COOL
BOARDERS 2

PlayStation®Classic

THE RACE SCREEN

Map: displays your current position and your rival's position on the course.
Time: remaining time.
Total Time: time elapsed.
Record: current record.
Rank: current ranking.
Ladybug: number of wipeouts.
Speed: current speed.
Rival Boarder: approaching boarder.

IT'S ALL ABOUT CONTROL

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

TURN   **LEFT/RIGHT**

SHARP TURN   **SQUARE button + LEFT/RIGHT**
If you turn whilst pressing the SQUARE 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.

WEIGHT SHIFT   UP

This is a technique which allows you to ride without bouncing on the moguls (ski slope bumps) by shifting your weight and leaning your body forward. However, you will not gain any speed by doing this.

TUCK POSITION   DOWN

By crouching down, you lessen the air resistance and increase your maximum speed. However, it becomes more difficult to make the turns.

STANCE CHANGE   L1/R1 buttons

This can be done only when other commands are not in effect. Rotate the rider 180° 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   TRIANGLE button

There are two viewpoints you can choose from during the race. "BEHIND VIEW" which shows the view from behind the boarder or "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 any time by pressing the TRIANGLE button.

RAIL SLIDE (GRIND)

When you get on a narrow railway, press the R1 button or the L1 button to balance the boarder's posture with the board horizontal. 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 pressing the directional buttons in the direction you are being bumped from to regain your balance.

MODE SELECTION

COMPETITION MODE
This single player mode is combines a Big Air Event and Boarder Cross straight time racing. You will be competing against eight other riders.

HALF PIPE
This single player mode sees you perform tricks in a half pipe. You will be scored on height, complexity of tricks, rotation, variety and landing.

FREESTYLE
In the Freestyle mode you can play alone or compete against another player via split screen.

BIG AIR
This is a mode where you perform tricks off a huge jump. This can also be used to practise tricks. Once you get used to it, challenge the Trick Master Mode.

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

OPTION
Set various game options such as Auto Save, Sound/Volume and Board Edit.

CHARACTER SELECTION

BOARDER

When beginning the game, you can select from four different characters.
Each character has their own strengths and weaknesses.

BOARDS

Choose from three types of board: Freestyle, All-Around or Alpine. 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-rounder that does not favour 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.

Once you select your board type, you'll be prompted to select its design – there
is no difference in capability based on board design.

COURSE

Select a course – if applicable – to compete on. Press DOWN to view the course's
ranking screen (excluding Tour Competition Mode and Freestyle 2P). Press the
TRIANGLE button or the CIRCLE button to return to the previous screen.

SOUND
Press LEFT and RIGHT to adjust the sound settings. You cannot adjust the sound or music for Tour Competition mode.

QUICK DEFAULT
Press and hold the R1 button on the setup screen, then press LEFT or RIGHT to simplify your boarder and board selection.

Once your selection is complete, select "Start" to begin the game!

TOUR COMPETITION MODE
Tour Competition Mode is a combination event consisting of the Big Air jump and Boarder Cross straight time racing.

HOW TO PLAY
• Select "Competition" on the Mode Selection screen.
• Select "New" to start a new game.
• To resume a previously saved game, select "Load".
• Select a character and board on the Character Selection screen.

1ST STAGE - BIG AIR
Perform two big air jumps. Your rank (1st – 8th) will be decided by adding the scores of both jumps.

The starting position is staggered by the amount of time (seconds) determined by the difference in score in the Big Air jump. After your first and second jumps, the ranking will be displayed.

2ND STAGE - BOARDER CROSS (STRAIGHT-TIME RACE)

This is a competition between eight riders. You start in the order as determined in the Big Air Event. The final ranking is determined by the order in which you cross the finish line. Competition Mode points are accumulated based on your finishing position. After you complete nine rounds, the rider with the highest number of points is the winner.

Note: this is straight racing and you will not receive extra points for making tricks off jumps.

COMP CLEAR POINTS

Comp Clear Points are predetermined in each round. If you do not exceed the Comp Clear Points at the end of a round, the game is over. On the other hand, if you already exceed the Comp Clear Points at the beginning of each round, you can proceed regardless of your ranking.

If you run out of time (TIME UP), you will be disqualified and receive 0 points. If the game is over, select either "Retry" to start a race on the most recently saved track; or "Exit" to return to the Title screen.

FREESTYLE MODE
FREESTYLE 1P (ONE PLAYER)

If you reach the goal within the time limit, you clear the level. The time is increased when you pass the checkpoint. If the time goes down to 0, the game is over. There are five areas for tricks on each course. When you perform a trick at these areas, you will be marked and receive points. There are three rankings on each course: Time, Speed and Total.

Time:	Compete for the quickest time.
Trick:	Compete for the total points on the trick areas.
Total:	Compete for the total points of the time and tricks.

GHOST
Save your ride and then compete with your past rides as "ghost data".
To create ghost data:

• First, ride to the finish line.

• After reaching the finish line, select "Ghost Update". The data will be deleted
  if it is not updated.

GHOST OFF/ON
Set up whether or not you want the ghost ride to appear on the screen.
The ghost will only appear on the course it rode on. To place it on another
course, you must first ride that course and create the ghost data. Make the
ghost disappear by pressing the SELECT button while the ghost is riding.

FREESTYLE TWO PLAYER MODE
Split screen Two Player Mode can only be selected in Freestyle mode. Select
"Free Ride 2P" on the Mode Selection screen. Select the characters, boards
and course on the Mode Selection Screen – you can select the same character,
but not the same clothing.

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.

Time:	Compete to reach 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
Press the SELECT button during play to switch the screen from vertical (top to bottom) to horizontal (left to right).

- If you select "RETIRE" while the game is paused during the competition, the selected player will lose.
- The ranking for each player is displayed after the competition. There is no replay screen and ghost in 2P mode.

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 the following five technical areas:

Standard

Manoeuvres:	Techniques other than rotation, such as grabs.
Rotation:	Techniques with rotation.
Amplitude:	Height and 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 CROSS button to wind up your tricks. The character jumps when you release the CROSS button, not on the initial push. The longer you hold the CROSS button down with the relevant 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
You'll find three different Big Air jumps to practise Big Air tricks for Competition Mode.

TRICK MASTER MODE
This mode is especially helpful for practising tricks. A trick is specified before each jump, and you must accurately perform it. Otherwise, you will redo 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.

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 the controls. Pick a line and think about places you can make tricks and jumps on the course.

OPTIONS

VOLUME
BGM: Volume of the background music.
Voice: Volume of the characters and DJ.
SFX: Volume of the sound effect

RANKING
View the records for all of the game modes.

AUTO SAVE
Select "On" to automatically save scores, hidden features and level saves.

BOARD EDIT
Design your own board to use on the slopes.

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 180º, 360º, 540º, etc., press and hold the CROSS button and press LEFT and RIGHT simultaneously. The amount of rotation is determined by the duration of the multi-button press. Release the CROSS button, continue to hold down LEFT and RIGHT and once the rotation begins, you may let go.

FLIPS
Front Flip: Press and hold the CROSS button, press UP and then release the CROSS button.
Back Flip: Press and hold the CROSS button, press DOWN and then release the CROSS button.

GRAB TRICKS CONTROLS

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