

Sunny García Surfing™



FLUKAS



FLUKAS



PICTURE: PIERRE TOSTEE



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 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.

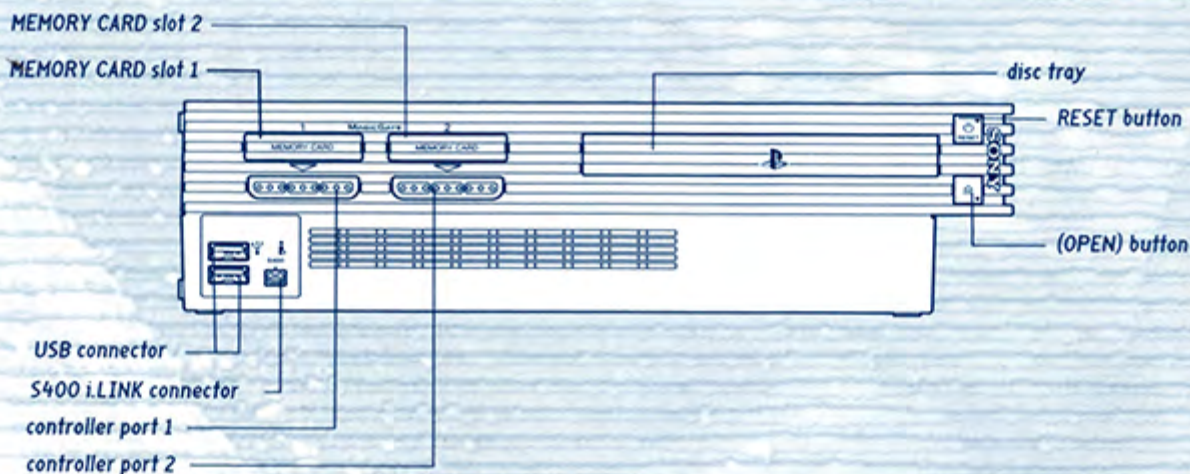
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GETTING STARTED

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 Sunny Garcia Surfing™ 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.

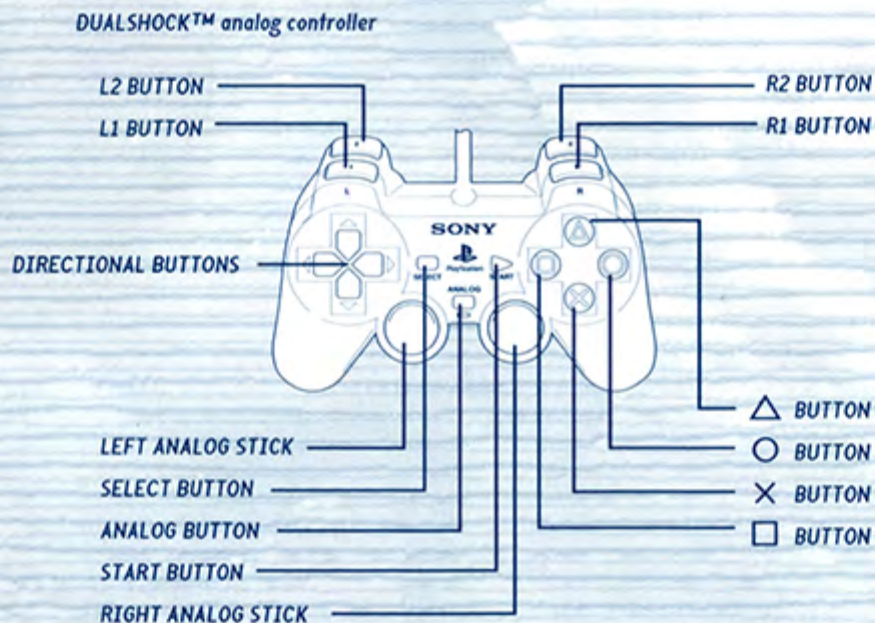


You can change the control configuration by selecting **CONTROL CONFIGURATION** from the Options Menu. The explanations in this manual are based on the default controller configuration A for a DUALSHOCK™2 analog controller.

The vibration function can be turned **ON** or **OFF** by selecting **CONTROL VIBRATION** from the Configuration Sub Menu of the Options Menu.

The mode indicator is always set to **ON**, indicating that the left analog stick can be used at all times.

Other than the left analog stick, all other controls are digital.



BASIC CONTROLS

MENU SCREEN CONTROLS

BUTTON

D Button

Left analog stick

△ button

X button

START button

DESCRIPTION

Navigate menus, select items and change selected items

Navigate menus, select items and change selected items

Back

Accept

Accept / Accept with defaults (if no other options entered)

PADDLING CONTROLS

BUTTON

D Button UP

Left analog stick UP

D Button LEFT / RIGHT

Left analog stick LEFT / RIGHT Turn

△ button

O button

X button

□ button

SELECT button

START button

DESCRIPTION

Speed Up

Speed Up

Turn Left / Right

Left / Right

Duck Dive

Paddle

Stand

Sit Up / Lay Down

Change Camera

Accept / Accept with defaults (if no other options entered)

SUNNY G'S SICK TIP: The faster you press the O button, the faster you paddle. This will make it a lot easier to catch a wave.



STANDING CONTROLS

<u>BUTTON</u>	<u>DESCRIPTION</u>
D Button UP	Speed Up
Left analog stick UP	Speed Up
D Button LEFT / RIGHT	Turn Left / Right
Left analog stick LEFT/RIGHT	Turn Left / Right
D Button DOWN	Stall
Left analog stick DOWN	Stall
L2	Left-hand Grab Rail
R2	Right-hand Grab Rail
△ button	Claim
O button	Hop / Launch
X button	Slash / Tailslide
□ button	Snap
SELECT button	Change Camera
START button	Pause / In Game Menu

SUNNY G'S SICK TIP: Stall on the face of the wave to set yourself up for a phat barrel ride.

AIR CONTROLS

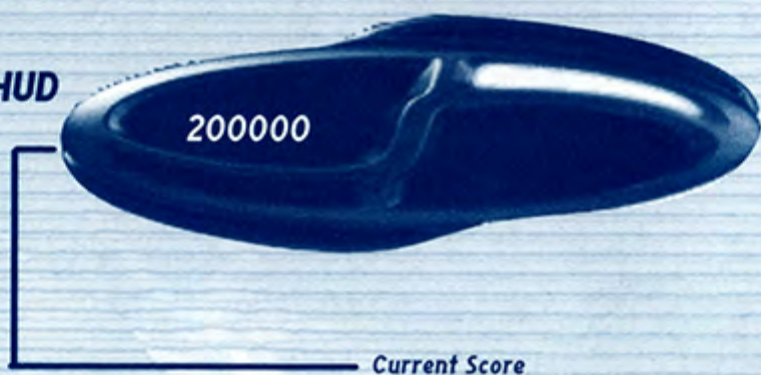
<u>BUTTON</u>	<u>DESCRIPTION</u>
D Button LEFT / RIGHT	Spin Left / Right
Left analog stick LEFT/RIGHT	Spin Left / Right
L2	Left-hand Grab Rail
R2	Right-hand Grab Rail
△, O, X, □ buttons	Perform Tricks (see Air Controls)
SELECT button	Change Camera
START button	Pause / In Game Menu

SUNNY G'S SICK TIP: Gain massive speed before you jump and I can promise you some INSANE air.

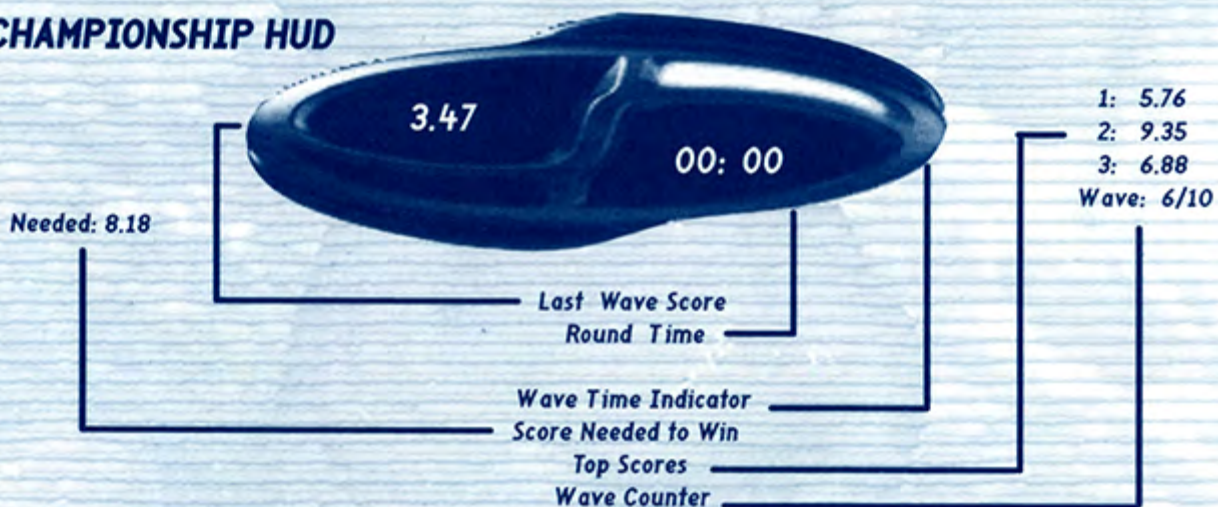


THE HUD

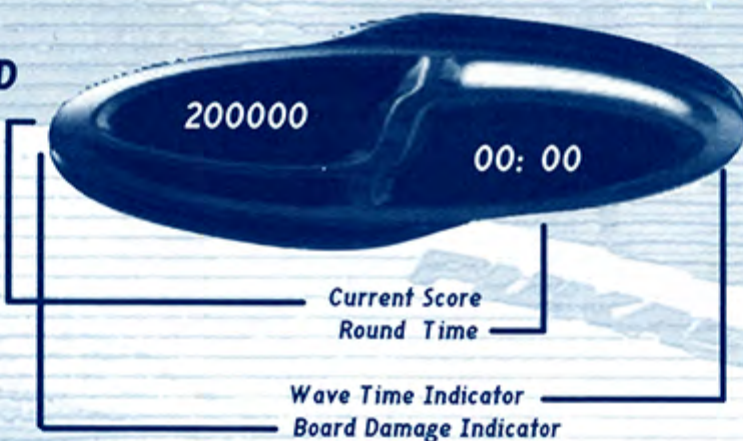
FREESURF HUD



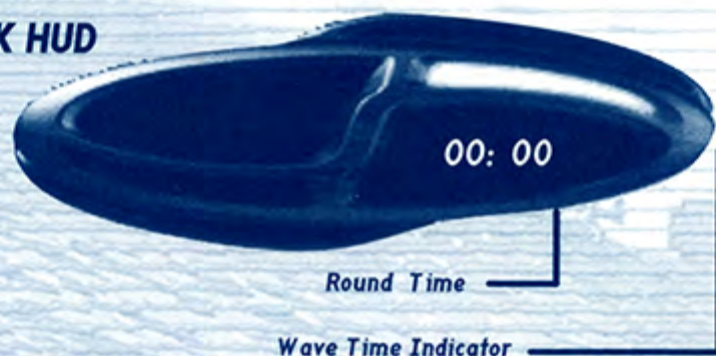
CHAMPIONSHIP HUD



ARCADE HUD

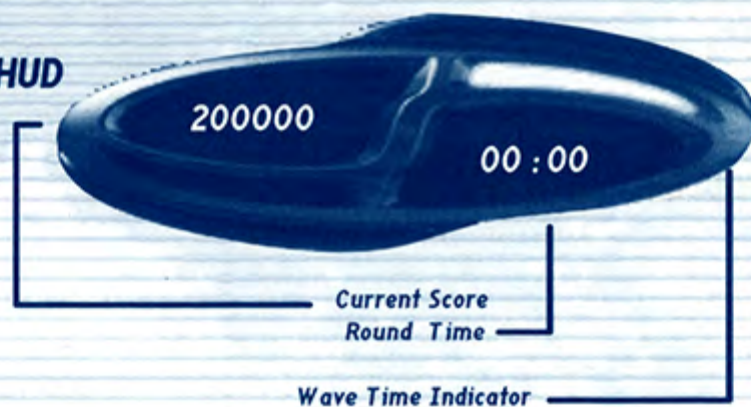


TIME ATTACK HUD



THE HUD

CHALLENGE HUD



RUMBLE HUD



KING OF THE WAVES HUD



REPLAY HUD

Rewind to Start
Zoom In
Hide HUD and
Trick Text
Pause / Play



Slow Motion
Zoom Out
Change Camera
Fast Forward

Free Camera

INTRODUCTION

WAVES ISLAND

In the middle of the South Pacific Ocean, 300 kilometers south of Fiji, lies the ultimate surfing destination, Waves Island. Discovered and settled in 1801, Waves Island became the home of a small fishing community. In 1853 Mount Boiling, the largest volcano on the island, erupted and devastated the small community along with their fishing infrastructure. The survivors fled their island home and had it wiped from the map, ensuring no-one would again risk life on Waves Island. Or so they thought...

In 1960 surfing adventurer Robb "The Weasel" Morhis and five of the world's greatest surfing champions, while filming the earliest known cases of deep-sea surfing, disappeared in the South Pacific Ocean. The group was reported lost at sea and never heard from again.

Robb wasn't lost; he'd found his dream, the ideal surfing spot.

Afraid of Waves Island becoming a major tourist destination and ruined by kooks, but wanting to share this magnificent island's beaches with the world, Robb began to invite a chosen few to surf at his break. Those chosen to surf at Waves Island, over the 40 years since Robb rediscovered it, have grown the population from six to six thousand.

Now, in 2002, Robb has sent his final invitations, the surfers chosen are Shane Beschen, Cory Lopez, Shea Lopez, Rochelle Ballard, Jason Collins, Timmy Reyes, Nathan Carrol, and World Champion-Sunny Garcia. To protect the location of Waves Island, the surfer's were blindfolded and taken deep into the Pacific Ocean, before their blindfolds were removed. Four days later the ship docked under the shadow of Mount Boiling.

Like all ASP surfers before them, their mission is not only to surf, but to surf with the following ASP guidelines in mind:

"The surfer must perform committed radical maneuvers in the most critical sections of a wave with style, power and speed to maximize scoring potential. Innovative and progressive surfing will be taken into account when rewarding points for committed surfing. The surfer who executes this criteria with the highest degree of difficulty and control on the better waves shall be rewarded with the highest scores."

Under the constant threat of Mount Boiling, the surfers have found the best surfing beaches in the world.

SUNNY G'S SICK TIP: SPEAK NOTHING OF THESE SECRET SURF SPOTS.



AIR TRICKS

While surfing the wave, pressing the O button near the lip of the wave, in combination with turning left or right will perform air tricks. The trick achieved depends on the surfer's direction, stance and what other movements are performed. A Surf School is included in the game for a complete reference of available tricks.

Frontside Move	Backside Move	Button Combination
Slob	Slob	L2 Button + Δ Button
Mute	Mute	L2 Button + O Button
Melancholy	Judo	L2 Button + X Button
Lien	Backside	L2 Button + $\square$ Button
Crail	Crail	R2 Button + Δ Button
Frontside	Indy	R2 Button + O Button
Frontside Tweak	Method	R2 Button + X Button
Stalefish	Stalefish	R2 Button + $\square$ Button
Rodeo Clown	Rodeo Clown	L2 Button + R2 Button + Δ Button
Double Grab	Double Grab	L2 Button + R2 Button + O Button
Double Grab Tweak	Double Grab Tweak	L2 Button + R2 Button + X Button
Christ Air	Air Walk	L2 Button + R2 Button + $\square$ Button

SUNNY G'S SICK TIP: The longer you hold your airs, the more points you'll get. Just be careful not to tweak anything too long and bail...no points to be had like that.

REPLAYS

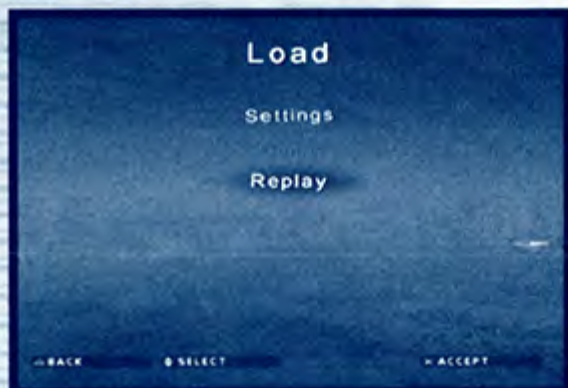
If a Memory Card (8MB) (Playstation®2) or compatible memory card device is inserted you can save a replay during or after any game mode. The last four waves surfed are available to save.

To save a replay:

- Select Save Replay (either in game or after any round)
- Select wave to save
- Select memory card (PS2) to save to
- Select a replay slot to save to
- Enter the replay name
- Select END or press START button

To load a replay:

- Select Load/Replay from the Options Menu
- Select memory card (PS2) to load from
- Select a replay to load
- View the replay



ADVANCED CONTROLS

Once a replay is loaded the controller can be used to set camera angles and control the replay as if it were a video. The following functions are available in replays:

Action	Button Combination
Rewind to Start	Δ button
Slow Motion	O button
Fast Forward	X button
Pause / Play	$\square$ button
Free Camera	D Button or Left analog stick
Change Camera	L1 button and R1 button
Zoom Out	L2 button
Zoom In	R2 button
Hide HUD and Trick Text	SELECT button
Replay Menu	START button

NOTE: In King of the Waves and Arcade, replays are recorded for the entire round, not each wave. The maximum length of a King of the Waves replay is 396 seconds regardless of the length of the game round.

SCORING

Successfully completing each mode and difficulty level will see your mastery of surfing increase. To add greater challenge to the game the score for repeated moves degrades and the scores required to progress through each mode and difficulty level increase.

Linking three Huge, Sick or Massive moves together earns a Combo bonus. Huge/Sick/Massive moves earn 25% more points, with the Combo move earning double points. Each time a Huge/Sick/Massive move is performed, a Sting will play. The Sting is a guitar riff giving an audible indicator that a Combo is building. The Combo also has a Sting associated with its completion.



GAME MODES

At the Title Screen, press the **START** button and the Main Menu will appear. You can select from a variety of Game Modes, the Multiplayer Menu or the Options Menu.

FREESURF

Begin a Freesurf session. Select from unlocked surfers, gear, beaches and boards. Freesurf provides a casual surfing mode where you can practice your skills in an unlimited time, unlimited wave scenario. **NOTE:** The Surf School is available in Freesurf.

CHAMPIONSHIP

Begin a new Championship. Select from unlocked surfers, gear and boards. Championship provides a realistic adaptation of competition surfing, allowing you to test your skills across several beaches and against other surfers.

ARCADE

Begin an Arcade round. Select from unlocked surfers, gear and boards. Arcade is an obstacle course, requiring you to achieve a certain score while navigating a 2 minute course of objects ranging from swimmers and lifeguards, to deadly mines and sharks.

TIME ATTACK

Begin a Time Attack round. Select from unlocked surfers, gear, beaches and boards. Time Attack is a race against the clock, where you must complete all the moves requested within a 30 minute limit. **NOTE:** The Surf School is available in Time Attack.

CHALLENGE

Begin a Challenge. Completion of certain game modes will unlock these challenges, which are designed to test your skills in the various techniques and aspects of surfing.

MULTIPLAYER

The Multiplayer Menu allows you to select a multiplayer Championship, Arcade, Rumble or King of the Waves contest in which you compete against friends.

CHAMPIONSHIP

Begin a new Championship. Select from unlocked surfers, gear and boards. Championship provides a realistic adaptation of competition surfing, allowing you to test your skills across several beaches and against other surfers. Supports up to 8 players (requires 1 controller per player, i.e. 2 multitaps (for PLAYSTATION®2) and 8 controllers needed for 8 players).



GAME MODES

ARCADE

Begin an Arcade round. Select from unlocked surfers, gear and boards. Arcade is an obstacle course, requiring you to achieve the highest score while navigating a two minute course of objects ranging from swimmers and lifeguards, to deadly mines and sharks. Supports up to 8 players (requires 1 controller per player, i.e. 2 multitaps (for PLAYSTATION®2) and 8 controllers needed for 8 players).

RUMBLE

Begin a Rumble round. Select from unlocked surfers, gear, beaches and boards. Rumble is a head to head contest, where the combatants surf on the same wave collecting power-ups and attempting to wipe each other out. There are both helper and attack power-ups including shields, invincibility, bombs and lightning. Rumble Info is available in game, for a complete reference of available power-ups. Supports up to 2 players (requires one controller per player).

KING OF THE WAVES

Begin a King of the Waves match. Select from unlocked surfers, gear and boards. The match is a head-to-head contest across several beaches, where the contestants compete in split screen to decide the King of the Waves. Supports up to 8 players (requires 1 controller per player, i.e. 2 multitaps (for PLAYSTATION®2) and 8 controllers needed for 8 players).

OPTIONS

You can change a variety of settings, view High Scores and Credits, and load Settings, Replays and Games.

CONFIGURATION

Set Sound and Music volumes, and turn Control Vibration ON/OFF.

HIGH SCORES

View the High Scores for each mode and difficulty level.

CREDITS

View the Sunny Garcia Surfing™ Credits.

LOAD

Load Settings, Replays or Saved Games.

CONTROL CONFIGURATION

Select the control configuration for each controller, from the 4 styles available. The controller configurations are based on the analog controller (DUALSHOCK®2).

Game Options

Configuration

High Scores

Credits

Load

Control Configuration

BACK

SELECT

ACCEPT



UNLOCKING AND BONUSES

When you first start Sunny Garcia Surfing™ the following modes, difficulty levels, beaches, surfers, outfits and boards are available:

Modes

- Freesurf
- Championship (Single Player and Multi-Player)
- Arcade (Single Player and Multi-Player)
- Time Attack
- Rumble
- King of the Waves

Difficulty Levels

- Beginner (all modes)
- Amateur (all modes)

Beaches

- Sandy Beach
- Sharp's Reef

Surfers

- Sunny Garcia
- Shane Beschen
- Cory Lopez
- Shea Lopez
- Rochelle Ballard
- Jason Collins
- Timmy Reyes
- Nathan Carrol



Surf Gear

- Outfit 1, for each unlocked surfer

Boards

- Board 1, for each unlocked surfer
- Board 2, for each unlocked surfer

During the course of the game you will unlock 4 Challenges for Challenge Mode, Pro difficulty for each mode, 8 extra beaches plus 4 bonus beaches, 4 bonus surfers, 3 extra outfits per surfer, and 4 extra boards per surfer.

MODES

There are four challenges in total to unlock:

Challenge

- Challenge 1
- Challenge 2
- Challenge 3
- Challenge 4

To Unlock

- Complete Amateur Championship or Arcade
- Complete Amateur Arcade or Championship
- Complete Pro Championship or Arcade
- Complete Pro Arcade or Championship

If you have completed one mode (e.g. Arcade) to unlock a Challenge you must complete the other mode (e.g. Championship) to unlock the next Challenge.



UNLOCKING AND BONUSES

DIFFICULTY LEVELS

Completing Amateur Difficulty in any mode will unlock that mode's Pro Difficulty level.

BEACHES

There are eight standard and four bonus beaches to unlock:

Beach Type	To Unlock
Standard Beach	Win Championship Heat 1 or Arcade on previous beach
Bonus Beach	Complete each Challenge

SURFERS

There are four bonus surfers to unlock:

Surfer Type	To Unlock
Bonus Surfer	Complete each Challenge

SURFING GEAR

There are three outfits per surfer to unlock:

Outfit	To Unlock
Outfit 2	Win Championship Heat 2 or Arcade by extra 25% on Sharp's Reef
Outfit 3	Win Championship Heat 2 or Arcade by extra 25% on Beach 5
Outfit 4	Win Championship Heat 2 or Arcade by extra 25% on Beach 8

The outfits are only unlocked once the Board for that beach has been unlocked.

BOARDS

There are four boards per surfer to unlock:

Outfit	To Unlock
Board 3	Win Championship Heat 2 or Arcade by extra 25% on Sharp's Reef
Board 4	Win Championship Heat 2 or Arcade by extra 25% on Beach 5
Board 5	Win Championship Heat 2 or Arcade by extra 25% on Beach 8
Board 6	Complete Time Attack

SUNNY G'S SICK TIP: When surfing the big waves, make sure you paddle out with the longest board you have. This will ensure that you'll have enough speed and stability to outrace these monsters.



SAVING AND LOADING

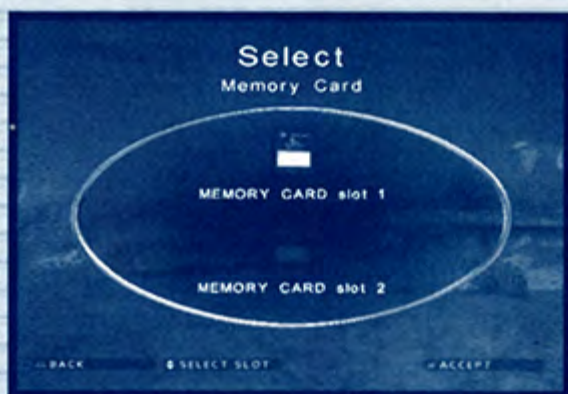
GAMES

If a memory card (PS2) or compatible memory card device is inserted you can save your progress at certain points through the game.

NOTE: Never insert or remove a memory card when loading or saving files.

Saving is possible at the following screens:

- Championship Ranking screen
- Arcade Results screen



To save a game:

- Select Save Game from one of the above screens
- Select memory card (PS2) to save to
- Select a game slot to save to
- Enter the game name
- Select END or press START button

To load a game:

- Select Load/Game from the Options Menu
- Select memory card (PS2) to load from
- Select a game to load
- Continue playing the loaded game

FLINKAS

LEARNING TO SURF

The Sunny Garcia Surfing™ control system depends on where you are positioned on the wave, be that paddling, standing, or soaring through the air. A Surf School is included in game for a complete reference of available tricks; basic surfing techniques are detailed within the following sections.

Most important for the new player, is to realize that you are surfing on a real wave. To that end, it is recommended that your surfing experience start with Freesurf, rather than the competitive modes, such as Arcade or Championship.

In Freesurf you will get a feel for the flow of the water and the way each surfer moves on the wave surface. You will learn basic surf knowledge and rudimentary surfing basics. Then it's up to you to become a championship surfer.

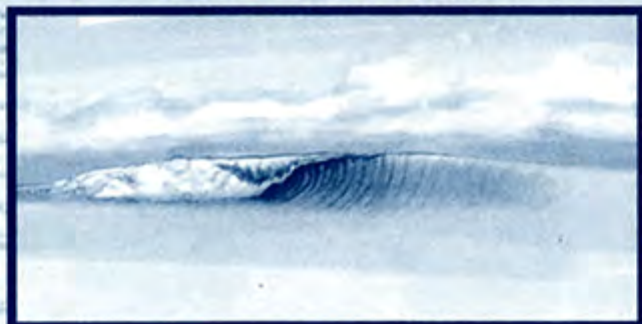
SURF KNOWLEDGE

BREAK DIRECTION

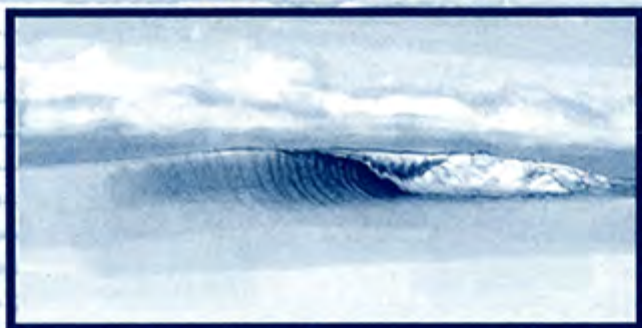
Waves break in one of two directions- Left or Right. This break direction influences the tricks each surfer can perform.

- A Left breaking wave breaks from left to right when watching from the beach. In game this is equivalent to moving from left to right on screen.
- A Right breaking wave breaks from right to left when watching from the beach. In game this is equivalent to moving from right to left on screen.

LEFT BREAKING WAVE



RIGHT BREAKING WAVE



STANCE

Each surfer has a set stance when surfing: Natural or Goofy foot. This stance influences the tricks each surfer can perform on a particular direction of break.

- A Natural foot surfer stands with their left foot toward the front of the board.
- A Goofy foot surfer stands with their right foot toward the front of the board.



Natural



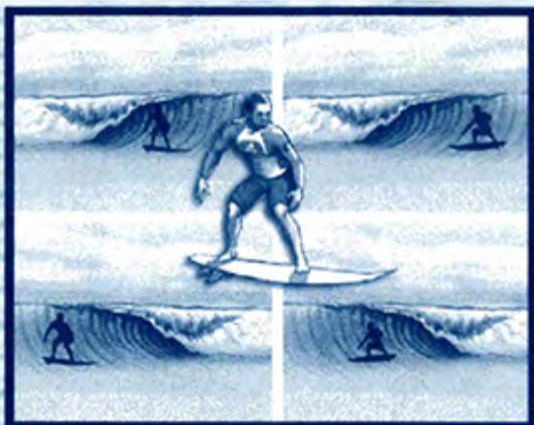
Goofy

WAVE STANCE

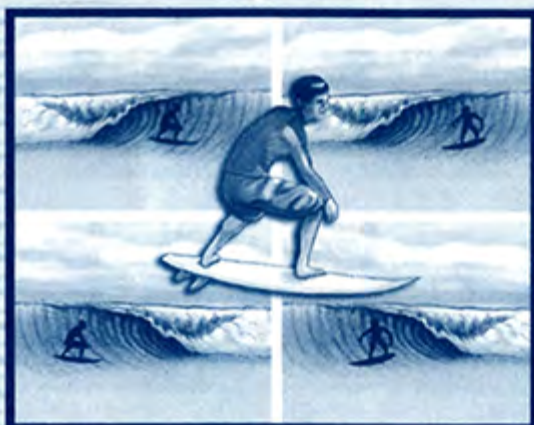
A surfer rides on either their Frontside or Backside. This is determined by the surfer's board stance and the break direction.

•A surfer is on their Frontside when facing toward the wave. A Natural foot surfer rides Frontside when surfing a Right break; a Goofy foot surfer rides Frontside when surfing a Left break.

•A surfer is on their Backside when facing away from the wave. A Natural foot surfer rides Backside when surfing a Left break; a Goofy foot surfer rides Backside when surfing a Right break.



Natural
(top: Backside, bottom: Frontside)



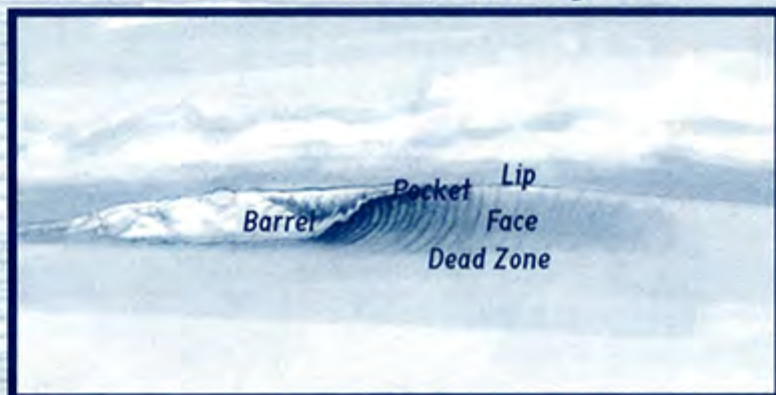
Goofy
(top: Frontside, bottom: Backside)

LEARNING TO SURF

WAVE STRUCTURE

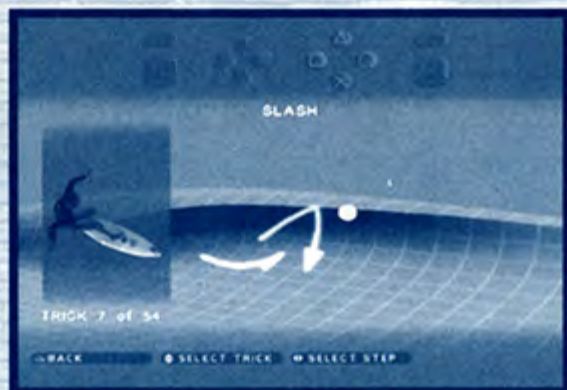
Each wave has several parts. Your position on the wave relative to these parts determines what tricks can be performed and how many points you are awarded. Generally, the Pocket of the wave where the Lip curls over forming the Barrel is the ideal spot to perform wave face tricks, and the higher on the wave and nearer to this spot you launch, the better for performing aerials.

WAVE STRUCTURE (Left Breaking Wave)



SURF SCHOOL

Surf School is an in-game tutorial available in both Freesurf and Time Attack. Each standard move is described diagrammatically to help you learn how to conquer the wave. Scroll through available tricks by pressing the D-Button or Left analog stick UP or DOWN. Cycle through each move's steps by pressing the D-Button or Left analog stick LEFT or RIGHT. The Surf School lists all tricks as they would be performed on a Left breaking wave and indicates if a trick can only be performed in one wave stance; Frontside or Backside.



Sunny G's Sick Tip: If you're unsure on how to pull off a move, check out the surf school and get step-by-step instructions.



SUNNY GARCIA

With his commitment, determination and attitude, Hawaiian Sunny Garcia achieved the ultimate goal in surfing, winning the World Tour in 2000. Over his 14 years as a pro surfer Sunny has developed one of the most powerful attacks in surfing history. He has dominated world tour events in Hawaii, taking out the Triple Crown five times, and has won several surfing titles throughout the rest of the world. Sunny is a fierce, dominating competitor who loves deep barrels and smashing the lip.



SHANE BESCHEN

Hailing from San Clemente, California, Shane Beschen since debuting in 1993, consistently rates highly on the Tour. He was the first person in surfing history to pull off three consecutive perfect 10 point rides. Besch is a mentally tough competitor with uncanny tube sense who possesses all the moves.



CORY LOPEZ

From Indian Rocks Beach, Florida, Cory Lopez is one of the most versatile surfers in the world. He is known for being a tough competitor and a freakish freestyler with an extremely radical attack. When it comes to big, gnarly, hollow barrels, Lopez fears nothing.



SHEA LOPEZ

Also, from Indian Rocks, Florida, and older brother of Cory Lopez, Shea's surfing flows with a unique style that has helped him succeed on the tour in recent years. Known by his peers as a wave magnet, he is a dangerously underestimated competitor who loves to sneak up and steal the win. Keep an eye on this Lopez.



ROCHELLE BALLARD

From Sunset Beach, Hawaii, the big wave capital of the world, Rochelle Ballard won the largest purse in women's professional surfing history, the 2000 OP Boat Challenge in Indonesia. Rochelle is the total package, ripping in big or small conditions with clean precise moves and a graceful style.



JASON COLLINS

Known in surfing circles as "Rat Boy", this Santa Cruz native has been at the forefront of innovative surfing for several years. Drawing inspiration from skateboarding and snowboarding, "Rat Boy" loves to boost new and radical moves.



TIM REYES

From Huntington Beach, California, Tim Reyes is poised to become one of surfing's future stars. At 18 he has already amassed several amateur titles, extensive travel and experience under his belt. Timmy's ultimate goal is to qualify for the World Tour and chase the elusive world title.



NATHAN CARROL

Sunset Beach, Hawaii is a great breeding ground of surfing talent; Nathan Carrol is no exception. Although still a junior, his strong and radical style should guarantee him a spot amongst the elite Hawaiian legends and see him at the top of world surfing.

CREDITS

Published by Ubi Soft

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No Fear Surfers

Sunny Garcia

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**SUNNY GARCIA -
THE KEKOA WHO WILL ALWAYS BE THE
YOUNG CHIEF OF THE SEA.**



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We hope you enjoy playing "Sunny Garcia Surfing"





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(sunny garcia)

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Sunny:::

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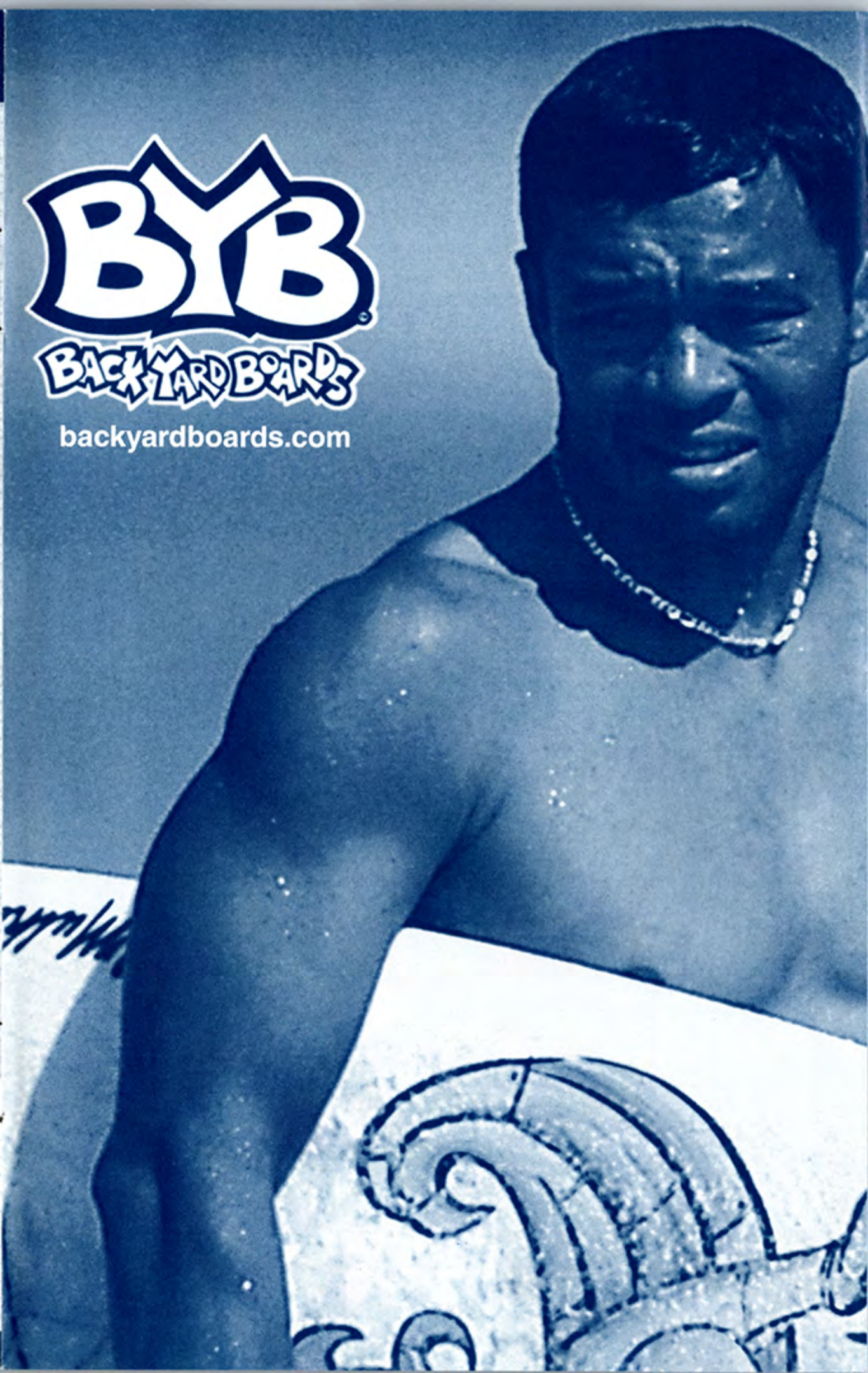
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PlayStation®2



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