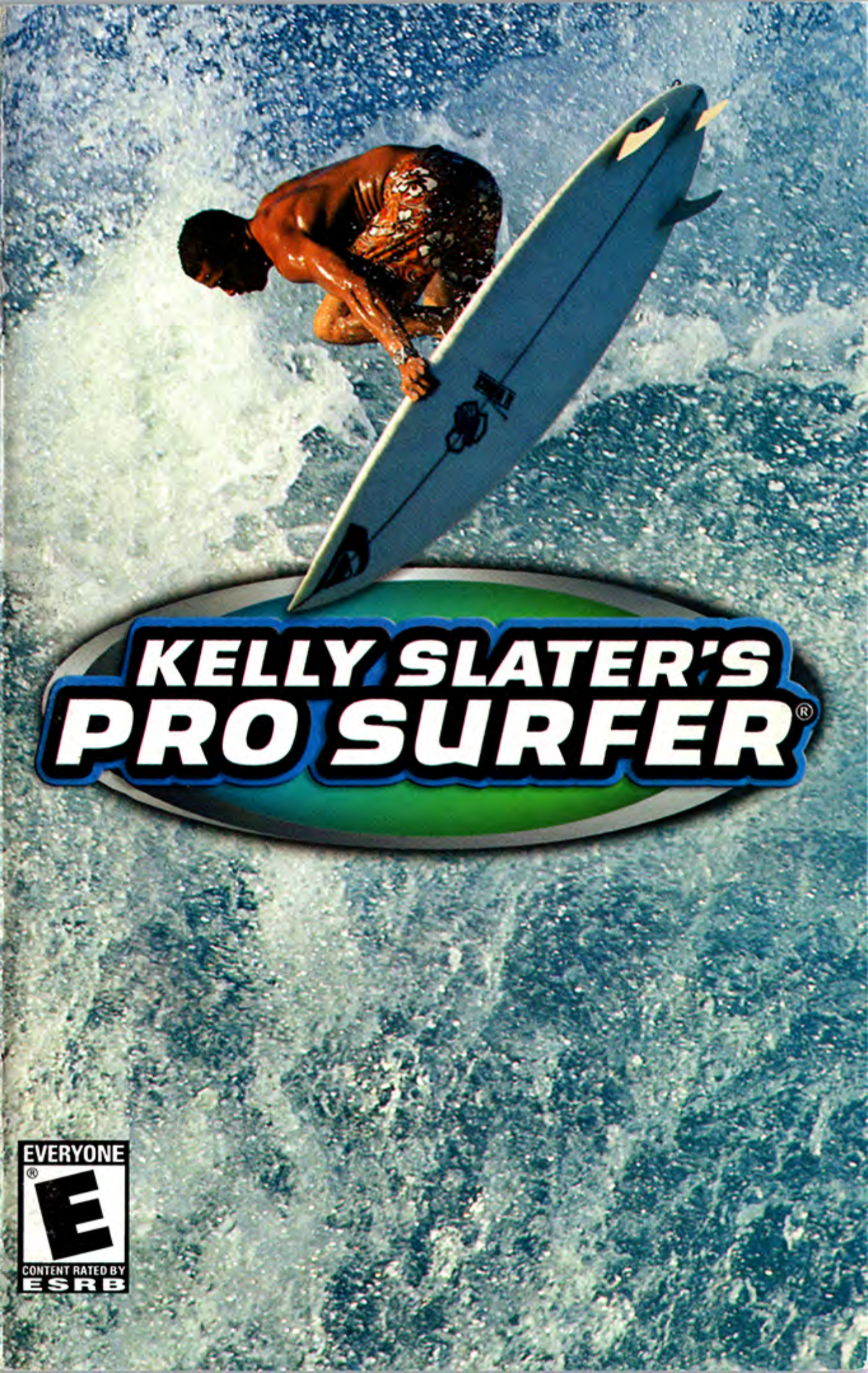
KELLY SLATER'S
PRO SURFER®
EVERYONE
E
CONTENT RATED BY
ESRB

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.

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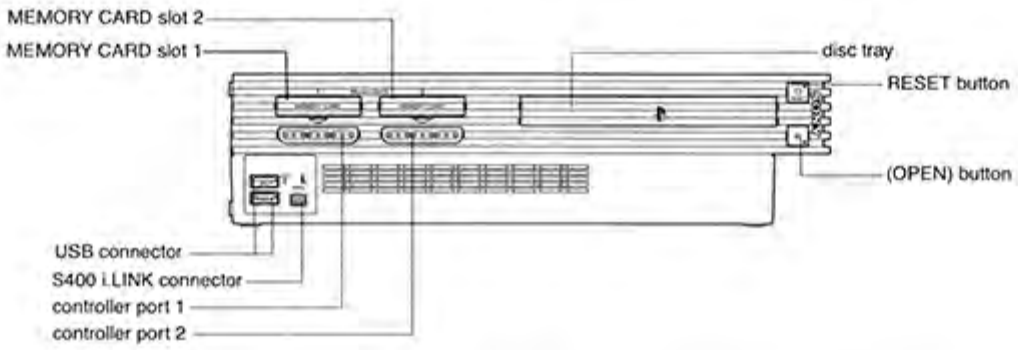
GETTING STARTED



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 Kelly Slater's Pro Surfer® 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.

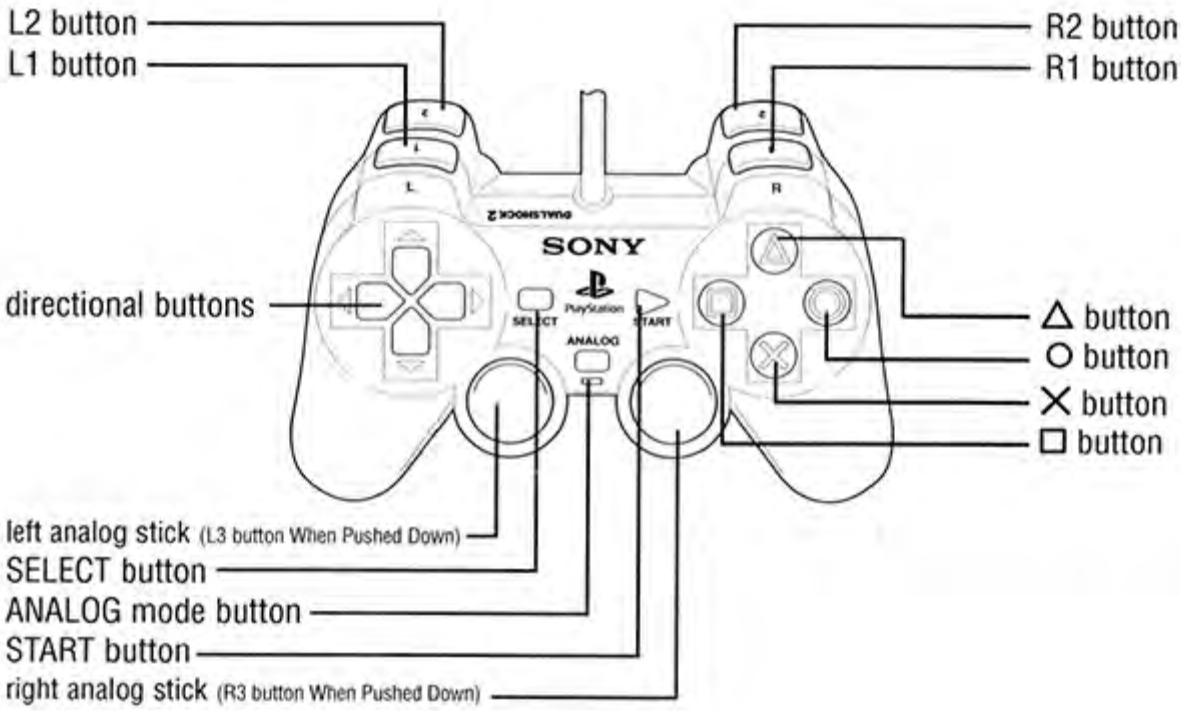
Memory Card

Kelly Slater's Pro Surfer® requires a Memory card (8MB) (for PlayStation®2) to save your games. A saved game's data takes up 206 KB. You can obtain a memory card through the retailer where you purchased your PlayStation®2 game console or this game.

To access your memory card, insert your memory card into MEMORY CARD slot 1.

STARTUP – THE CONTROLLERS

DUALSHOCK®2 analog controller CONFIGURATIONS



Controller Settings

The vibration function can be turned ON or OFF by selecting VIBRATION from the Options Menu (see page 19) regardless of whether the mode indicator on the controller is ON or OFF.

TRICKS

On Face

✕ button	Jump
□ button	Carve / Snaps
△ button	Floater
← or → while holding △ button:	Tail Slide
← or → while holding △○ buttons:	Power Slide
○ button	Grab Turns
R1 button	N/A
R2 button	Rear View/ Object Cam when warning icon is on screen
R3 button	Cash in Combo Points
L1 button	N/A
L2 button	Switch between camera modes Follow / Beach
L3 button	N/A

left analog stick:

↑	Speed Up / When holding Jump, pressing up will cancel jump
↓	Stall
↓↓	Super Stall
←	Turn Left
→	Turn Right

right analog stick – N/A

SELECT button – N/A

START button – Pause Menu

directional buttons:

↑	Speed Up / When holding Jump, pressing up will cancel jump
↓	Stall
↓↓	Super Stall
←	Turn Left
→	Turn Right

Moves

□□ buttons	Rebound/Snap near Lip of wave
○○ buttons	Tail Chuck
△△ buttons	Revert Cutback
△□ buttons	Lay Back Slide
□△ buttons	Gouge

In Air

✕ button	N/A
□ button	Flip Tricks
△△ buttons	Used for Exit moves in air
○ button	Grab Tricks
R1 button	Rotate Right
R2 button	N/A
R3 button	N/A
L1 button	Rotate Left
L2 button	N/A
L3 button	N/A

SELECT button – N/A

START button – Pause Menu

left analog stick:

↑	N/A
↓	N/A
←	Rotate Left
→	Rotate Right

right analog stick – N/A

directional buttons:

↑	N/A
↓	N/A
←	Rotate Left
→	Rotate Right

Moves

↑ + □ button	Lien Air
↖ + □ button	Shove This
← + □ button	Judo Air
↙ + □ button	Heel Flip
↓ + □ button	Stalefish Grab
↘ + □ button	Kick flip
→ + □ button	Method Grab
↗ + □ button	Shove it
↑ + ○ button	Nose Grab
↖ + ○ button	Nuclear Grab
← + ○ button	Indy Grab
↙ + ○ button	Melon Grab
↓ + ○ button	Tail Grab
↘ + ○ button	Mute Grab
→ + ○ button	Roast Beef
↗ + ○ button	Rocket Grab

In Barrel

× button	Speed Up
□ button	N/A
△ button	Used for Tricks
○ button	Grab Rail
R1 button	Quick Cut Right
R2 button	Rear View
R3 button	N/A
L1 button	Quick Cut Left
L2 button	N/A
L3 button	N/A

left analog stick:

↑ Speed Up
↓ Stall
← Balance Left
→ Balance Right

right analog stick – N/A
SELECT button – N/A
START button – Pause Menu

directional buttons:

↑ Speed Up
↓ Stall
← Balance Left
→ Balance Right

↑ + △ button	One Hand Roof Drag
↖ + △ button	Christ Tube
← + △ button	One Hand Drag
↙ + △ button	Two Hand Drag
↓ + △ button	Foot Drag
↘ + △ button	Grab 'n' Drag
→ + △ button	Layback Drag
↗ + △ button	Two Hand Roof Drag
↑↑ + △ button	Tube Spit

GAMEPLAY CONTROLS

Basic Controls

Duck Dive – To perform a duck dive you must be lying on your board. Turn and face the wave and press the O button to dive under the current wave. This will allow you to skip the wave and go for the next one.

Stand Up – Paddle in the direction of the arrow displayed on the Wave Meter by using the directional buttons. When you see the wave begin to lift you up, press the △ button to stand.

Jump – Aim in the direction you want to jump and press and release the X button.

Carve – Hold down the □ button and make a turn to the left or right to carve the wave.

Grab Turns – Hold down the O button and make a turn to the left or right while grabbing your board.

Launching into Air – Point the nose of the board towards the top of the wave and press and release the X button.

Tail Slide – Hold down the △ button while holding left or right on the directional buttons. You will spin on the axis of the board. Don't try to spin too much or you will bail.

Note: Try pressing buttons twice in a row. You may get some new moves.

Trick Controls

Air Tricks – Launch into the air and press any directional button and the O or □ button at the same time to perform an air trick.

Flip Tricks – To perform a flip trick, just jump into the air and press directional buttons in a diagonal direction along with the □ button.

Grab Tricks – To perform a grab trick just jump into the air and press any directional button along with the O button.

Exit Moves – If you want to launch off the back of the wave you can perform an exit move. Double tap the △ button once you're in the air, then perform an exit move. Check your trick book to see what these are.

Face Tricks – When riding the face of the wave you can perform many different moves. Double tapping the □, O or △ buttons will execute these. Double tapping combinations of these buttons will also perform moves.

Snaps – Double tap the □ button at the lip of the wave to perform a snap turn. You can rotate left or right while in the maneuver.

Floater – To perform a floater, hold down the △ button and release it at the lip of the wave. This maneuver can only be performed on the lip near the breaking section of the wave or on top of the breaking section of the wave. You can also land in a floater from an air trick on the breaking section. This will keep you from bailing.

Stalling – To stall, simply press down on the directional button or left analog stick. This is an easy way to get into the tube.

Super Stall – To super stall, double tap down on the directional button to immediately slow down.

Special Tricks – To perform a special trick your special meter must be maxed (yellow). Once your meter is "maxed" you can do special maneuvers in the air, face, and tube. Check your trick book to see what these moves are.

Entering the Tube – When near the tube, slow down by stalling to enter the tube. Once in the balance meter will appear. Pressing down on the controller (stalling) is what initiates the tube ride. You can also enter by performing a face trick into the tube. Remember to stall once inside the tube to initiate the ride.

Tube Tricks – When in the tube, press any directional button and the △ button to perform a tube trick.

Note: If the tube is too small, you may not be able to stand in the tube. If you cannot stand you cannot perform a tube trick.

Tube Balance – Press the O button to grab rail and improve your balance.

Quick Cuts – To center yourself in the tube, use the shoulder buttons (R1 and L1) to move back and forth. This movement will not affect the balance meter. Quick cuts slow you down so when you perform them, you will go slightly deeper into the tube.

Tube Scoring – There are three zones in each tube. The deeper you are in the tube, the more points you will get.

Tip: The deeper in the tube you go, the harder it is to get out.

SCORING

Linking Tricks

Special Meter: There are two sections of the Special Meter.

Green – The meter will start out empty until you perform tricks. The first section of the meter is green. While your meter is green you will only be able to perform normal tricks. You will not be able to link tricks from the different sections during this time, only on the section you are in. While the meter is green it will drop very slow.

Yellow – Your meter will turn yellow when you get it maxed out from doing tricks. The best way to get your meter into the yellow is by doing face tricks or landing air tricks perfect. Once your meter is yellow you can perform special tricks on each section of the wave and link your tricks together from section to section. The meter will drop much faster when it is yellow. To keep the meter in the yellow section, keep performing tricks near the

breaking section and try and land all your air tricks perfect. The longer your meter is yellow, the quicker it will drop.

Note: Linking your tricks with the Special Meter is where the big scores are!

Perfect and Sloppy

Perfect – When you land perfect, you'll get a big boost to your Special Meter. In order to land perfect, you must land in an angle opposite to the angle in which you launched off the wave.

Sloppy – If you land at an angle that is close to bailing, you'll land sloppy. This will decrease your Special Meter considerably.

Note: Sloppy = bad!

Scoring Tips

Maxing your Special Meter and linking tricks will get the most points.

- Do face tricks to max out your Special Meter. Keep your meter maxed by performing more face tricks or by landing perfect from an air trick.
- Special tricks can net bigger scores.
- Linking your tricks will really up the ante.
- Every unique trick you do with the meter maxed adds more points. The bigger the trick, the more points you get.
- Repeating tricks lowers their value and makes the special meter drop more quickly.
- There are different sections of each wave. The closer to the break, the more points you will receive for any given trick. Stay close and tight to score big.
- The longer the tube-ride, the more points you're going to get.
- Landing perfect will give a big boost to your Special Meter. This will help to keep it in the yellow.
- Spins in the air add points. However, only a complete rotation will get the credit.
- **Cash in Combo — To cash in your combo press the R3 button. This can be very handy in multiplayer Push™ Mode to reclaim screen space.**

Balance/Tube Meter

Once you stall in the tube, your rider will go into Tube Mode. While in Tube Mode, the Balance Meter with two sections appears: balance and tube depth. To keep your balance in the tube, you'll need to keep the red upside down triangle in the middle of the meter by using the ← and → directional buttons. The tube depth meter will move from yellow to red once you're really deep in the tube. The deeper and the longer the tube-ride, the more points you get and the more difficult it becomes.

Wave Meter

You'll notice a small Wave Meter located in the bottom right corner of the screen. An arrow appears on this meter to show which direction the wave is breaking and which way the rider should go. This meter also displays the various breaking points of the wave. This will help you locate the breaking sections to shoot the tube or floater over. The Wave Meter also displays the size of the wave to the bottom right and the next wave's height above it.

MAIN MENU

Choose from the following options to modify your game or begin game play by pressing the directional buttons to choose your mode. Use the ↑ and ↓ directional buttons to choose the mode of play. Press the X button to confirm your choice. Button prompts are provided for your convenience.

FreeSurf

FreeSurf allows you to practice and learn new tricks without having the stress of scoring and the pressure of being under the timer. You can even practice and learn moves in the Icon Challenge Mode. Unlock other levels in Career Mode to free surf and learn new tricks.

Handicap

Highlight the Handicap meter and use the left or right directional buttons to adjust the handicap. Think you suck and have no skills? Well, adjust the meter for more stats. Think you are all that and a bag of chips? Then lower the meter and see what you've really got.

Note: You can't increase your stats until you have earned the ability to do so.

Also note: All good players, like us, lower their stats to become even better.

Infinite Time

Choose your player, board, and play for as long as you want in Infinite Time. There are no clocks or timers to stress you, so just chill, practice your tricks and have a good time.

High Score

Choose your player, board, and go for the Highest Score in three minutes. Remember, you can save your high scores to show all of your friends.

Icon Challenge

Watch the left of the screen as surf move icons drop down the screen. Each icon shows the controller buttons to help you do the move, but you'll need to memorize the combinations because we'll take them away after the third time. Just like trying to get a high score, try to get as many icons as possible in three minutes.

Take too long and the icons will end. So how many can you get?

Pick a Beach

After you have selected your mode and surfer, it's time to select a beach. In FreeSurf you can select any beach you have unlocked through Career Mode.

Note: Play Career Mode to unlock more levels.

CAREER

Continue Career: Use this option to continue the currently loaded career.

New Career: Use this to start a new career. This will erase any un-saved career you've been playing.

Save/Load

Save: This is where you save the game.

You may only have one career loaded at a time. When playing through the career, anything you unlock will be saved in the "KSPS SYSTEM SETTINGS" file. So even if you decide to start a new career with another surfer, any option or secret you have unlocked will be saved. These options will be available if you load the career again or go to Multiplayer or FreeSurf Modes.

You may have more than one career saved by just naming every career with a new name. If you use the same name, you'll overwrite the previous file and lose that game's career progress.

Load: Use this option to load a previous career. You'll be able to select any career you have saved.

Delete: Use this option to delete a previous career.

Note: If you don't save before loading, you'll lose your progress in the career you were playing previously.

PLAYING THE GAME

You know how you always wanted to be a professional surfer? Well, now's your chance to become one. Do you want to go on those picture perfect surfing trips with Kelly and the rest of the best surfers in the world? Well, step right up and let Kelly Slater's Pro Surfer® make those dreams come true. We know you've been dreaming about this forever. Pack up your gear, head to the boat and let's go on a surf trip.

Ok, now that your favorite surfers have been digitized, let's see what you can do. In Career Mode you get to surf the best spots

that surfing has to offer and compete against the world's top surfers. You will need to complete goals on each level to unlock new beaches and boards. Increase your stats and learn new special tricks as you go. Don't forget to save your game before you move on to the next level.

Picking a Surfer

After selecting Career, select your surfer. Just use the ← or → directional buttons to scroll through the different surfers.

Surfer Attributes

Spin – This is how fast the surfer rotates in the air.

Speed – This is how fast the surfer rides on the face of the wave.

Air – This is how much air you get when jumping.

Balance – This is how well the surfer can balance.

Note: Attributes increase as you build your character's stats during Career Mode.

ScrapBook

Once you have started a career, the Scrapbook option will appear. In here you will find photos taken during your career as a professional surfer.

Surfer Bios

When selecting a surfer, check out their bio by using the ↑ and ↓ directional buttons to highlight the bio. Here you will find a little quick history on your favorite surfer.

Trick Book

Want to know some tricks for each surfer? Check out the Trick Book section. Use the ↑ and ↓ directional buttons to select Trick Book. Here you will find your favorite surfer's tricks.
Just select a type of trick (aerial, barrel, face or exit) and press the X button to watch it animate.

Use this to learn new tricks and how long they take to animate.

Personality Suit

???? Some things you just have to work for.

BOARD SELECT

Board Stats

Spin – Spin speed of the surf board

Speed – Speed of the surf board

Air – Air of the surfboard

Balance – Balance of the surfboard

Height – How tall the board is

Width – How wide the board is

Thickness – How thick the board is

Tail Type – The shape of the tail

Combined Stats

Spin – Combined stats of surfer and selected board

Speed – Combined stats of surfer and selected board

Air – Combined stats of surfer and selected board

Balance – Combined stats of surfer and selected board

CAREER GOAL

While playing a career there are several different types of challenges you will encounter. When you enter a beach these challenges will be listed for you. **You only need to complete the "required" goal to unlock a new beach.** Completion of the secondary goals will award you cheats, equipment and stat points. You will visit all the beaches in the game twice.

Note: At some point you will have to go back to a beach and select the second group of goals.

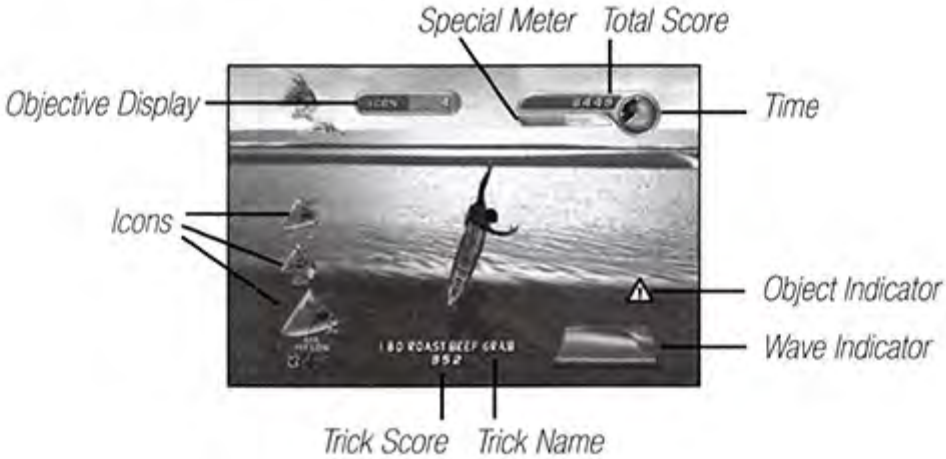
Photo Challenge – During your career as a professional surfer you'll have pictures taken for magazine covers. Bust the best tricks you know in order to get the best magazine cover you can.

Icon Challenge – In Icon Challenge, icons drop from the left side of the screen. These icons each indicate a certain trick that needs to be performed in order to move to the next icon. See how many you can get.

Competition – In Competition, you're shooting for first place. Your combined score for three runs will be added together. Go for big scores and crazy tricks to be the best and ride on top.

Environmental Challenges – Press the R2 button when the ⚠ icon appears on screen to help you aim toward the object.

ON-SCREEN DISPLAY



PAUSE MENU

Options – Here you will find more game options

- **Camera Settings**
  - ✶ Follow Camera
  - ✶ Beach Camera
- **Sound Settings**
  - ✶ Sound
  - ✶ Audio Mode
  - ✶ Master Volume

* Ambient Volume
* SFX Volume
* Voice Volume
* Music Volume

- **Playlist Settings –** Use this option to turn on or off any songs currently playing on the playlist. You can also set up your own playlist with this option.
  * Green Dot – Song is active and currently on playlist.
  * Red Dot – Song is out of current playlist.
- **Controller Vibration On/Off –** Use this to turn controller vibration on or off.
- **Display On/Off –** Use this to turn the stats display on or off.

Trick Book – Use this to view your tricks.

End Ride – Use this option to end the current session.

TUTORIAL

The Tutorial should not be missed. It gives insight on how to do tricks and other valuable tips. Kelly Slater walks you through a series of lessons that teach you the basics of controlling your surfer, and a few advanced tricks as well.

MULTIPLAYER MODE

(You must have two Controllers plugged in to play Push™ or Head-to-Head modes.)

Push™

In Push™ Mode, compete against your friend to push them off the screen. The more tricks you do, the smaller the screen becomes for your opponent.

When you completely push your opponent off the screen, you win.

If you run out of time, the player with the most control of the screen wins.

Head-to-Head

Play Head-to-Head with your friends to see who's the best. In this mode you're going for overall best score at the end of the run.

Time Attack

In this mode each player goes alone. The higher you score, the less time your opponent has during his/her run. Select higher score/time values as you get better at the game.

EXTRAS

Beaches

Want to see the your favorite beach movie again? Well this is where you do it. Here you can view any movie from the beaches you have visited in Career Mode.

Learn details about your favorite beaches and tips from Kelly Slater about the personality of the waves on each beach.

Surfers

Want to hear what Kelly Slater has to say about all of the surfers in the game? Check this out.

Take your time to get to know all the surfers. You'll find a short movie on each surfer. As you complete the game with each surfer, you'll unlock a better and longer video.

Videos

The Intro Movie and an unlockable movie along with the Kelly Slater's Pro Surfer® Pipeline Sessions™ TV show. Get out the popcorn for this one. It's 30 minutes long!

High Scores

This is the place where you can school all of your friends on who's the best.

Scrapbook

When you do that sick air trick and none of your friends believe you, well, you can just show them your scrapbook of photos.

Cheats

Access your Nokia phone by selecting the Cheats option in the Extras menu. Scroll through the phone numbers you've earned throughout Career Mode. Select the cheat you want to use and turn it on. This cheat will now be active. You can also enter phone numbers you've found online and in magazines.

Credits

Yeah, that's right, this game didn't drop from the sky. We busted our booty so you could have a good time. Here are the people that made this happen. C'mon, give them some props and check them out!

Web Sites

Have a connection to the Internet? Take some time to check out all of the sponsors and magazines that propel the sport of surfing.

www.activision02.com
www.activision.com
www.bodyglove.com
www.cisurfboards.com
www.colesurfboards.com
www.dcshoes.com
www.foxracing.com
www.oakley.com
www.quiksilver.com
www.reef1.com
www.sanuk.com
www.surfermag.com
www.surfhistory.com

www.treyarch.com
www.volcom.com
www.vonzipper.com
www.kellyslater.tv

LogBook

Here you will find all the information about your current career.

Tony Hawk's Pro Skater™ 4 Demo

Play the demo of one of the leading action sport games around! Take skateboarding to a new level with the all-new Tony Hawk's Pro Skater™ 4 demo.

Take advantage of the new massive living levels. Abuse all new tricks and features as you try to bust big scores in this highly addictive game.

Play as Tony Hawk himself in the College level. Try to find the best lines while avoiding people, cars, and pedestrians acting out their lives in this massive living world.

OPTIONS

Use the ↑ and ↓ directional buttons to scroll through the Options interface.

Score Display – Use the ← and → directional buttons to turn the Score Display on or off. (Using this option will allow you to see more of the screen. There will not be any score, trick text, or balance meter onscreen with this option set to off.)

Controller 1-2 Vibration - Use the ← and → directional buttons to turn vibration on or off. (This will allow you to turn on or off controller vibration for the game for all controllers.)

Master - Use the ← and → directional buttons to change the master volume. (The master volume will adjust all levels of sound in the game.)

Ambient – Use the ← and → directional buttons to change the ambient volume. (The ambient option will adjust the sound levels of the ambient sounds in the game.)

SFX – Use the ← and → directional buttons to change the SFX volume. (The SFX option will adjust all SFX sound levels in the game.)

Voice – Use the ← and → directional buttons to change the voice volume. (The Voice option will adjust all sound levels for the voices in the game.)

Music – Use the ← and → directional buttons to change the music volume. (The music option will adjust all music sound levels in the game.)

Audio Mode – Use this to adjust your speaker settings. Choose from:

- **Mono** – for single source sound
- **Stereo** – for two-speaker output
- **Surround** – for surround sound

SURFERS

Kelly Slater

Age: 30

Hometown: Cocoa Beach, FL

Years Pro: 13

Sponsors: Quiksilver, Al Merrick, K-GRIP

Never has anyone dominated surfing like Kelly Slater. The six-time World Champion is the hero of surfers worldwide. Even in his early teens, Slater was a natural competitor, claiming six Eastern Surfing Association and four National titles before heading into the big leagues. At the age of twenty, in his first full year on the tour, Slater became the youngest surfer ever to win the World Title, backing up the hype that had been growing around him. His contest record is unrivaled, but it was his incredible freesurfing, as seen in vids like Quiksilver's *Kelly Slater in Black and White*, *Surfers of Fortune* and Taylor Steele's *Momentum* series, that changed the way an entire generation of kids surfed and looked at surfing—the bar had been raised to a completely new level. Slater drew sharp, radical lines and he did it with power and style. For the last decade, the rest of the competitive surfing world has been playing catch up. During the '99 Pipe Masters, he blew minds everywhere when he nearly pulled a rodeo clown—he would eventually win the contest, claiming his fifth Pipe Masters victory. After taking a few years off the pro circuit, Kelly is back on tour and on a quest to break new world records.

Lisa Andersen

Age: 33

Hometown: Ormond Beach, FL

Years Pro: 15

Sponsors: Roxy, Reef, Al Merrick

"I'm going to become world champion." That's what it said in the note 16 year-old Lisa wrote her parents when she left home in Ormond Beach, Florida to move to Huntington Beach, California. She'd only been surfing for three years and had no idea such a thing existed, but Lisa would live up to her words. The gifted regular-foot rapidly gained exposure and experience racking up over 30 National Scholastic Surfing Association trophies in less than a year and winning the US National Championships at Sebastian Inlet in 1987. From there, she just kept climbing. Four World Titles later, Lisa is still widely considered the most raw-talented female surfer on the planet. Along the way, Lisa became sponsored by Roxy, Quiksilver's Women's division. Through this relationship, the world saw a whole new face of women's surfing. With her natural beauty and aggressive surfing, Lisa became the icon of a new generation of women's surfing and to this day is one of the most feared competitors on the women's circuit.

Tom Curren

Age: 38

Hometown: Santa Barbara, CA

Years Pro: 16

Sponsors: The Realm

In the '70s and early '80s, the Australians owned the world of surfing. But in 1982, a quiet, eighteen-year-old kid from California changed all that with a standout victory down under in Duranbah, Australia. It didn't take long before Tom Curren was the most popular surfer on the planet, a position he'd hold for

two decades. A two-time West Coast, United States, and World Amateur Champion, Curren fast-tracked his way into the big leagues with brilliant, unique surfing. In 1985-1986, he won back-to-back World Titles, and gained global respect as a surfer whose talent and wave-mastery went well beyond his years. It was in part thanks to his father, legendary big-wave surfer Pat Curren, who had Tom navigating the Santa Barbara pointbreaks almost as soon as he could walk. By the late '80s, Curren lost interest in competition and took off on a surf quest entitled "The Search." In 1990, he returned to competition and shocked the surfing world by winning his third World Title. Through the '90s, Tom remained the most low-profile top surfer in the world, with insane photos from remote mysto breaks trickling in every now and then. He currently holds the records for most career tournament victories (33), most victories in one season (7), and most consecutive years with at least one ASP victory (10).

Tom Carroll

Age: 40

Hometown: Newport, NSW Australia

Years Pro: 20

Sponsors: Quiksilver

Sydney, Australia's Tom Carroll has been a giant contributor to all that is professional surfing. He jumped on tour in 1979, an aggro, nuggety goofy-foot with a penchant for deep tube riding and hard, full rail slashes. He won back-to-back World Titles in '83 and '84, both

under the influence of brutal training regimens. In '85 he took a political stance and boycotted the World Championship Tour contest in South Africa, in effect sacrificing the opportunity to win a third consecutive title. In '88 he signed surfing's first million dollar contract and proceeded to take the sport to places it had never been before, for example, a wave pool event in Pennsylvania that he won. The tail end of Tom's career was highlighted by bar-raising performances at Pipeline, Hawaii (he won in '91). Today, Tom's a husband, a father of two, and as hardcore a surfer you'll find anywhere, spending a good part of his year exploring uncharted wave destinations and pulling into the biggest barrels he can find.

Kalani Robb

Age: 24

Hometown: North Shore, Hawaii

Years Pro: 7

Sponsors: Fox, Airtight, Local Motion, Oakley

Spawned from the fertile waters of Oahu, Hawaii's North Shore, Kalani Robb is a fiery, energetic, lightning-quick goofy-foot capable of winning any event he enters. His best year to date was '96 where he finished seventh in the world and his maiden World Championship Tour victory came just this last season in Rio de Janeiro, a win which had most Kalani-initiates saying, "It's about time!" Kalani comes from a highly supportive family; his mother and father stood by him the entire time as he rose up the amateur ranks. He turned pro in '93 and has a reputation that tends to exceed his contest results. The reason for this? Kalani's style is wildly expressive. He tends to be a gambler when it comes to contests, someone who's willing to risk going for the big 10-point moves that either bring the beach to its feet or leave Kalani in the lurch. Known amongst his friends as a witty, one-liner kind of funnyman, Kalani's brightest day has yet to come.

Rob Machado

Age: 28

Hometown: Encinitas, CA

Years Pro: 9

Sponsors: Reef, Al Merrick, Gotcha

The smooth, flowing, seemingly effortless style of Rob "Mob" Machado is mirrored in his quiet, Zen-like approach to life. The masterful 28 year-old goofy-foot, raised in Southern California, has been a permanent fixture in the World Championship Tour's (WCT) top ranks for eight years now. He's finished in the top 16 every one of those years, however, the year 2000 is when Rob completely lit up the tour. Whether he was getting spit out of gaping Tahitian tubes or ripping apart the French sandbars on the European leg, Rob was the man to beat in 2000. He finished the year with a remarkable 3 WCT victories, the last of which was in the most prestigious of all surf contests, Hawaii's Pipe Masters. After finishing number three in the world this year, it seems Rob isn't going anywhere until he gets a World Title under his belt.

Bruce Irons

Age: 22

Hometown: Hanalei, Kauai

Years Pro: 5

Sponsors: Volcom, DC, Local Motion, Body Glove, Arnette

Bruce Irons is probably the most naturally talented surfer since Kelly Slater. The Kauai wonderkid blew everyone's minds in '99 with his incredible backside tube riding in the Pipe Masters event held in Hawaii. But even before that, he'd

been a standout in photos from Indonesia boat trips with the most progressive surfers in the world. Brucey surfs with a rare mix of raw new-school talent combined with old-school rail power. He's one of the few guys who can sit in a macking pipe barrel on his backhand just as easy as launching six-feet out and landing a frontside 360 air. Bruce, like his brother Andy, has taken a much more radical, progressive approach to any wave he surfs, and kids worldwide are following his lead. Last year he had a string of contest victories in Hawaii, showing that he was capable of much more than just spectacular freesurfing. But whether or not Bruce attempts to take his act to the full-time competitive battleground is beside the point, he's already one of the best by any standard.

Nathan Fletcher

Age: 27

Hometown: San Clemente, CA

Years Pro: 8

Sponsors: Quiksilver, Cole, Oakley

When your dad's the legendary Herbie Fletcher and your brother Christian is the pioneer of aerial surfing, there's an enormous shadow to get lost in. Yet for Nathan Fletcher, it was never a problem. A well-known local San Clemente, California surfer, Nathan burst onto the big stage in 1999 when the photos from a trip he took to Tahiti surfaced in the magazines. From there, things went upward, literally. Nathan quickly showed himself to be every bit the aerialist his brother Christian was while pushing his own limits to formulate new tricks for future riders. Soon, he was sticking ollie 540s and some of the most massive backside airs ever seen. While many freesurfers don't get a lot of notoriety, the quiet, introspective goofy-foot has a punk-hero following worldwide. Recently added to the Quiksilver team, we'll be seeing a lot more of Nathan in the coming years.

Donavon Frankenreiter

Age: 29

Hometown: San Juan Capistrano, CA

Years Pro: 14

Sponsors: Billabong, Sanuk, Von Zipper

Southern Californian Donavon Frankenreiter is a surfer whose ability is not reflected in his contest results. Why? He doesn't compete. Dono's what you call a "free surfer," a surfer who's paid to ride waves but not required to enter competitions. Instead, Dono chooses to explore old, vintage surfboards; riding everything from old '70s pintails, mid-'80s twin fins, and mid-'80s fishes all in the course of a day. Dono spawned from that hotbed of talent known as the San Clemente Mafia and immediately took his show on the road, travelling to remote corners of the globe such as Norway and Ireland. He's more a journeyman than a surfer, taking in the entire experience of travel and not just the waves. He also plays in a rock n roll band called Sunchild, which he's managed to fuse with his surfing career. The beach by day, the stage by night; Donavon is often dubbed "The Renaissance Man."

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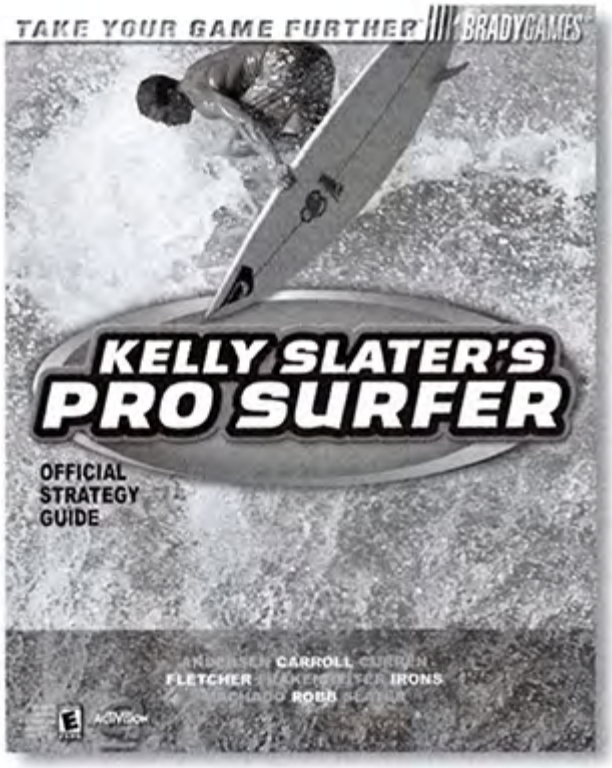

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