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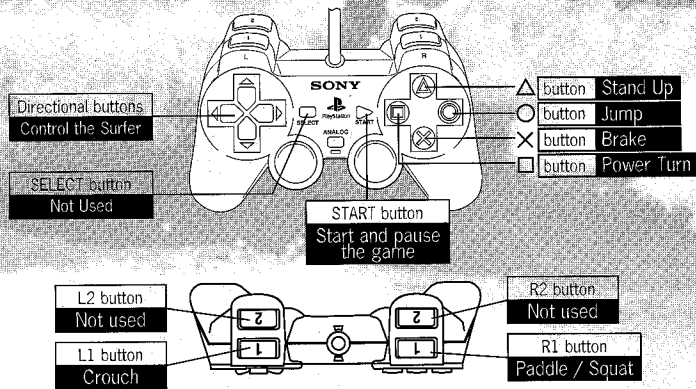
# Story

Compete on the world surfing circuit, visiting each of the five locales around the world which are the sites of the WQS World Challenge Series, the World Championship of Surfing. In this game, winning is everything. The rules are as follows: Each round consists of trial, semifinal and final heats. Four contestants compete in each heat. The player must place either first or second in each heat in order to advance to the next heat. Players must improve their skills, demonstrate strings of well-executed maneuvers, and rack up as many points as possible as they strive to become world champion.

## What is the WQS?

The ASP World Qualifying Series (WQS) began in 1992 as a tournament held all over the world with the official sanction of the Association of Surfing Professionals (ASP), a California-based organization which manages the world professional surfing circuit. It constitutes the second string of the ASP World Championship Tour (WCT), which determines the world pro-surfing champion. The top-ranked surfers in the WQS world ranking earn the right to compete in the WCT the following year, making this event an important one for young surfers looking to leave their mark in the surfing world.

# GAME CONTROLS



## Basic Moves:

This section describes the basic moves used in the game. Refer to the section on Maneuvers and Techniques for instructions on the more specialized moves.

**Directional Pad (D-PAD):** Make the character turn left or right, relative to the direction he is currently facing. Alternately, pressing the D-Pad left to right also helps the character gain more speed while surfing.

**○ Button – Jump:** Press at the top of the wave to execute an aerial. The height and number of turns of the aerial will vary depending on how long you hold down the ○ Button, as well as how fast you press it.

**TIP:** If you hold down the ○ Button while you surf, in preparation for a jump, you will notice your character spinning more rapidly in the air. **HOLD THAT BUTTON DOWN!**

- × Button – Brake:** Press to slow the surfer down on the wave. Commonly used to control positioning in a pipeline.
- △ Button – Stand Up/Pull out:** Press this button from a paddling position to stand your surfer up when taking off on a wave. You can also use the △ Button to pull out of a wave when you want to end a run voluntarily.
- Button – Power Turn:** Press in conjunction with the D-Pad to make the character execute tight, quick power turns. Such turns slow the surfer down however and should be used with prejudice.
- Start Button – Pause:** Press to pause or resume gameplay.
- R1 Button – (while laying) Paddle:** Press (or hold) the R1 Button when paddling on a wave to control the character's paddling speed. If the speed meter (displayed at the bottom of the screen) is less than half full, the surfer will wipe out when trying to stand up.
- R1/L1 Buttons – (while standing) Squat:** After taking off, press the L1 or R1 Buttons to crouch on the surfboard. Quite useful when dealing with smaller waves.
- L2/R2 Button, SELECT Button, LEFT/RIGHT ANALOG STICKS:** Not used.

# Starting the Game

## New Game

Start the World Challenge Cup competition where you play all five rounds, aiming to become the World Champion.

## Load Saved Game

Load previously saved game files to continue your World Cup Challenge game from where you left off.

## Free Play

Use this mode to hone your skills. There is no time limit in this mode allowing surfers to practice over and over again with no penalty.

## Options

**Key Configuration:** Use this option to adjust key configuration on your PlayStation Controller. Use the D-Button LEFT or RIGHT to choose a desired configuration from a predefined set of three.

Once the configuration desired is highlighted, press the X Button to accept the change.

**Volume Balance:** Adjust SOUND FX and MUSIC volume from this menu.

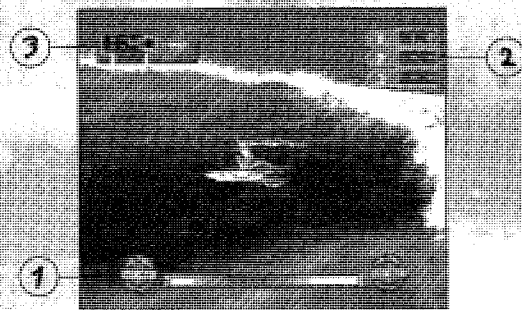
**Difficulty:** Adjust difficulty setting between EASY, MEDIUM or HARD. Difficulty only applies in the circuit mode.

**Vibration:** Turn the DUALSHOCK™ vibration ON or OFF.

**Memory Card:** Load or Save game data from this menu.



# The Main Screen



## 1. The Speed Gauge

If this indicator empties out, the surfer will fall off his/her board and wipe out. If the speed gauge is too low while paddling, the character will wipe out when trying to stand up.

## 2. Points

Displays the character's top three scores for the heat. The total of these scores becomes the point total for that heat when it is over.

## 3. Time

The heat ends when this timer reaches 0:00.

# Starting the Game

## World Challenge Cup Mode

In this mode you play five rounds in all, travelling the WQS circuit, aiming to become the World Champion.

### Character Selection

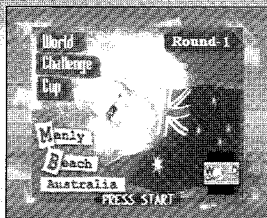
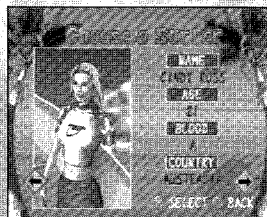
Choose [New Game] from the Title Screen to advance to the Character Selection Screen. Press the D-PAD left or right to cycle through the available characters, then press the X Button to accept your selection.

### Round Description

This screen displays the upcoming round, or beach, of the tournament. Different beaches will have widely different surfing conditions.

### Board Selection

Choose the board that your character will ride in this round. Different boards have different qualities, making it important to choose the board that fits the surf conditions for the upcoming round. Refer to page 12 for more details on selecting surfboards.



## Start the Round

The round begins when the player selects the character's surfboard. A round consists of three heats—qualifying, semifinal and final—in which four contestants compete. Contestants must score either first or second place to advance to the next heat. If the player's character fails to place first or second in either the qualifying or semifinal heats, that round ends, and the player proceeds to the next round.

## Results and Ranking Display

After the round is completed, points are awarded based on the contestants' performance. Points are totaled up for each round, and the season point rankings are then displayed.

## Data Save (Memory Card Slot 1 ONLY)

After the round is completed, the Data Save Screen will be displayed. Select YES to save your game in its current state. (Saving requires one free block on the Memory Card.)

## End of Season

The season is over when all five rounds are complete. The object of the game is to become the World Champion by getting the highest point ranking, in the overall season standings.

## Free Play Mode

Choose a character and a surfboard and surf freestyle in Free Play Mode. There is no time limit, so you can master all the skills in the game from this mode.

# Maneuvers and Techniques

These are the basic maneuvers and techniques used in the game:

## Aerial (Jump)

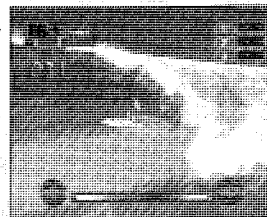
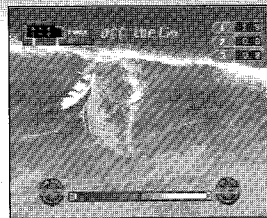
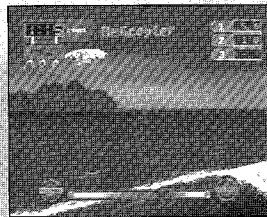
Release the **O** Button to jump near the top of the wave. The length of time you hold down the button affects the number of times your character will be able to turn in the air. Also, the faster you go, the higher you jump.

## Off The Lip

Press the D-PAD down and the **□** Button at the same time to cut off the lip. The more spray you kick up, the more points you earn. Pressing the **□** Button causes your speed to drop, so be careful that you don't stall. In order to properly execute this move, the surfer must be in the upper portion of the wave, near the "lip." The surfboard must also be facing upwards, towards the top of the screen.

## Pipeline

When your character enters a pipeline, the amount of time he/she spends inside the pipeline will be displayed on screen. The longer the character stays in the pipeline, the more points they earn. In order to enter a pipeline, the character's speed must be somewhat slower than the speed at which the pipeline is approaching. If the character is too slow, however, the pipeline will simply swallow him or her up.



## Acceleration Technique

You can get the best acceleration by going down from the top to the bottom of the wave. Going in the opposite direction of the wave's break will slow you down. Inside a pipeline, you will accelerate, because the pipeline will try to push you out. If you get too far from the pipeline, however, you will slow down.

## Scoring Techniques

Points are awarded depending on the following:

1. How long you ride a given wave
2. The height and number of turns you make in an aerial
3. How high you kick spray up
4. How long you stay in the pipeline

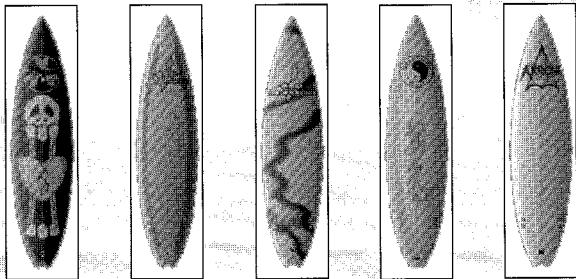
# Choosing a Surfboard

This section explains the elements displayed on the Surfboard Selection Screen. Use this information to choose the board best suited to the wave in the upcoming round. Longer boards pick up speed quickly. Choose a board based on the attributes listed:

Acceleration: Affects how fast a board can accelerate from a standstill.

Turning: Affects how quickly a board can turn in the water.

Jump: Affects how high a board can get when jumping off the wave.



# Special Techniques

## Aerials

The main thing to remember about jumping is that pressing and releasing the  Button when the character is at the top of a wave will make the character jump. The length of time you hold down the button will affect the character's rotation speed.

1. Right Spin: Release the  Button while pressing D-Pad RIGHT
2. Left Spin: Release the  Button while pressing D-Pad LEFT
3. Helicopter: Release the  Button while pressing D-Pad UP and either LEFT or RIGHT
4. Cyclone: Release the  Button while pressing D-Pad DOWN and either LEFT or RIGHT

## When surfing normally:

Pressing the directional buttons and the  Button activates various techniques.

5. Off the Lip: Press the  Button and the D-Pad DOWN simultaneously.

*Note: only works when the character is at the top of the wave, heading for the lip*

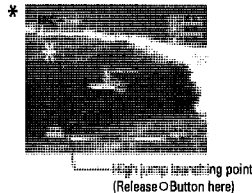
6. Squat: Press the L1 or R1 Button.

# Quick Start

First follow the on-screen prompts to select a rider, a board, and your first wave.

## STAND UP AND RIDE

- Press and hold the L1 or R1 Button while pressing the D-Pad to the right. The L1/R1 Button will increase your speed.
- When the speed bar at the bottom of the screen turns red:
  - Press the  $\Delta$  Button to stand up
  - Release the L1/R1 Button
  - Keep pressing the D-Pad to the right to enter the middle of the wave.
- To gain speed on the wave, move up and down the wave by lightly pressing the D-pad button left to right. Press the  $\times$  button to slow down.



## HIGH JUMPS AND TRICKS

- With your speed in the red, press and hold the  $\circ$  button. The longer you hold the  $\circ$  button the higher the jump.
- Head up the wave and release the  $\circ$  Button about a board's length below the top of the wave.\* If all is right you will be launched into the air. High jumps take practice so stick with it.
- Once in the air, play with the  $\circ$  button to pull off some tricks.
- To land, the board's nose must be facing down or slightly forward.



See pages 10 thru 14 for more on maneuvers, techniques, and tricks.

Surf Riders™

0.08888.31012.9



# Tricks of the Game:

- Jumping:** The jump takes place at the top of the wave, when the player releases the  $\circ$  Button. When timing the release of the  $\circ$  Button, keep an eye on the light and dark portions near the top of the wave.
- Tight Turns:** Making tight turns is about the same as braking. This means that making a tight turn at the bottom of a wave cuts a character's speed, and prevents him or her from accelerating. The spray you kick up when making a tight turn affects your score—the higher the spray, the better your score.
- Acceleration:** You can get the best acceleration by going straight down from the top of the wave to the bottom. Conversely, going from the bottom to the top is the best way of decelerating. When entering a pipeline, the pipeline will try to push the character out, which can enable the character to pick up speed, while getting too far away from the pipeline will cause the character to lose speed.
- Scoring:** Points are awarded for how long a character can ride a given wave. The amount of spray he or she kicks up when making tight turns, the height and number of rotations the or she makes when doing aials, and how long he or she can stay inside a pipeline. Staying on the wave as long as you can is important, but so is pulling out under your own power, because wiping out will cost you points.
- Pipeline:** To enter a pipeline, you must slow down your speed to some degree below that of the oncoming tube. If you go too slowly, however, the pipeline will engulf you as it breaks. The ideal approach is to head for the lip of the wave, then make a tight turn when you get there. By pressing the crouch button, you can pick up more speed in the tube than if you have a standard stance.

*NOTE: you MUST crouch in order to enter the pipeline in Round 4 (Japan.)*