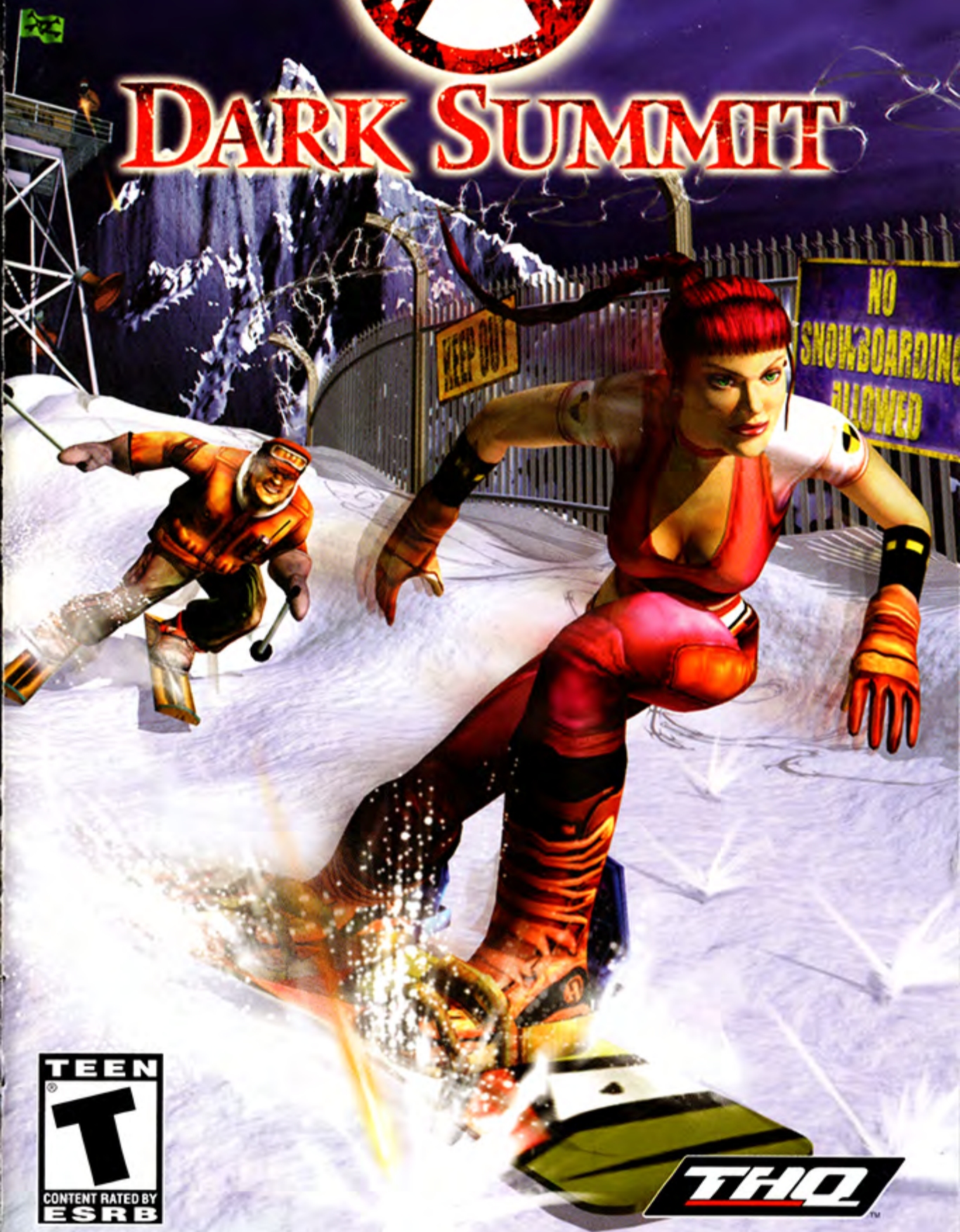




DARK SUMMIT



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

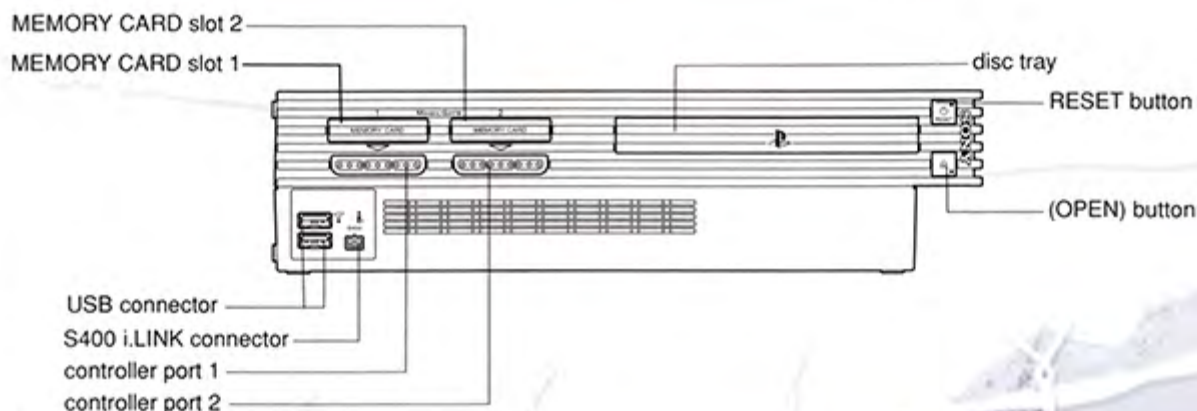
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.



DARK SUMMIT™

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Dark Summit*™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards






To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same memory card or any memory card (8MB) containing previously saved *Dark Summit* games. For more information, see MEMORY CARD OPTIONS on page 18.

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS







CONTROLS


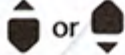

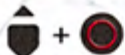

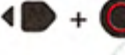
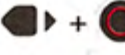
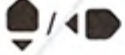

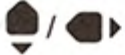

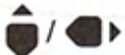

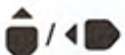

Menu Selections

-  Highlight menu options
-  Change selections
-  button Confirm selection
-  button Previous menu
-  button Equipment Hut (Character Select screen only)









Game Controls

-  button (tap) Ollie
-  button (hold & release) Jump
-  Tuck
-  Snowplow
- R1 and L1 button Camera control
- START button Pause the game



Air Tricks

-  Rotation
-  or Flip
-  button Indy Grab
-  + button Nose Grab
-  + button Tail Grab
-  + button Mute Grab
-  + button Method Grab
-  /  + button Iguana Grab
-  /  + button Melon Grab
-  /  + button Lien Grab
-  /  + button Crail Grab

















Jibbing

-  button ————— Get on rail
-  button +  ————— Tail Manual
-  button +  ————— Nose Manual
-  button +  /  ————— Rotate Left/Right

Half Pipe

-  button ————— Frontside Handplant (facing downhill, at lip of pipe)
-  button ————— Backside Handplant (facing uphill, at lip of pipe)

Special Tricks

-  ,  ,  buttons ————— Misty Flip
-  ,  ,  buttons ————— Back Flip to 180 with Tail Grab
-  ,  ,  buttons ————— Front Flip 720 Method
-  ,  ,  buttons ————— High Kick
-  ,  ,  buttons ————— Honey Flip
-  ,  ,  buttons ————— Inverted to 540
-  ,  ,  buttons ————— Corkscrew 1080
-  ,  ,  ,  buttons ————— Flip Catch
-  ,  ,  ,  buttons ————— B-Boy
-  ,  ,  ,  buttons ————— Heart Attack
-  ,  ,  ,  buttons ————— Front Flip 720
-  ,  ,  buttons ————— Iron Monkey

Surveillance Report 22-65812

Subject = Mt. Garrick

CONFIDENTIAL

Due to the sensitive nature of our operations in this area we must ensure maximum security as well as secrecy. Keeping a low profile with regards to this matter is top priority.

At approximately 2200h on Wednesday, December 29th our facilities observed an object entering the atmosphere traveling due west from a point over the Atlantic Ocean. The object was tracked until completion somewhere in the vicinity of an operational ski resort, Mt. Garrick. Apache helicopters equipped with the latest silencing and night vision equipment were dispatched to the area to observe and secure the disturbance. Further investigation warranted the need to act quickly to secure the area without causing any question or alarm. Field reports stated that Mt. Garrick was struggling financially. Offering the resort a large settlement to set up operations and co-exist with the current facilities proved a simple matter.

Recent security reports from the resort may be cause for alarm. In the past, Mt. Garrick catered only to skiers - easily manipulated, conservative, slow and dim-witted folk. Recently however, a small number of the snowboarding community have arrived. Young, adventurous and strong-willed, these subjects must be controlled in order to protect our asset.

As detailed in dossier AV-90125, our contract with Mt. Garrick management provided, 'free of charge', a complete Ski Patrol team. This unit is led by one of our field agents, Brian O'Leary. Chief O'Leary must make certain that the snowboarding community does not grow, and if possible, rid the resort completely of these troublesome individuals. Chief O'Leary has every surveillance device at his disposal to keep our asset protected. We cannot risk our secret being discovered.

End Report.

It's up to you to defeat the Chief, win back the mountain for all snowboarders and uncover the covert agenda!

MORE ON TRICKS

Gain as much speed as you can, then launch yourself off a jump for some huge air. Use the easier Air and Jibbing tricks first to get used to the controls. Attempt the Special Tricks after you've picked up the Special Trick icon and you're able to land the easier tricks.

Timing of your jumps is the key to landing tricks. Work on releasing the jump button at the lip of each hit to maximize your air.

Note: Look for different coloring on the snow to distinguish gap jumps from run-of-the-mill hits.

Rotation


While in the air, press and hold the directional buttons LEFT/RIGHT to rotate left or right. The longer you hold down the directional buttons, the more you will rotate.

Hint: Learn to stop your rotation with your board facing downhill before you land, or you'll tumble down the slope!


Flip

You can also flip forwards or backwards in mid-air by holding the directional buttons UP or DOWN. Make sure to complete a flip before releasing the directional buttons, or you'll land on your head!





Grab Tricks

Now that you've mastered the rotation and flip tricks, try grabbing your board mid-air! Use the directional buttons and the  button to pull off different grab tricks. Tweak your grabs in mid-air using the R1 and L1 buttons. Add a rotation or flip for more difficulty (and points)!

Jibbing

Hold down the  button before you land on a rail to stick to it. Try to combo an Air trick onto a rail for huge points!

Special Tricks

Bust insane tricks by using the , ,  and  buttons together. Make sure you have a ton of air before attempting a Special Trick, or you'll wipe out hard!

Note: Find the Special Trick power-ups in Challenge Mode to add more tricks to your list. To view the list of tricks available to you, pause the game and select Special Trick List from the Pause Menu.

THE GAME SCREEN

Use information on the Game Screen to help complete your objectives for each run.

Lift Points

Your lift points are shown in the top-right corner of the game screen. Lift points are earned by completing challenges. Every time you complete a challenge, you will gain the number of lift points that challenge is worth.

Equipment Points

Your equipment points are shown in the top-right corner of the game screen, just below your lift points. Equipment points are earned by completing tricks. Some tricks are worth more than others. Combine several tricks in one jump for even more points! As you earn equipment points, you will become faster and be able to jump higher than before!

Current Challenge Name

After accepting a challenge, its name and your progress through it will be displayed in the top-left corner of the game screen. If you complete the challenge before the progress meter gets to the end, you'll be awarded with the lift points for that challenge!



Current Challenge Counter

After accepting a challenge, a counter will appear on the left side of the screen. Each time you accomplish one of the goals of the challenge, a light on the counter will appear. When all of the goals are complete, the counter will disappear until your next mission.

Trick Call-Out

Every time a trick or combo is performed, the name of the trick will be listed on the bottom of the screen. If you successfully land the trick, equipment points will appear and will be awarded to you.

Current Talking Character

If an in-game character is talking to you, their face will be displayed in the bottom-right corner of the game screen.



PLAY DARK SUMMIT

The Challenge Mode is the heart and soul of *Dark Summit*. As you accomplish each mission objective, you will earn Lift Points to get access to more advanced slopes. As the story unfolds, you will meet other snowboarders trying to achieve the same objectives you are.

First, choose to play a new game, or load a previously played game:

- Continue Game — Continue the current game.
- New Game — Start over from the beginning.
- Load Game — Return to a previously played game. Choose a saved snowboarder using the directional buttons LEFT/RIGHT, then press the X button to confirm.
- Save Game — Save the current game onto a Memory Card (8MB) (for PlayStation 2).

Rider Select

You will only be able to control Naya throughout the Challenge Mode. Press the  button to enter the Equipment Hut and upgrade your equipment. Press the  button to accept your changes and hit the slopes!



DARK SUMMIT™

ENEMIES



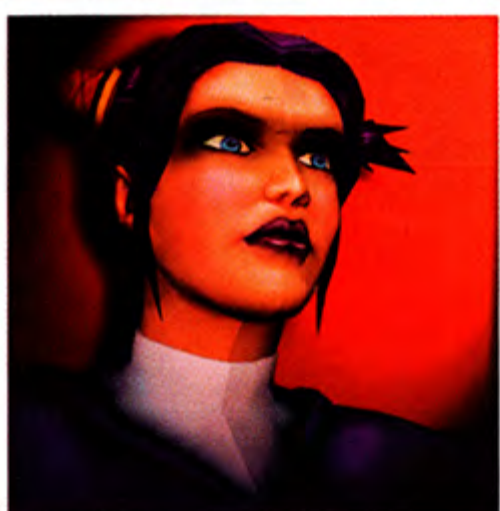
Chief O'Leary



Ranger Dick



Hanz



Rachel



Naya



Felix



Hank



Len



Ty



Samantha

Progress

You can view your Challenge Mode progress from the Rider Select screen — try to complete the game with a full 100%.

Bomb Pieces

As you will learn, there are five bomb pieces scattered across Mt. Garrick. Alone, each piece of the bomb is worthless. Assembled, they comprise one of the most destructive weapons ever conceived.

As you ride down a run, an operative will help you find a bomb piece. These are indicated beneath your game Progress. Each time you find a piece of the bomb, it will be highlighted here.

Equipment Hut

Use your hard-earned Equipment Points to upgrade Naya's equipment. Press LEFT/RIGHT on the directional buttons to toggle between your Equipment and Outfit. Now press UP/DOWN directional buttons to view the new items (and the points needed to purchase each item).



Starting Location

Choose a ski lift to begin the next run. You start the game with a forged pass for the first ski lift. As you complete the mission objectives, you will earn lift points. Earn enough lift points and you can buy a forged pass for the next chair.

You will not be able to select a new location until the previous lift's objectives have been completed and you have enough lift points to buy the next pass.

Special Tricks



When you begin, Naya only knows how to land a few over-the-top Special Tricks. She can learn more on her way down the slope by finding the Special Trick power-ups. When you see the power-ups, be sure to run over them so Naya can pick them up and add them to her repertoire.

After finding a Special Trick, press the START button to pause the game, then select SPECIAL TRICK LIST from the Pause Menu. Naya can complete any of the highlighted Special Tricks — she must find the Special Trick power-ups to add more tricks to her list.

The Missions

After getting off the first lift, Naya receives a call on her Nokia mobile phone. If you earn enough lift points (220,000 points on the first run) you can buy another forged ski lift pass, for the next chair. There are a couple of ways to earn lift points. Either complete the mission objectives or help the covert operatives.

Challenge Com Link (CCL) Stations

The first way to earn lift points is to find the Challenge Com Link stations as you board down the slopes. If you miss one, don't worry — another CCL station will be a little further down the mountain. After riding into the CCL station (shown on-screen as a colored gate), you will receive your next mission objective. Complete the objective for the lift points. If you're unable to complete the mission, you will be notified on-screen. Return to the ski lift to attempt to complete the mission again.

Note: After entering a CCL station, you will be unable to start another challenge until the current challenge is over. You can choose ABANDON CHALLENGE from the Pause Menu to quit the challenge and look for another CCL station.



Operatives

You can also earn lift points by helping the covert operatives. You will meet five operatives at different times during your journey on the Mt. Garrick slopes. Trust these operatives fully as they trust you with their lives.



Each operative will have information regarding a piece of the bomb. Follow them to find the bomb piece, helping to stop the mountain's shadow organization (and to gain additional lift points).

Hint: After you complete the game for the first time, you'll be able to go back and play through the game as any of the covert operatives.

Tricks

Another way to gain points atop Mt. Garrick is to land as many insane tricks as you can. During the run, the points you earn for each trick are added to your equipment point total.

Hint: To gain more points, combo your tricks. The key to gaining high combo points is to use the rails. A trick + grind + trick = 3X combo. Link up tricks and rails for more equipment points.

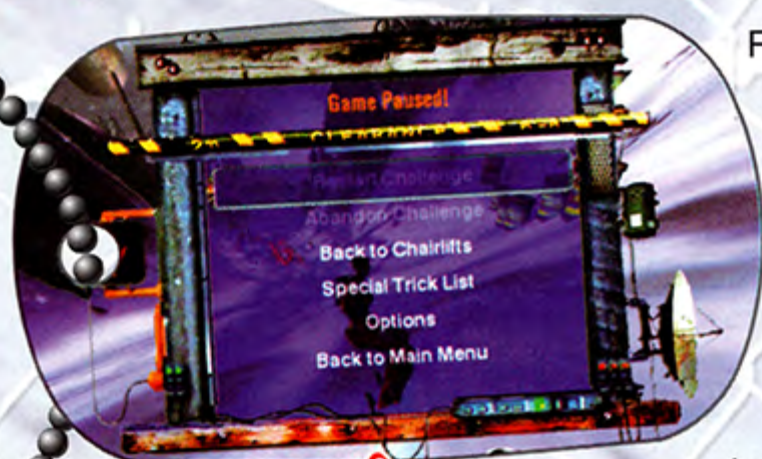
PRACTICE

Use the Practice mode for a quick ride down the slopes or to learn the next run before taking on Chief O'Leary's ski patrol in the Challenge Mode.



Practice mode allows you to use the same tracks and equipment from your last saved point in Challenge Mode. Every unlocked rider, piece of equipment, and starting location you've been able to achieve in the Challenge Mode can be used here.

PAUSING THE GAME



Press the START button at any time to pause the game. From the Pause Menu, you can make the following selections:

Restart Challenge (Challenge Mode only)

In Challenge Mode, you can restart the current challenge. This will quit the current run and return you to the most recently visited Challenge Com Link station.

Abandon Challenge (Challenge Mode only)

In Challenge Mode, you can quit the current challenge by selecting ABANDON CHALLENGE from the Pause Menu. This is helpful if you are unable to complete the challenge, and you want to find another Challenge Com Link station to try something new. You will not receive any points for an abandoned challenge.

Back to Chairlift

Quit the current run and return to the top of the ski lift to try again. From here, you can select any of the runs you've gained access to in Play Mode.

Special Trick List

This list shows all the tricks Naya can pull off, and the button commands needed to land them! Press the directional buttons UP/DOWN to scroll through the list of Air tricks, or press LEFT/RIGHT directional buttons to check out Naya's Half-Pipe tricks!

Hint: Find the Special Trick power-ups during the Challenge Mode to unlock more tricks.

Options

Controller Help — Need to see a quick reference of button commands? Choose CONTROLLER HELP then use the directional buttons to scroll through all the controls in the game.

Sound Options — Press the LEFT/RIGHT directional buttons to highlight MUSIC, VOICES or FX, then press LEFT/RIGHT directional buttons to increase or decrease the volume.


Back to Main Menu

Quit the game and return to the Main Menu.


HEAD TO HEAD GAMES

If you're ready for some head-to-head action, select HEAD TO HEAD GAMES from the Main Menu.

Rider Select

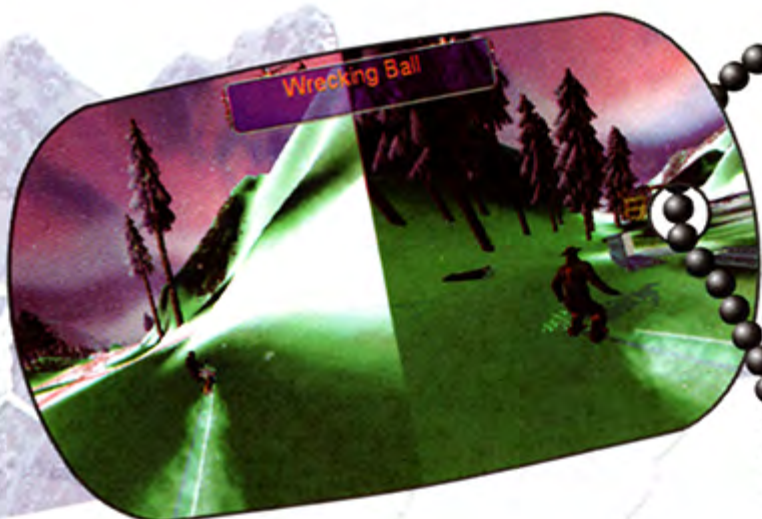
Each player can use the directional buttons LEFT/RIGHT to select a playable character. When both players have confirmed (press the  button), you will be able to choose a Head to Head game type.

Choose Game

Use the directional buttons to select a game type, then press the  button to play.

Wrecking Ball

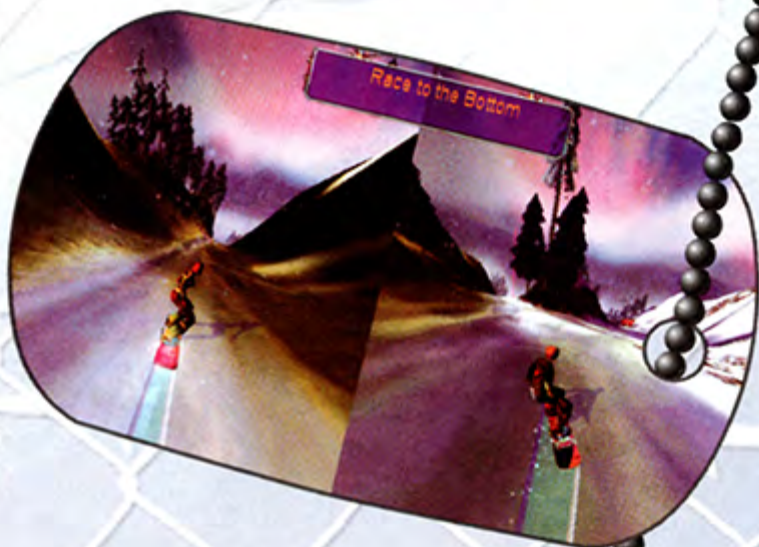
Both players must destroy as many objects as possible on their way down the slope. The player with the highest amount of wreckage at the end of the run is the winner.



The Current Place ranking shows which player has caused the most damage at all times. It does not display which player is ahead of the other. At the end of the run, the results will display how many objects were destroyed for each player.

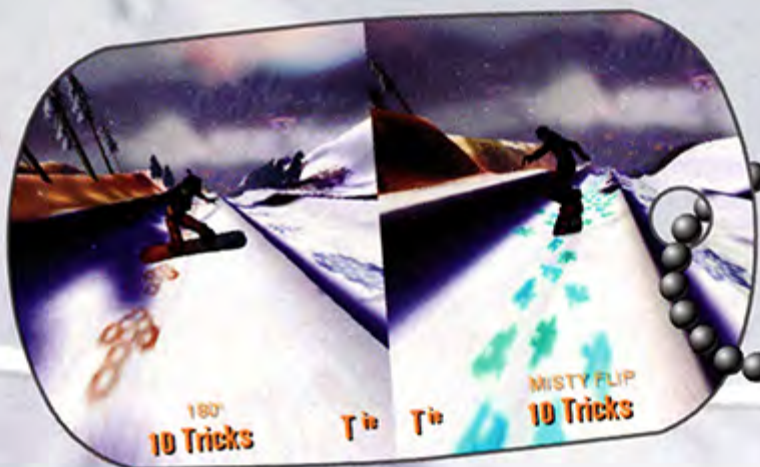
Race to the Bottom

Tricks are nice, but in this mode the first player to reach the bottom of the hill is the winner. The Current Place ranking displays which snowboarder is ahead at all times.




Half Pipe Battle

Hit the half pipe and pull off more tricks than your opponent to own first place!



OPTIONS

Sound Options

Press LEFT/RIGHT on the directional buttons to increase or decrease the volume levels for the in-game MUSIC, VOICES and FX. Press the  button to return to the Options Menu.



Credits

View the team responsible for making *Dark Summit*.



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Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **46001**. Please use this code to identify your Product when contacting us.

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After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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