the rider to maximize his score.

POWER-UP - BULL

Available only in Season mode using the Hard difficulty setting. The Bull must first collect three Horns to trigger a Power-up. Press and hold the Square button at anytime during a ride to activate an available Power-up. The player must hold the SQUARE button for at least one second to activate the Power-up.

Activating a Bull Power-up speeds the action up to throw off the timing of the rider.

SPURRING

As the Rider spur the bull (X button) as many times as you can within 8 seconds to earn extra bonus points.

DISMOUNTS

Pressing and releasing the X button triggers the rider to dismount off the bull after the 8 second buzzer. Pressing the X button again just before landing on the ground will help ensure that he lands on his feet. Not pressing the X button a second time could result in the rider landing on his back, etc. Successful dismounts will add more points to your score.

CAMERA ANGLES

There are three camera angles for the user to cycle through while in the chute.

Chute Cam, TV Cam and Arena Cam can all be viewed before the start of the ride by pressing the SQUARE button.

SCORING SYSTEM

BULL RIDING SCORING

Four judges have 50 points to distribute for each ride (25 points for the rider, 25 points for the bull). The total from each judge is added together to get the ride's total score (scores are not broken down, there is just one number). Basically, half of the score is given to the rider's ability to maintain control and the other half reflects the agile skill of the bull. Losing control of the bull or using both hands scores zero. Average scores are 75 points. 80 plus is excellent and 90 plus is exceptional.

Touching the Bull at anytime during the ride will cause the Rider to be disqualified.

BULL SCORING

The Four Judges also distribute scores of up to 25 points each for the Bulls. However the scores are split in half thus decreasing the highest score possible to 50.

BONUS POINTS

BULLS

Bulls can earn Bonus Points by going into Rampage mode following a successful buck off.

RIDERS

Riders can earn Bonus Points by Spurring, Signature Moves and completing successful dismounts.

HEALTH SYSTEM

• HEALTH METER

The Health Meter shows the Rider's current level of health. The lower the meter the greater the chances of being bucked off the bull. The meter will deplete from right to left during the ride. The rate of depletion is based on a number of factors. Character abilities, skill levels and injuries are some of the factors affecting the rate of depletion.

Touching the Bull, which leads to the Rider being disqualified, is one of the affects of a depleted Heath Meter.

Successful rides will replenish the meter. The Health Meter will only be available during Season Mode.

• TEMPER METER

The Temper Meter is the Bull's current level of temper. Bull's always have tempers. The lower the meter the greater the chances of a Rider successfully completing a ride. The meter will deplete from left to right during the ride. The rate of depletion is based on the Bull's Attributes (described below). Temper Meters also affect the overall score since the effectiveness of bucking will diminish as the Temper Meter decreases. The Temper Meter will only be available during the Season mode.

• INJURIES

Every time a rider gets bucked off or collides with the bull there is a chance of injury. Rider how have been injured will appear with a bandage related to their injury. Injured players can still ride, but at a penalty to their Heath Meter.

BULL RIDER ATTRIBUTES

Given on a scale from 1 – 25. One being the lowest and 25 the top rating available.

The higher the rating the better the performance. Attributes can only increase in Season mode and may never decrease.

- **BALANCE**
Measures the riders Balance while riding a bull.
- **FLEXIBILITY**
How much twisting and turning the rider can withstand during the 8 seconds.
- **COORDINATION**
The riders ability to stay upright and balanced, while on the bull.
- **REFLEXES**
The riders ability to successfully react to the bull's movements.

BULL ATTRIBUTES

Given on a scale from 1 – 25. One being the lowest and 25 the top rating available.

The higher the rating the better the performance. Attributes can only increase in Season mode and may never decrease.

- **STRENGTH**
Overall strength of the bull.
- **STAMINA**
A measurement of how tough the bull is. The higher the rating the longer the bull can perform difficult moves.
- **BUCK**
The Bucking ability of the bull. The higher the rating the better chance of bucking off a rider.
- **RANKNESS**
Rankness is a PBR term used to describe bulls that are difficult to ride for 8 seconds. The higher the Rankness rating the better chance the bull has of tossing the rider.

SIGNATURE MOVES

Every PBR star profile, both Rider and Bull, have their own Signature Moves.

User created profiles start with no Signature Moves. Once the user created profile gains a total of 51 Attribute points he will be rewarded a Signature Move. Once a total of 100 Attribute points are attained the user will receive Signature Move number 2.

Riders:

Signature Move 1 (L2 Button) is during the ride and Signature Move 2 (R2) is after the completed dismount.

Bulls:

Signature Move 1 (L2 Button) is during the ride and Signature Move 2 (R2) is after an early buck off.

CELL PHONE UNLOCKABLES

Enter Unlockables from the Main Menu if you have an Unlockable cell phone code.

Select the X button while on the unlockable to bring up the virtual keyboard and enter the cell phone code.

NOTES

NOTES

WARRANTY AND SERVICE INFORMATION

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc or cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements Crave Entertainment, 5000 Birch, Suite 6500, Newport Beach, CA 92660

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 949-219-1199, 9:00am-5:00pm PST or email at support@cravegames.com

When contacting customer support, please leave your name, contact information, the title of the game you are having problems with, what console it is on and a brief description of your problem.