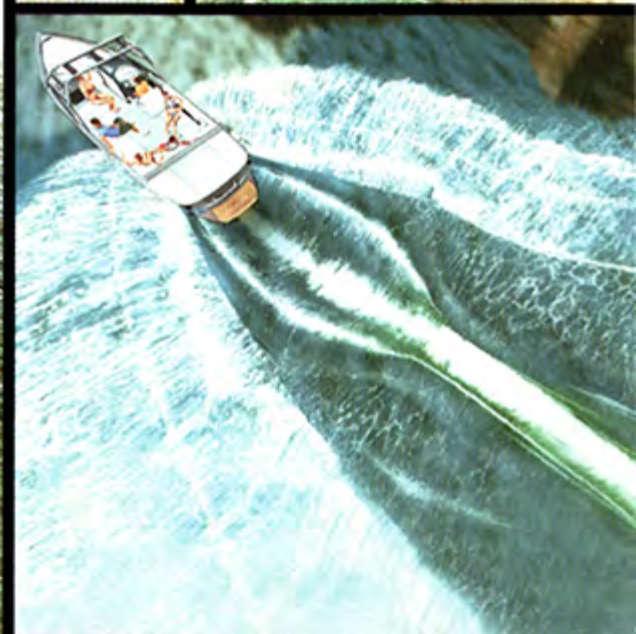


# WAKEBOARDING

**UNLEASHED™** | FEATURING | **SHAUN MURRAY**





**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.

# WAKEBOARDING

**UNLEASHED™** | FEATURING | **SHAUN MURRAY**

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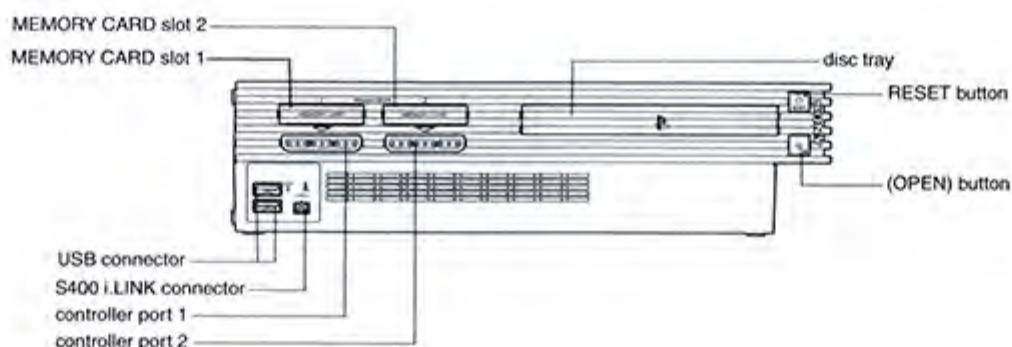
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# GETTING STARTED

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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 *Wakeboarding Unleashed™ Featuring Shaun Murray* 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

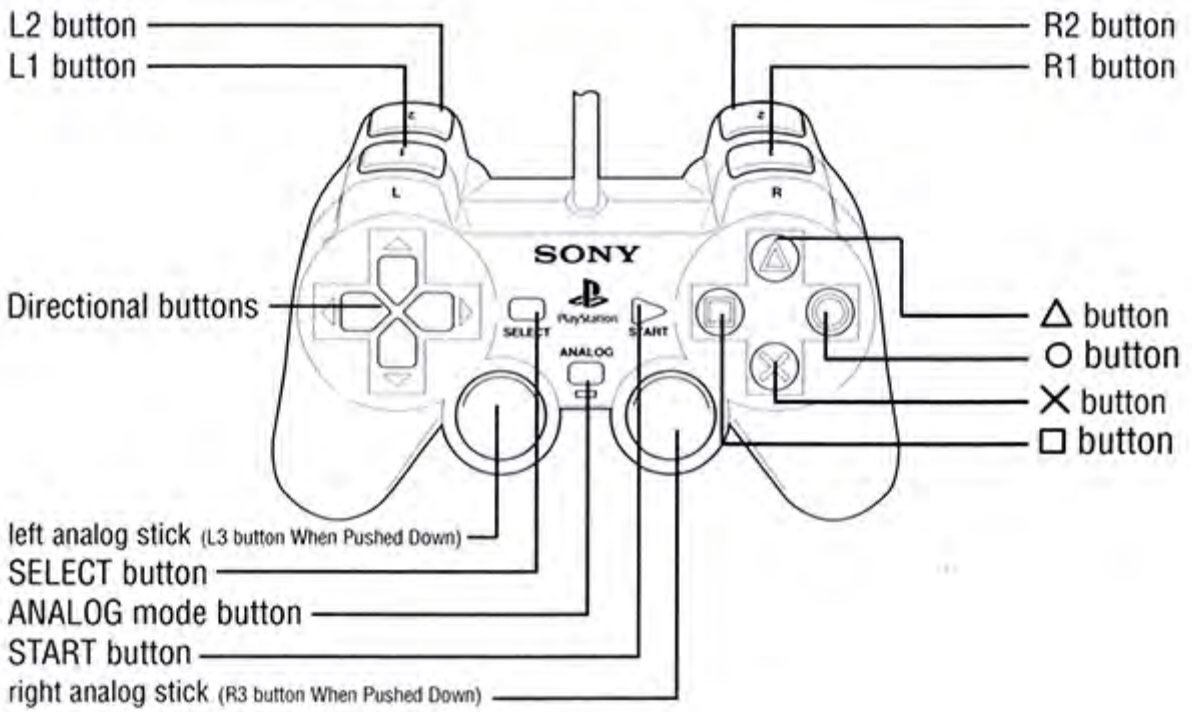
*Wakeboarding Unleashed™ Featuring Shaun Murray* requires a Memory Card (8 MB) (for PlayStation®2) to save your games. A saved game's data takes up 115 KB. You can obtain a memory card through the retailer where you purchased your PlayStation®2 game console or this game.

To access your memory card (8 MB) (for PlayStation®2), insert your memory card into MEMORY CARD slot 1.



# CONTROLLER CONFIGURATION

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the directional buttons  $\rightarrow$   $\leftarrow$  to navigate the menu options. Highlight the desired option and press the  $\times$  button to accept. To select a menu option, follow the on-screen button prompts and press the  $\times$  button to accept and the  $\Delta$  button to go back to navigate through the menu options.

*Wakeboarding Unleashed™ Featuring Shaun Murray* supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

---

# CONTROLLING THE RIDER

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## Basic Controls

### Jumping

To jump, press and release the **X** button.

To jump higher, make sure you hit the **X** button at the tip of the wake. To do an even bigger jump, quickly press **↑↑** on the directional buttons and press and let go of the **X** button.

### Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the **□** button in combination with a direction on the directional buttons. Each direction on the directional buttons performs a different grab trick. The longer you hold the **□** button down during a grab trick, the longer you'll perform that grab trick with the score increasing over the length of the grab.

### Invert Tricks

To perform an invert trick, you must first be in the air. Once in the air, press the **○** button in combination with a direction on the directional buttons. Each direction on the directional buttons performs a different invert trick.

### Rail Tricks

To perform a rail trick, the rider must be near a slide-able surface. First the rider must jump (**X** button) and then press the **△** button in combination with a directional button when near the slide-able surface to perform a slide.

### Manuals

To make the rider perform a "manual," quickly press **↑** then **↓** on the directional buttons. Manuals are used to link multiple tricks together for larger combo scores.

### Reverts

To make a rider "revert" when landing back down onto a quarter pipe, press the **R2** button right as you hit the quarter pipe's surface coming out of an aerial maneuver.

### Boat Driving

To make the boat accelerate, hit the **X** button and use the directional buttons or left analog stick to steer. To get a speed boost, hold down the **L2** or **R2** button while on solid ground. You only get a speed boost if you have nitros. Collect nitros throughout the levels.



## Advanced Controls

### Letting Go of the Rope

*Wakeboarding Unleashed™* does not limit you by making you constantly follow the boat. Release the rope by hitting the **L2** button. Once free of the rope, you can go anywhere in the level. The longer you're off the rope, the more chance there is of losing momentum. There is a distance meter at the top middle of the screen. This lets you know how far you are from the boat. Once the meter flashes L2, hit the **L2** button and the boat will throw the rope back.

*Note: Some objects in the levels will pull the rope out of your hand.*

### Switch Stance

You score more points when performing tricks in "switch" stance, which is the opposite of the rider's normal stance. To get into switch stance, press the **R2** button.

### Wallrides

To perform a wallride, approach a wall at a 45° angle and jump into the wall while holding down the **△** button. Press the **×** button to wall jump.

### Double-Tap Flips and Grabs

Double-tap a direction on the directional buttons and the flip or invert button (for example, **←** + **←** + **□**) to bust a double or more advanced version of the base trick. These tricks score more points than their base (single tap) trick.

### Slide/Lip Branching

In the middle of a rail trick, tap twice on the **○** button, **△** button, or **□** button—or any combination—to change your trick.

### Waterspins

While riding on the surface of the water, press **↑**, **←**, **△** or **↑**, **→**, **△** to perform a 360° waterspin. From this you can press **○**, **○** or **□**, **□** to do more advanced trick branching.

### Advanced Tricks

To perform advanced tricks, try doing a grab in the middle of an invert trick or vice versa. This combination of tricks allows you to get more points and pull off bigger, better combos.

### Quick Restart

Pressing **SELECT** after you bail brings the boat back around more quickly so you can save valuable time.

## Control Tips

- When you start to bail off a rail trick, quickly do a grab or invert trick to avoid bailing.
- When you're not holding the rope, you lose momentum quickly. Keep an eye on the distance meter at the top middle of the screen.
- To get the most air off of the wake, release the **X** button at its tip.

## Scoring Tips

- Combine grab and invert tricks while catching air for higher scores.
- You can continue your combo moves using water surface tricks and reverts. Water surface tricks keep your combo when on the water. Reverts keep your combo going from big air tricks off of quaterpipes.
- Every time you repeat a trick during a run, that trick's point value decreases. To get a high score, mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from regular tricks.
- Try to trick into and out of every rail trick.
- Use special tricks for huge scores.
- Spinning (540°, 720°) while in the air performing tricks nets bigger scores. Press the **L1** and **R1** buttons to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Trick across gaps (the blue text transfers) to maximize your combos.

## Groove Meter

The groove meter is located at the top left-hand corner of the screen. It acts as the timer for the level. When you start riding, the groove meter will slowly start to diminish. By performing tricks and combos you can add more time to the meter. Once the meter runs out, your ride is over.

## The Special Meter and Special Tricks

As you score points in *Wakeboarding Unleashed™*, your special meter (the meter in the top right of the screen) fills up. When the meter flashes red and yellow, you can perform special tricks that you normally cannot perform. The special meter increases as you perform tricks, so you can bust some special tricks in the middle of your first combo.



Special tricks are performed with multiple direction presses on the directional buttons with the corresponding face button.



## Slow Motion

When your special meter is full, press the **R3** button to perform a trick in slow motion.

---

## MAIN MENU

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The Main Menu allows you to select from all the different game modes. Press **←** and **→** on the directional buttons to select the desired option. Press the **X** button to confirm.



## Load/Save

Load previous games or save your current career.

## Videos

Unlocked videos can be played from this menu. Play with different riders to unlock new videos.

## Options

The Options Menu allows you to adjust music, sound effects and vibration settings.

## Playlist

The playlist allows you to toggle songs on and off for a customized soundtrack.

---

## ONE PLAYER MODES

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### Career Mode

In *Wakeboarding Unleashed™* you play as one of seven different pros in the sport of wakeboarding. Each level has three different kinds of goals associated with it: objectives, challenges and gaps. As you complete these goals, you open up new levels and acquire stat points and new boards. Each level has specific goals associated with it. No two levels are the same.



**Viewing the Groove Objectives and Challenges:** There are up to 16 Groove Objectives and Challenges associated with each level. You can view these in the Pause Menu by accessing the **Attack Sheet**.

## Groove Objectives

Each level has up to eight basic objectives. These objectives, when completed, open up specific challenges (see description below) or level-specific, interactive objectives. You complete the objectives in **Groove Mode**.

## Challenges

Each level has a series of challenges that open up as you complete gaps and objectives. The challenges are more difficult than the objectives and often have very little to do with wakeboarding. In the challenges, you'll finally get a chance to drive the boat!

## Gaps

Each level has a certain number of gaps that you must trick through in order to complete the level. To view gaps, you need **gap keys**. To get the gap keys, complete a gap while you're playing the level. Once you have a gap key, use it to unlock a new gap and view its location. Once you complete that gap, use your newly acquired gap key to view and complete another.

## The Pause Menu

When you press the **START** button while playing the game you'll see the Pause Menu. Here you can access the **Attack Sheet** which lists all the objectives, challenges and gaps you've unlocked or completed. You can also end a challenge, restart a challenge, switch to Groove Mode, edit your play list or tinker with your sound options in the Pause Menu.

## The Attack Sheet

This area of the Pause Menu details which objectives, challenges and gaps you've unlocked or completed. By selecting one of the three, you can view an objective, challenge or gap. This is also where you initiate the challenges that are open. Check the Attack Sheet often to see if anything has been updated.

## Free Ride

Free Ride allows you to ride around the levels and get your trick lines just right without having to worry about the groove meter. This is a great place to practice setups in the different levels.

## Free Drive

Hang up your board and grab the controls of the boat. Free Drive mode allows you to take the boat for a spin around the level and see things from a different perspective.



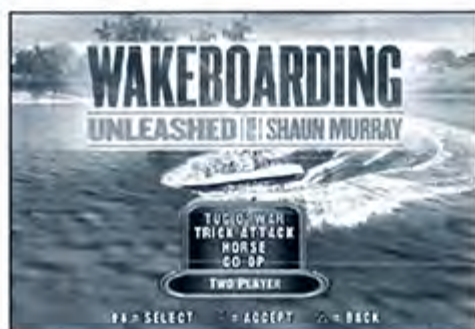
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## TWO PLAYER MODES

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If you and a friend are ready to go head-to-head, then you've come to right place. This mode contains many different two-player games.

*Note: In order to select Two-Player mode from the Main Menu, two controllers must be inserted into the PlayStation®2.*



### Tug-O-War

Tug-O-War is an all-new gameplay mode. Each rider has a set length of rope at the beginning of the game. As you pull off tricks, your opponent's rope gets shorter until they run out of rope!

### Trick Attack

The player with the highest score at the end of the time limit wins!

### H.O.R.S.E.

This classic is included in *Wakeboarding Unleashed™*. In this contest, you complete a trick and watch your opponent try to beat it. Each player has six seconds to start their trick, so time is of the essence.

### Co-Op Mode

This mode allows one player to control the boat and the other player to control the rider. Each level has specific challenges you have to complete in order to open the other areas. Rack up high scores, complete target practice and do a myriad of other level-specific challenges. It's up to you and your buddy.

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## THE LEVELS

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### Level 1: Lake Powell

It's good times in the summer sun. Head out to Lake Powell with your boat and board and let it rip. Don't mind the vacationers, all they want to do is get in your way. So hit some tubers and take the boat for a spin around the lake.



## Level 2: The Bayou

Ah, the Deep South: Spanish moss, gators, and shrimp. What more could you ask for in a wakeboarding locale? I know, butter water, a nice wake, and a banjo player to set the rhythm for ya.



## Level 3: Springfield

CAUTION!! There is a level 5 storm warning in effect. Animals are stranded, buildings are flooded, and helicopters are patrolling. Become the ultimate first aid volunteer as you tour this level. Save those animals! Hit those rails! Ride for your life!



## Level 4: Pro Wakeboard Tour™ Exposition: Florida

It's time to strap on the board and show your stuff. The Pro Wakeboard Tour™ is in town. Compete through eight different challenges to get through this level.



## Level 5: Hong Kong

Hong Kong, which was once part of the British territories...oh, who cares? We just want to ride here, right? This is one heavily trafficked place. The time of day is night, the water, while cold, is just right for riding. Do a boardslide across the floating restaurant or just chill on the junk boats.





## Level 6: Belize

A tropical climate might be just what the doctor ordered. This exotic landscape is the perfect setting for some serious riding. Carve around recreational boats, ancient ruins and jaw dropping waterfalls. Keep a lookout for secret tunnels and rope bridges.



## Level 7: Venice

Venice, Italy is known as the "City of Lovers" with its romantic gondola rides down its beautiful waterways and picturesque cityscape. So what does this have to do with wakeboarding? Well, considering you brought your board and boat, quite a bit. Tear this place apart, wreak havoc and take the romance out of romantic. Wakeboarding is not about falling in love, it's about getting your turn and throwin' some water around.



## Level 8: Wakeboarding Magazine® Exposition: Delta

The Delta is a prime spot for a session with Wakeboarding Magazine®. There are eight separate challenges in this expo, so bring your "A" game.



## Level 9: The Boneyard

The Boneyard is what it says: a graveyard for old Navy ships. There's plenty to do here, including riding on the slightly overturned battleship or taking a "slide" through the aircraft carrier. If you play your cards right, you'll be handed some water balloons, making the Boneyard even sweeter.





## Level 10: Timber Lake

In the spring and summer, the Pacific Northwest is the perfect place to ride. The temperature is just right, the water is a perfect flat riding surface, and the loggers have accelerated their logging operations...what?! Get on your board and teach those lumberjacks a lesson. While you're at it, check out the other areas Timber Lake has to offer.



## Level 11: Ocean World

This amusement park offers some great...um...amusements for the well-trained wakeboarder. Nothing like boardsliding a roller coaster and chillin' with a killer whale. Once you ride this level, you'll wonder why you never thought to ride here before. You'll be screaming "Viva La Ocean World" before your session is complete.



## THE RIDERS

### Shaun Murray

Shaun Murray is the definition of style. This two-time world champion wakeboarder is one of the O.G.s. His smooth form and laid-back riding have given him the nickname, "House of Style." Much like other riders, Shaun started on skis, but all that changed after one trip on the wakeboard. Riding professionally for the last eight years, Shaun has proven a perfect ambassador for the sport of wakeboarding.



### Parks Bonifay

Parks received a Guinness World Record when he became the youngest person to waterski at six months of age. A lot has changed in the last twenty years. Parks now finds himself on the cutting edge of this blossoming sport. His fearless style of riding and insane slider abilities rank him at the top of everyone's list of best wakeboarders.





## Dallas Friday

Dallas Friday came onto the wakeboarding scene at the tender age of 13 and immediately made an impact. With an extensive background in gymnastics, Dallas is able to launch herself and pull off moves that most other riders dream about. She's a World Cup, Gravity Games and Pro Tour champion wakeboarder and an all-time heartbreaker. She's Dallas Friday and she means business. Note: She's named after a city in North Carolina.



## Tara Hamilton

Watch your back ladies, Tara has come to play. Tara pretty much set the pace of women's wakeboarding for four years, but a bum heel kept her out of events in 2001 and 2002. This season Tara plans to come back in a big way, healed and ready to go.



## Cobe Mikacich

"The Mikker" is one of the premier ambassadors for the sport of wakeboarding. Oh yeah, he's not too shabby on a board, either. 2002 was a comeback year for Cobe, who sustained a major knee injury the previous season. Cobe's been riding since 1990 and has competed in numerous professional tournaments. He also runs his own summer tour where he gives people in the wakeboarding community a chance to ride with the pros and learn the basics of riding.



## Darin Shapiro

Darin has been involved in the competitive end of the sport since the beginning, and has won every title possible in wakeboarding. He takes the sport seriously and is partly responsible for its recent ascent in the ranks of extreme sports. He practices hard and rides even harder. He also produces his own music in a recording studio in his house. If you ever run into him, make sure to ask for one of his CDs.





## Collin Wright

Mainstream and Collin Wright are two things that don't go together. Collin sets his own pace in the sport of wakeboarding. Known to his friends as "C-Dub," Collin can be found at Mt. Hood in the winter and various waterways and skateparks in the summer. Collin also runs his own production company from which he produces his own wakeboarding videos.



## UPGRADES

Stats increase your rider's performance. There are seven types of stats for each rider.

- **Jump Height**—Affects the boost you get when you catch air.
- **Hang Time**—Affects the length of time you stay in the air.
- **Turning**—Affects how fast you cut in the water.
- **Air Control**—Affects the speed at which you move left to right in the air.
- **Rail Balance**—Affects your balance when sliding on a rail.
- **Carve Balance**—Affects your balance while performing a manual.
- **Switch**—Determines how well you ride when you're boarding switch. When switch stats are full at 10, the rider will be equally skilled, regular and switch.



**Tip:** In Career Mode, stats that are earned can be tweaked and rearranged any way you like. Default stat settings can't be altered. Collect stat points by completing goals in Career Mode, and increase your stats until all categories are full.

## SELECT BOARD

As you progress through the game, you'll find two other boards to add to your arsenal. You can switch boards on the Select Boarder screen. Some boards are better than others. Make sure you pick the one that is best for what you want to accomplish.





---

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---

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#### **"Train Train"**

Performed by Blackfoot  
Written by Shorty Medlock  
Published by Bobnal Music, Inc. (BMI)  
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Entertainment Group By Arrangement With  
Warner Strategic Marketing

#### **"Unfair"**

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Written by Stephen Malkmus  
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#### **"Flirtin' With Disaster"**

Performed by Molly Hatchet  
Written by Danny Joe Brown, David Hlubek,  
Banner Thomas  
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#### **"Redneck School of Technology"**

Performed by The Flaming Lips  
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**"Motorcycle"**

Performed by Love and Rockets  
Written by Daniel Ash, Kevin Haskins, David Jay  
Published by Universal/Momentum Music Ltd.  
administered by Universal-Polygram  
International Publishing, Inc. (ASCAP)  
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**"Shake 'Em On Down"**

Written and Performed by R.L. Burnside  
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(BMI) as administered by  
Wixen Music Publishing  
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**"Who Do You Love"**

Performed by George Thorogood  
& the Destroyers  
Written by Ellas McDaniel  
Published by Arc Music Corporation (BMI)  
Courtesy of Rounder Records by arrangement  
with Ocean Park Music

**"It Returns"**

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Jack Lawrence  
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**"I Wanna Be Your Dog"**

Performed by The Stooges  
Written by James Osterberg, Jr., Scott Asheton,  
Ron Asheton, David Alexander  
Published by © 1969 Warner-Tamerlane  
Publishing Corp. (BMI), Stooze Staffel Music  
(BMI), Bug Music, Inc. (BMI)  
Produced Under License From Elektra  
Entertainment Group By Arrangement With  
Warner Special Products

**"Nitroglycerine"**

Performed by The Gories  
Written by Dan Kroha, Mick Collins  
Published by Dog Butt Music (BMI),  
South of 8 Mile Music (BMI)  
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**"It Aint' What You Do (It's How You Do It)"**

Performed by J. Geils Band  
Written by Juke Joint Jimmy  
Published by WB Music Corp. (ASCAP)  
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**"Mississippi Queen"**

Performed by Mountain  
Written by Laurence Laing, Felix Pappalardi,  
David Rea, Leslie Weinstein  
Published by BMG Song, Inc. (ASCAP)  
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**"Selling Submarines"**

Performed by The Pattern  
Written by Chris Appellgren, Andy Asp,  
Jason Rosenberg, Carson Bell, Scott Batiste  
From the Lookout! Album "Real Feelness"  
Courtesy of Lookout! Records  
By arrangement with Ocean Park Music Group

**"Break 'Em On Down"**

Performed by Soledad Brothers  
Written by Johnny Walker, Ben Swank  
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**"I-75 Boogie"**

Performed by Soledad Brothers  
Written by Johnny Walker, Ben Swank  
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**"Unchained"**

Performed by Van Halen  
Written by Edward Van Halen, Alex Van Halen,  
Michael Anthony, David Lee Roth  
Published by © 1986 Van Halen Music (ASCAP)  
as administered by WB Music Corp. (ASCAP);  
Diamond Dave Music (ASCAP) as administered  
by Chrysalis Music  
© 1981 Warner Bros. Records Inc.  
Produced Under License From Warner Bros.  
Records Inc. By Arrangement With  
Warner Special Products

**"Dueling Guitars aka Dueling Banjos"**

Written by Don Wilson, Bob Bogle,  
Joe Saraceno  
Published by Tridex Music Publishing as  
administered by Malcolm Wiseman, Esq.

**"Way Down The River"**

Performed by Jamie Dunlap  
Written by Jamie Dunlap, Scott Nickoley  
Published by Revision West Music (BMI);  
Red Engine Music (ASCAP)  
Courtesy of Marc Ferrari/MasterSource

**"The Ho-Down"**

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## NOTES

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## NOTES

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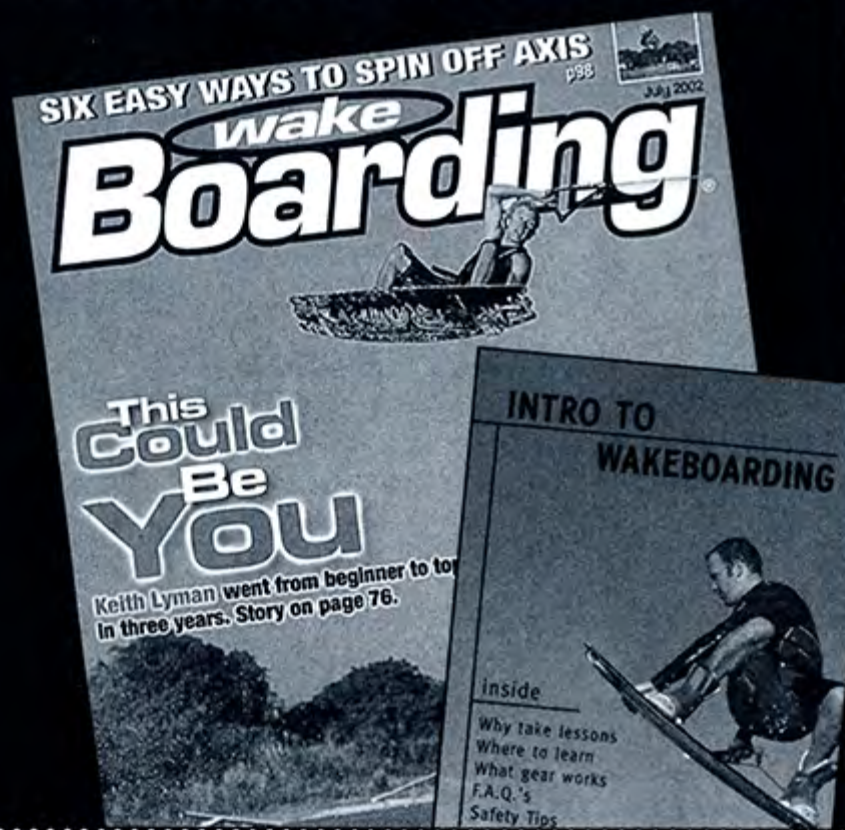


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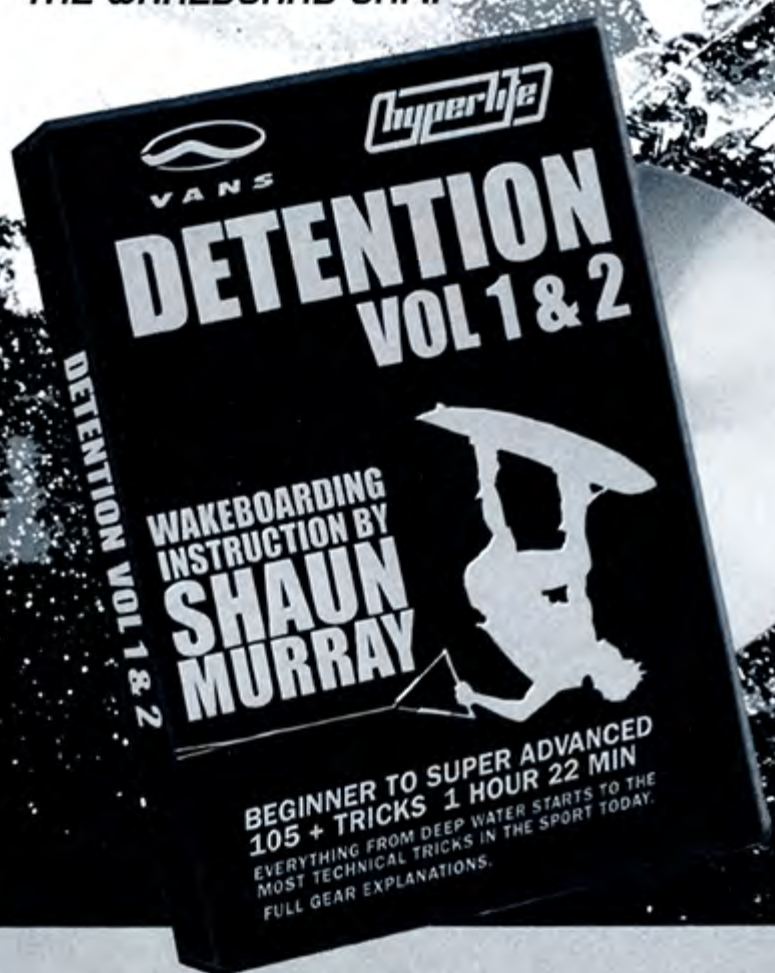
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