

SURFING H3O



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:

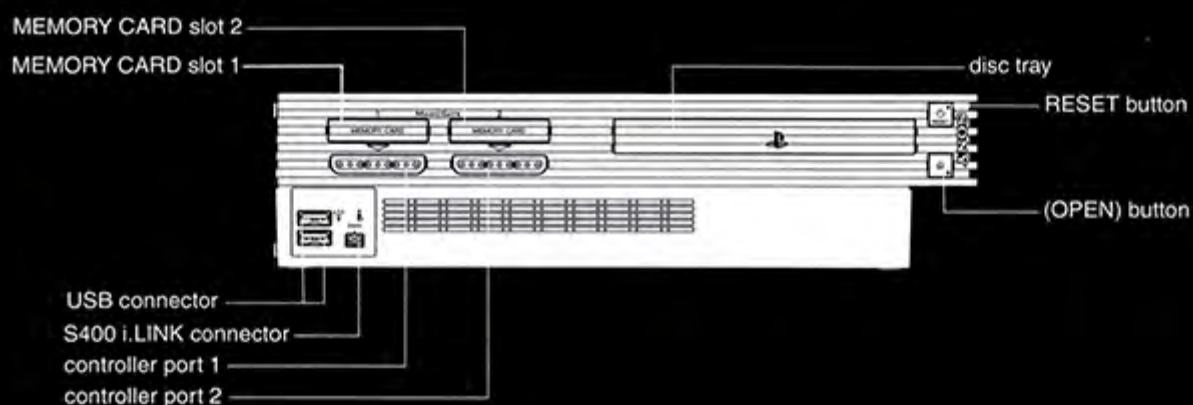
- **This disc is intended for use only with PlayStation 2 consoles** with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
-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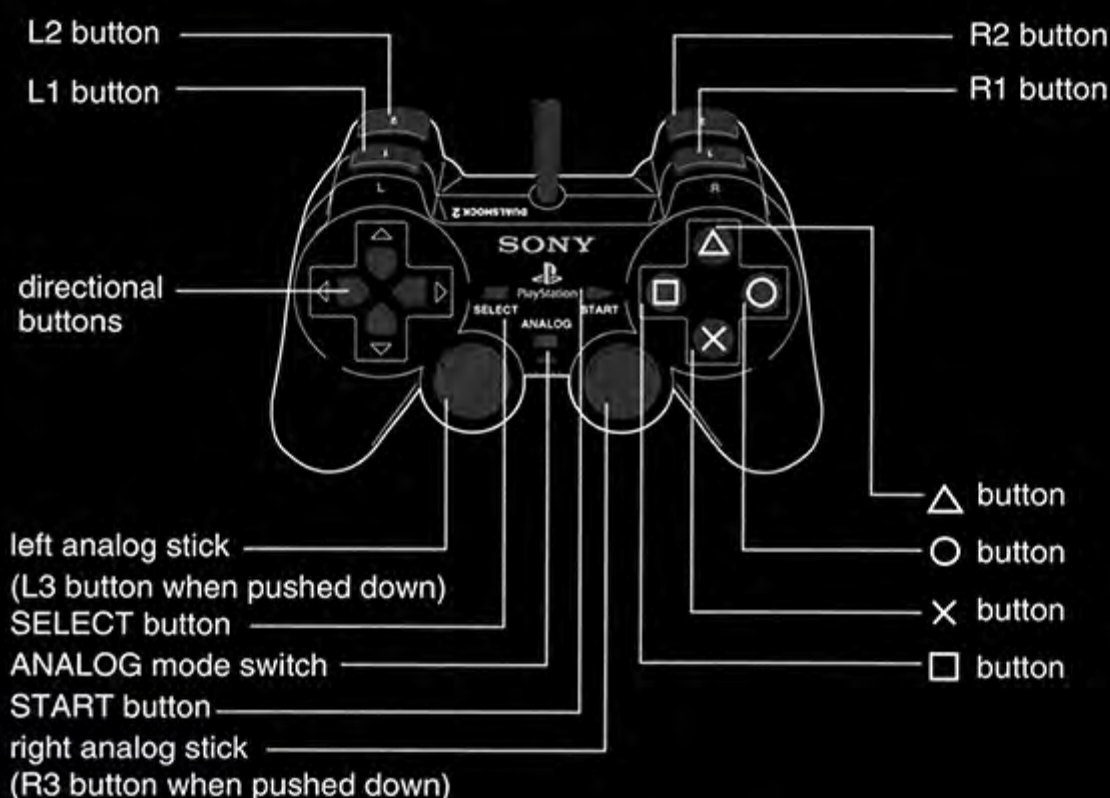
Getting Started



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 **SURFING H30** 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.

Controls

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Directional button: Used to toggle through selections.

□ button: Not used.

× button: Used to confirm selections.

Δ button: Used to back out of menus/screens. Rear view camera while in gameplay.

○ button: Used to view the replay after completing a stage. Switch camera to first person view while in gameplay.

SELECT button: Not used.

L2/R2 buttons: Used to perform aerial tricks while in gameplay.

L1/R1 buttons: Used to perform aerial tricks while in gameplay.

L3 button (left analog stick): Used to control the surfboard's nose.

R3 button (right analog stick): Used to control the surfboard's tail.

L3/R3 button: Used to stand up on the surfboard (while paddling) or squat on the board while riding).

START button: Used to bypass the intro movie/demo mode or enter pause mode while in gameplay.

SURFING H30 IS ONLY COMPATIBLE WITH DUALSHOCK™ ANALOG CONTROLLER AND DUALSHOCK™2 ANALOG CONTROLLER.

Main Menu



L1/R1 buttons are used to select modes, while the **X** button is used to confirm a selection.

L3 & R3 buttons perform the same confirmation function.

TOURNAMENT

Progress through six stages in an attempt to win the tournament. This mode is single player only.

VS. MODE

Two players compete against each other for the most points. Both players alternate turns riding the same wave.

OPTIONS

Change game settings.

HIGH SCORES

See the high scores for all stages and levels of difficulty.

Options



DIFFICULTY LEVEL - Sets the level of difficulty.

MUSIC VOLUME - Sets the volume of the background music.

SOUND FX VOLUME - Sets the volume of the sound effects.

VIBRATION - Turns the vibration function ON or OFF.

EXIT - Select this to return to the Main Menu.

When you exit the options screen, a dialog box will appear to allow you to save your changes.

CHOOSING YES WILL SAVE THE CHANGES.



Player select / Stage Guide

PLAYER SELECT

The **L1/R1** buttons or **direction buttons** are used to select a character, while the **X** button confirms that character choice. Pressing the **L3/R3** buttons simultaneously will also confirm the choice. The **Δ** button will cancel.



BOARD SELECT

The **L1/R1** buttons or **direction buttons** are used to select a board, while the **X** button confirms that board choice. Pressing the **L3/R3** buttons simultaneously will also confirm the choice. The **Δ** button will cancel.



STAGE SELECT

Each stage course can be over-viewed before each game. The **L1/R1** buttons are used to change the course display. The **X** button, pressing the **L3/R3** buttons simultaneously will start the game. The **Δ** button returns you to the Select Board screen.



Tournament Rules / vs Mode

CLEAR POINTS

Each stage has a certain point level that must be reached in order to clear the stage.

TIME LIMIT

Each stage has a fixed Time Limit. If the Clear Points are not reached or surpassed by the expiration of the Time Limit, it's Game Over.

GAME OVER

A player's game is over if the Clear Points of a given level are not reached.

CONTINUE

There is a maximum of 5 Continues for each player. The Difficulty level does not change this. However, you can get extra Continues by obtaining the Extra Play Item.

VS. MODE

Two players alternate turns on the same wave. Both players must use the controller inserted into controller port 1. There is a timer that counts down during each turn. A player loses their turn if times runs out or the player performs a pull-out/wipeout.



Gameplay HUD (Heads up display)



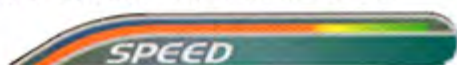
1 PLAYER

This is you!



2 SPEED METER

Each character has a speed display. As speed increases, the indicator moves from Orange to Green. When Green, Jumps are possible.



3 TAKE OFFS

This is the number of remaining Take Offs. If the number reaches 0, and you Pullout or Wipeout, it's Game Over.



4 TIME COUNTER

Displays the time remaining before you hit the Time Limit. When the display reaches 0, it's Game Over.



5 DISTANCE METER

This meter displays the remaining distance to the Goal.



6 POINTS

This will display the amount of Points you've earned. **POINT 0000**



7 MARKER ICON

When you obtain markers, an icon displaying the marker will appear.



8 TUBE ICON

This will appear when the user is earning Tube points. The "MAX" icon will appear once you have earned the maximum amount of tube points for the current stage.



Items / Techniques

ITEMS

GOAL

You get extra points for reaching Goals.

MARKER

Markers come in sets of three. There are three different color markers, blue, green, and red. Each marker is worth 10 points. If you can collect all three markers in order (blue, green, then red) you'll gain 10 bonus points.

EXTRA PLAY

This adds one to your number of Continues.

TECHNIQUES

PADDLING

Tapping the **L1 button** will turn you to the left, while tapping the **R1 button** will turn you to the right. Tap both the **L1** and **R1 buttons** at the same time to go straight ahead.

TAKE OFF

When you press the **L3** and **R3 buttons** at the same time, your character will stand up on the board.

RIDING

Acceleration/Lean Forward: Press and hold down the **L3 button** to lean forward and gain speed.

Deceleration/Lean Back: Press and hold down the **R3 button** to lean on the tail of the board.

Right Turn: Push up on the **left analog stick** to turn right.

Left Turn: Push down on the **left analog stick** to turn left.

Fast Turn: Press the **R3 button** while

you push up/down on the **left analog stick** to perform fast turns.

Squat: Press the **L3** and **R3 buttons** at the same time to squat.

AERIALS

Setting up an aerial – In order to perform aerial tricks, the speed meter must be in the yellow/green. Also, the character can only launch into the air in the area just before where the wave begins to curl. The board must be vertical towards the lip within approximately 10 degrees.

LANDING

For a successful landing, the board must be close to vertical, with the nose of the board pointing towards the shore. Also, try to keep the board facing the direction of the wave curl, in order to avoid catching an edge.

TUBE RIDING

Once inside the tube, pressing and holding down the **R3 button** will "stall" the board. Using this technique, in conjunction with the squat (press and hold both **L3** and **R3 buttons**) will help you maintain stability in the tube.

Techniques

To increase your speed, try to keep your speed by cutting back and forth along the upper portion of the wave. Tight S-turns will generate good speed and put you in good position to initiate aerials.

Be careful not to drift too close to the curl or you'll definitely wipe out. You can gain a nice speed burst by positioning your character high up on the face of the wave, then surfing straight down the wave towards the shore. Once you've done this, keep your momentum by performing a hard turn (press and hold down the R3 button while you turn the board) back up the face of the wave. Aim for the section of the wave before the curl begins, make sure you've maintained good speed, point your board straight towards the sky and launch for an aerial. Be sure to have your board pointing fairly straight, or you won't launch at all.

AMATEUR TRICKS

L1 button	Method
L2 button	Mute Air/Melanchollie
R1 button	Indy
R2 button	Tail Grab/Iguana/Nuclear

SEMI-PRO TRICKS

L1 & R1 buttons	Double Grab
L2 & R2 buttons	Mute Indy
L2 & R1 buttons	Mute Indy/Chicken Salad/Taipen
L1 & R2 buttons	Roast Beef/Method Tweak/Kanaloa

Note that more than one trick is listed for some buttons (and button combinations) because not all characters perform the same tricks.

IF YOU ARE HAVING TROUBLE PERFORMING AERIAL TRICKS, WE HIGHLY SUGGEST YOU VIEW THE TUTORIAL MOVIE.



Trick Description

GOOFY STANCE

Indy	Grabs the board (in the middle) on the left rail with the right hand.
Mute	Grabs the board (in the middle) on the left rail with the left hand.
Method	Grabs the board (in the middle) on the right rail with the right hand, left hand goes into the sky, full extension.
Mute Indy	Both hands grab the right rail (in the middle).
Double Grab	Left hand on the left rail (in the middle), right hand on the right rail (in the middle).
Chicken Salad	Left hand reaches between the legs to grab the right rail (in the middle), right hand goes into the sky.

GOOFY STANCE ONLY

Method Tweak	Method grab, extending the board as far away from the surfer as possible.
Nuclear	Grabs the board (in the middle) on the right rail with the left hand.

REGULAR STANCE

Indy	Grabs the board (in the middle) on the left rail with the right hand.
Mute	Grabs the board (in the middle) on the right rail with the left hand.
Method	Grabs the board (in the middle) on the left rail with the left hand, right hand goes into the sky, full extension.
Iguana	Grabs the back off the board with the right hand.
Mute Indy	Both hands grab (in the middle) the right rail.
Roast Beef	Right hand grabs (in the middle) the right rail, left hand goes up into the sky.
Taipen Air	Left hand grabs (in the middle) the left rail, right hand goes up into the sky, full extension.
Double Grab	Left hand on the left rail (in the middle), right hand on the right rail (in the middle).

REGULAR STANCE ONLY

Melancolie	Left hand grabs the left rail (in the middle), right hand goes up into the sky.
Kanaloa	Left hand grabs the right rail (in the middle), right hand goes up into the sky, right foot is lifted off of the board.

Results

PAUSE MENU

While surfing, pressing the **START** button will bring up the Pause Menu.

L1 & R1 buttons or **directional buttons** select options, while the **X** button confirms.

RETRY

Allows you to restart the current stage.

Selecting Retry will use one of your Continues.

CONTINUE

Select this to resume playing.

GIVE UP

This will bring you to the Game Over screen. At this point you can return to the Main Menu.



RESULTS

Once a stage is completed, the Results Screen is displayed.

GOAL

If you reach the GOAL, you'll receive a certain number of Goal Points.

TRICK

This is the number of Trick Points you've earned.

ITEM

This is the number of Item Points earned by collecting markers.

TUBE

This is the number of Tube Points you've earned. It's based on the time you spend inside the tube.

TOTAL

Total points earned on the stage.

CLEAR POINT

These are the points required to CLEAR the stage. If the total points don't equal or surpass the required Clear Points, the player will LOSE.

If you are playing VS. Mode, this is how the results screen will appear.



Game Over

GAME OVER

If you don't reach the points required to clear the stage, you'll be brought to the Game Over screen. If you have any continues, you can press the **X** button to use one. If not, the game will be over. During the countdown, you can press the **Δ** button to end the game.

NAME ENTRY

This is where you enter your name for the High Score Rankings. You can enter up to 7 letters. Press the **L1** & **R1** buttons or **directional buttons** to select the letters. Press the **X** button to choose. Pressing the **Δ** button will erase 1 letter.

HIGH SCORES

Selecting HIGH SCORES from the Main menu will bring you here. This screen will display your high scores for each stage. By pressing the **L1** & **R1** buttons or **directional buttons**, you can toggle between each difficulty level.

SAVING

The MEMORY CARD (8MB) (PlayStation® 2) can be used to store a player's High Score, Game Options, and any hidden characters that have been unlocked.

SURFING H30 can use a MEMORY CARD, but does not require one to be played.

SINCE IT IS POSSIBLE TO DESTROY DATA DURING SAVING, DO NOT TURN THE POWER OFF OR RESET THE PLAYSTATION 2 WHILE SAVING.

Characters

KELLY SUNSET

HEIGHT 5' 9"
WEIGHT 165 LBS.
STANCE REGULAR



MARK MAVERICKS

HEIGHT 5' 9"
WEIGHT 175 LBS.
STANCE GOOFY



MEGAN KIRA

HEIGHT 5' 9"
WEIGHT 120 LBS.
STANCE REGULAR



ROB MAKAHA

HEIGHT 5' 7"
WEIGHT 230 LBS.
STANCE REGULAR



ROCHELLE RINCON

HEIGHT 5' 5"
WEIGHT 110 LBS.
STANCE REGULAR



Music

FOR MORE INFORMATION ON THE
BANDS FEATURED IN THIS GAME

Sarniam

DILLINGER FOUR

DIGGER

MUSTARD PLUG

SELBY TIGERS



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PlayStation 2

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PlayStation 2



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TECHNICAL PRODUCER

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PRODUCER

JEREMY POPE

DIALOG DIRECTOR

DAN HOUSER

VIDEO DIRECTOR

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TERRY DONOVAN

KEVIN GILL

JENNIFER KOLBE

COREY WADE

JUNG KWAK

PAUL YEATES

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JENEFER GROSS

BRIAN WOOD

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TECHNICAL COORDINATOR

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CHARACTER VOICES

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STANTON SARGEANT

GILLIAN PENSAVALLE

DANNY BOBIS

DANA ARMSTRONG

BEN CHAPMAN

SUZIE KNOBLAUGH

STEVE ROBERT

DEANNE CHEUK

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FRONT-END MOVIE

SCOTTY CARTER

SONNY MILLER

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TOM SERVIAS

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DIGITALVISION

POST JOSH

POST PERFECT

JBI LOCALIZATION

JOHN"TONTO" DUDECK - VERY DISTRO
SONNY MILLER
CHRISSY
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OPUS CORP.

3DGRAPHIC

ITO HIDEKI
KUNISHI SANAE
YOSHIDA YOICHI
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ENDO YUICHIRO
HAYASHI RYOTA
ORIKASA KEISUKE
YAZAKI TAKUYA2DGRAPHIC
TAKAI WAKAKO
ITO HIDEKI
IMAMURA JIN
KABAYA SHINGO

MOTION DESIGN

TAKAGI KAZUHIRO

CHARACTER DESIGN

ENDO YUICHIRO
YAZAKI TAKUYA

SOUND

ENOKI JUN
SAITO SAWAMI

PROGRAM

YAMAMOTO TETSUYA
YAMADA HIROMICHI
SAWADA SHINJI
NISHIDE KAI
NAKAJIMA DAISUKE
SUZUKI TAKAYUKI

SUPPORT PROGRAM

NAKAMURA TAKAYA
HIDAKA KENICHIRO

PLANNER

SUZUKI TAKAYUKI
KUWAHARA YASUOMI
NAKAJIMA DAISUKE
MITSUHASHI YUMIKO

PRODUCER

SHIMIZU TAKESHI

PRODUCTION MANAGER

MITSUHASHI YUMIKO

ASCII CORP.

PRODUCER

TAMURA HIROYUKI
ASSISTANT PRODUCER
FUCHIE MIKA

ENTERBRAIN, INC.

COORDINATOR

RICKY TANIMOTO

ASSISTANT COORDINATOR

IWAI TAKAMI

DEBUG TEAM

POLE TO WIN.CORP

YASUYUKI WAKASA
TAKUYA TANAKA
ITOE TAKASUGI
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