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ESRB

SLUS-00767



freestyle '99 boardin'

CAPCOM®

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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 game 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.

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Do not connect your PlayStation game 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.

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- This compact disc is intended for use only with the PlayStation game console.
- 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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GET READY...

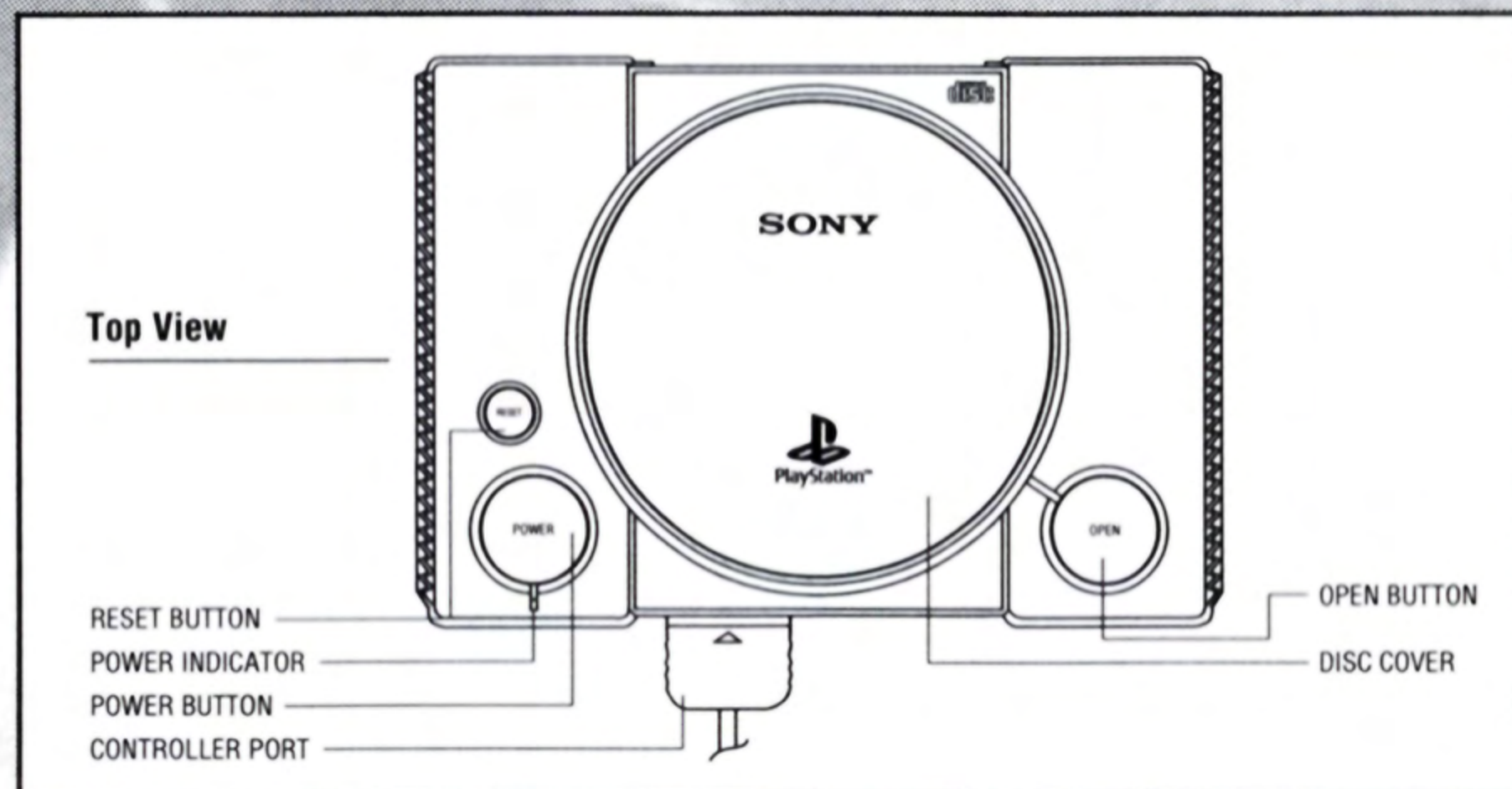
Feel the intense ups and downs in eight full-scale courses including Downhill 1-4, Halfpipe, Straight Jump, Dual Slalom, and Super Dual Slalom! Polish up your riding and air-trick skills in Time Competition and Freestyle. Then rule the slopes in the tough Championship tournament and fight white-heat powder battles in two-player VS Mode!

GETTING STARTED

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **FREESTYLE BOARDIN '99** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

FREESTYLE BOARDIN '99 lets you save game settings and results, and continue play on previously saved games. To do

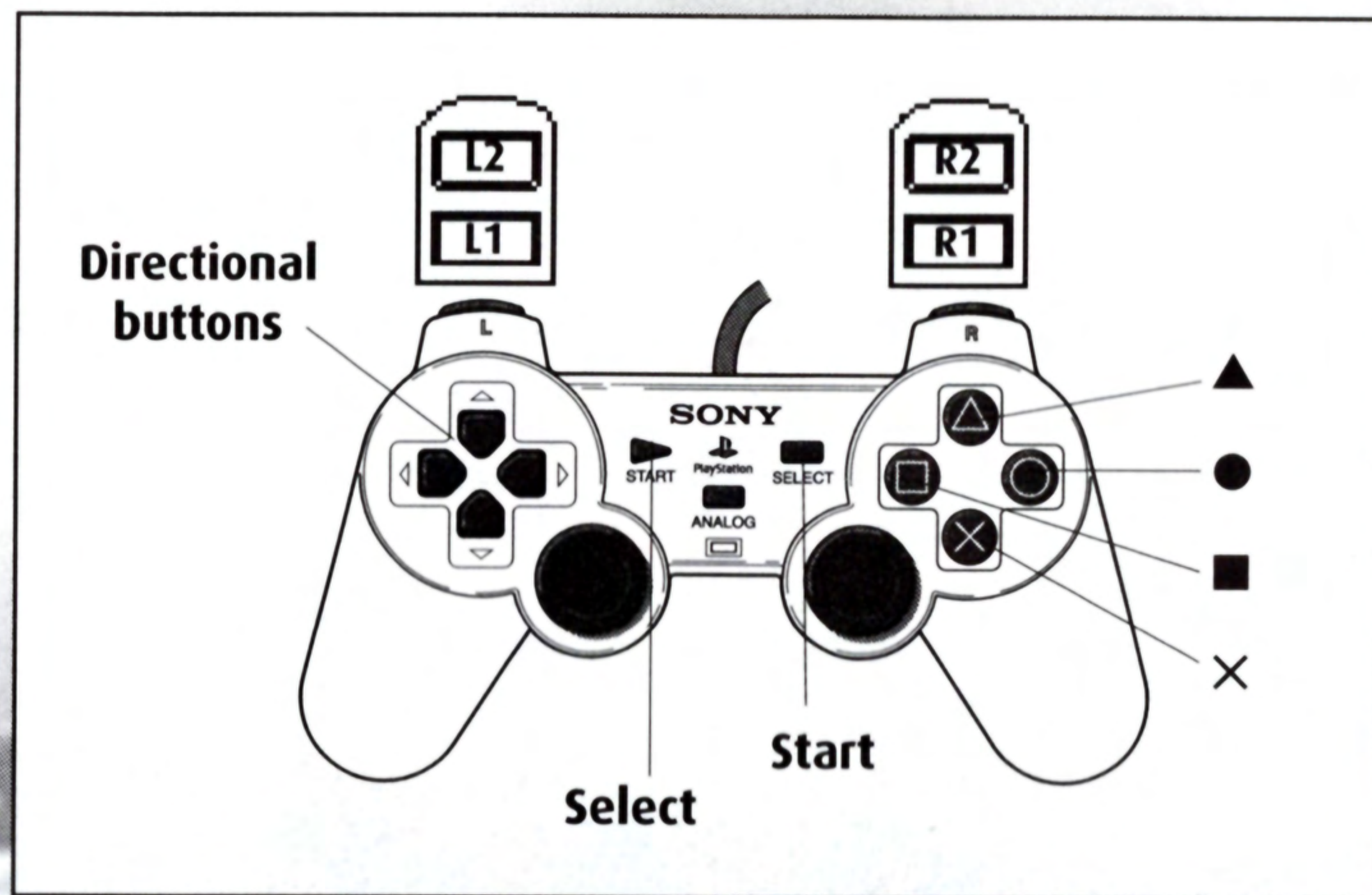


that, insert one or two Memory Card(s) into the PlayStation game console **BEFORE** starting play.

IMPORTANT: Do not remove a Memory Card while saving or loading games. Doing so could damage the game data.

CONTROLS

These are the general controls used in the game. To get big air, use the controls in the "Air Tricks" section on pages 16-17.



Start button

Start game; pause; display Select screen.

Directional buttons ←/→

Turn.

× button

Ollie; accept option.

▲ button

Cancel option, also jumps.

L1 button

Brake with left edge.

R1 button

Brake with right edge.

L1 + R1 buttons

Fakie.

Note: *FREESTYLE BOARDIN '99* is compatible with the Dual Shock™ Analog Controller.



You may have a controller that looks like this. If so, please follow the digital instructions outlined above.

GET SET...

A wide choice of courses and five unique boarders are ready to rock your world! Compete in four cool racing modes. Win each race in **Championship Mode** and increase your boarder's abilities! And only **FREESTYLE BOARDIN '99** has the excellent **Dual Slalom**, an awesome, original snowboarding event. Make your selections fast – and get out on the trails. The powder's waiting!



MODE SELECT

Press the **Start** button at the Title screen to go to the Mode Select screen. Press the **Directional buttons** ↓/↑ to select a game mode, and press the **X** button to accept.

STAGE 1

TOTAL LENGTH --- 1590m

MAX SLOPE ---- 28°

MAX CORNER ---- 17R



Event Combined
Course Down Hill
Time Limit 5 minutes
Rule

Six competitors race on the down hill course, all

CHAMPIONSHIP MODE

Race against five rivals (six riders total) in ten Championship events. Events are held on various courses with different competition styles. Your time, position and trick scores are tallied on screen throughout each event. The 1st through 6th place positions are judged by total points after the ten events. Continue placing in the top positions and your rider's skills will increase!

CHAMPIONSHIP COURSES

	COURSE	COMPETITION STYLE
1	Downhill 1	Time Race & Freestyle*
2	Dual Slalom	Time Race
3	Downhill 1 or 3	Freestyle
4	Downhill 2	Time Race & Freestyle
5	Straight Jump	Freestyle
6	Downhill 1 or 2	Time Race
7	Downhill 3	Time Race & Freestyle
8	Halfpipe	Freestyle
9	Super Dual Slalom	Time Race
10	Downhill 4	Time Race & Freestyle

*Evaluation weight in Time Race & Freestyle competition.
[Stunt time = 1 : 1]

Championship Mode continued

POSITION	POINTS
1 st place	12 pts
2 nd place	8 pts
3 rd place	6 pts
4 th place	3 pts
5 th place	2 pts
6 th place	2 pts
Retire	1 pt

POINTS

After each competition, you receive points according to your placing. Earning points increases your boarder's skills.

After ten events (Stage 1), the skill points you've earned are saved when you save the game data. You can play another ten events (Stage 2) with the saved data.

If you get higher points in Stage 2 than you did in Stage 1, the difference will be added to your score. (Example: If you earn 6 points in Stage 1 and 8 points in Stage 2, you receive 2 points).

Note: You can use your saved data to play Time Competition, Freestyle and VS Modes as well as Championship Mode.

SKILL EDIT

All the competitors in **FREESTYLE BOARDIN '99** have individual strengths and skill statistics. You can allocate the points you gain in Championship Mode to your rider's skill levels to improve your character's overall ability.

COOL CLOTHES

Try to allocate the points effectively to increase your boarder's individuality. (Each character has maximum points for each skill, as shown on pages 13-15.) If you successfully upgrade your rider's skills, you will be able to choose even cooler outfits for your boarder to wear when you select that character. (See the "Character Select" section on page 13.)

RIDERS SKILL STATISTICS

MAXSPEED (M)	Riding speed
CORNERING (C)	Cornering ability
TECHNIQUE (T)	Jumping and spinning ability
POWER (P)	Stability for powerful riding
RECOVERY (R)	Recovery ability after a fall

TIME COMPETITION MODE

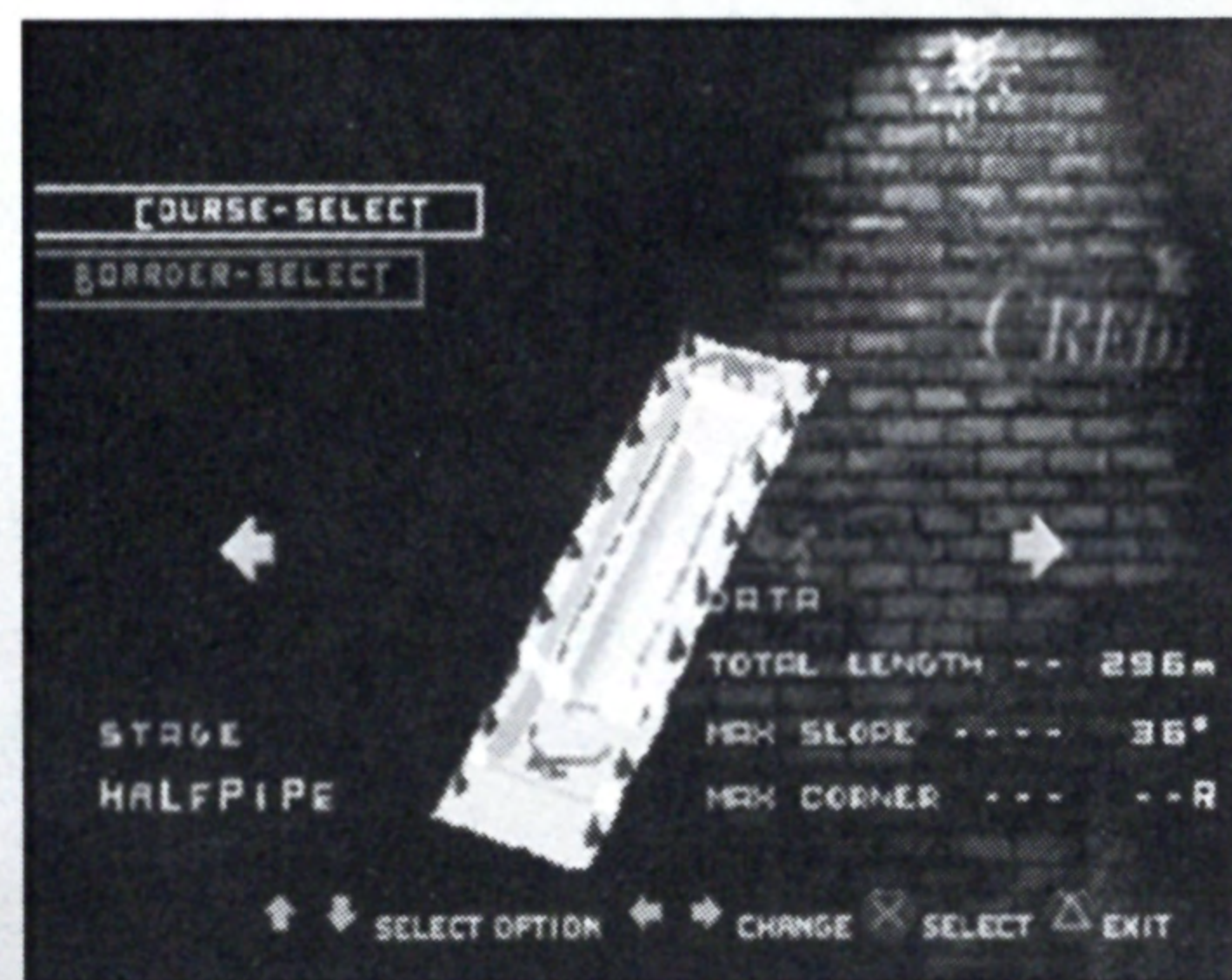
Race for time on six different courses, including Downhill 1-4, Dual Slalom and Super Dual Slalom. You can choose to ride alone in a pure Time Trial, or compete against a rival boarder in a Match Race. The best time is automatically registered as the high score.

After selecting this mode, use the **Directional buttons** to choose a course, a boarder, your boarder's outfit (if choices are available) and a rival character (in a Match Race). Press the X button to accept each choice.

FREESTYLE MODE

Show off your air stunts! Run six different courses including Downhill 1-4, Halfpipe and Straight Jump. Perform stunts like grabs and spins within the Trick Areas that appear at random spots along the course, and see your score displayed on screen. Combo tricks such as grabs and spins, and big tricks like vertical spins, earn the highest scores. Your accumulated points add up to your final score for the course.

After selecting this mode, use the **Directional buttons** to choose a course and a boarder, and press the X button to accept each choice.



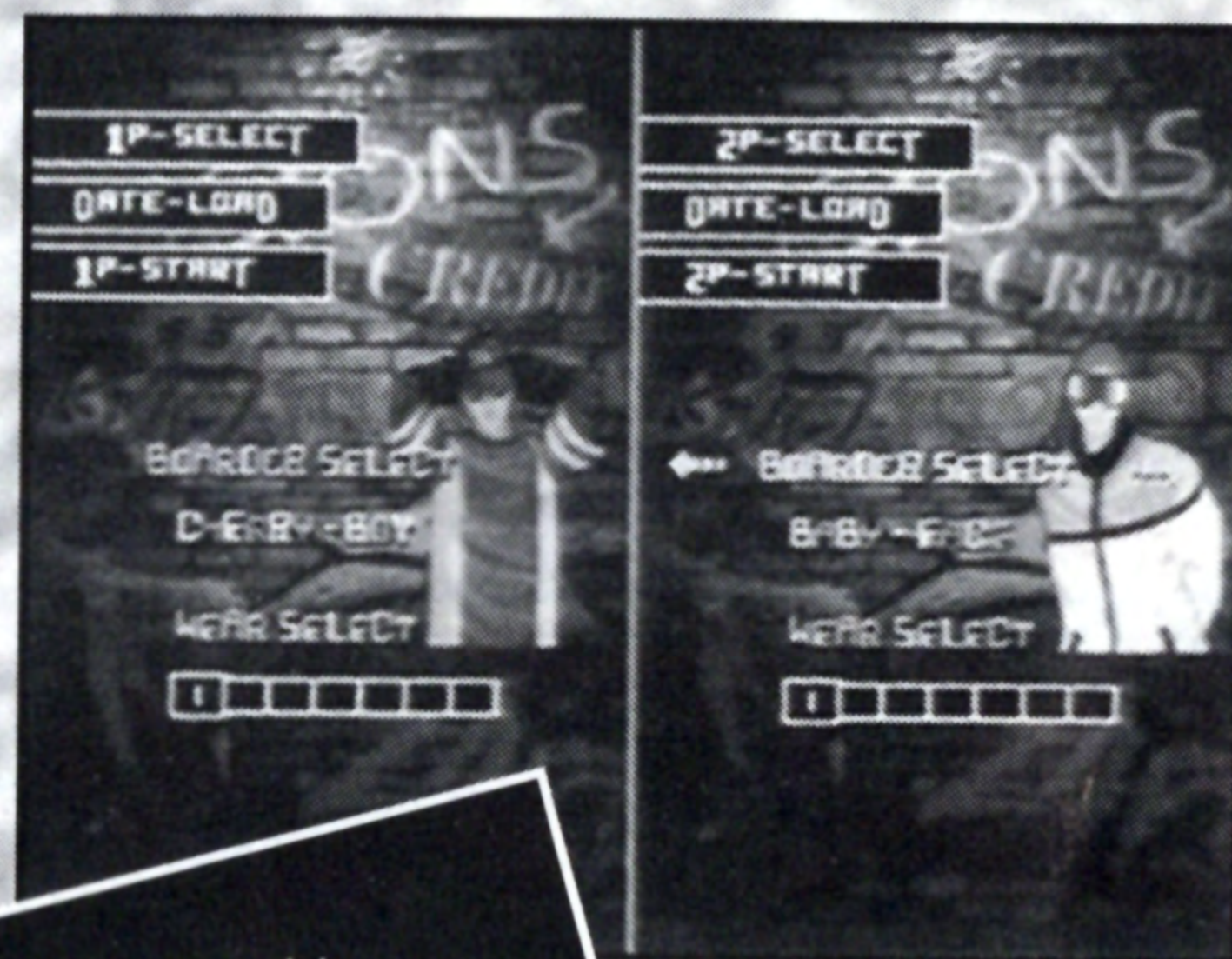
VS MODE

Challenge a buddy on the trails of a vertically split screen. The six course choices include Downhill 1-4, Dual Slalom and Super Dual Slalom.

Note: Insert two controllers in the PlayStation game console in order to play VS Mode.

After selecting this mode, use the **Directional buttons** to choose your boarders, load saved data from Championship Mode (optional), and select your course. Press the X button to accept each choice.

When the match is over, you can choose to play again or end the game.



LET'S SEE THAT AGAN!
FREESTYLE BOARDIN '99 replays your performance after finishing the run in every mode. To stop the replay, press the **Start** button.

CONFIG MODE

Adjust your game settings and review high scores for the game. After selecting this mode, press the **Directional buttons** ↓/↑ to select an option and press the × button. Then press the **Directional buttons** ←/→ to change an option setting.

BEST RECORD/HIGH SCORE

Review the top five records and high scores for each course.

ENEMY LEVEL

Adjust the skill level of rival boarders.

SOUND SELECT

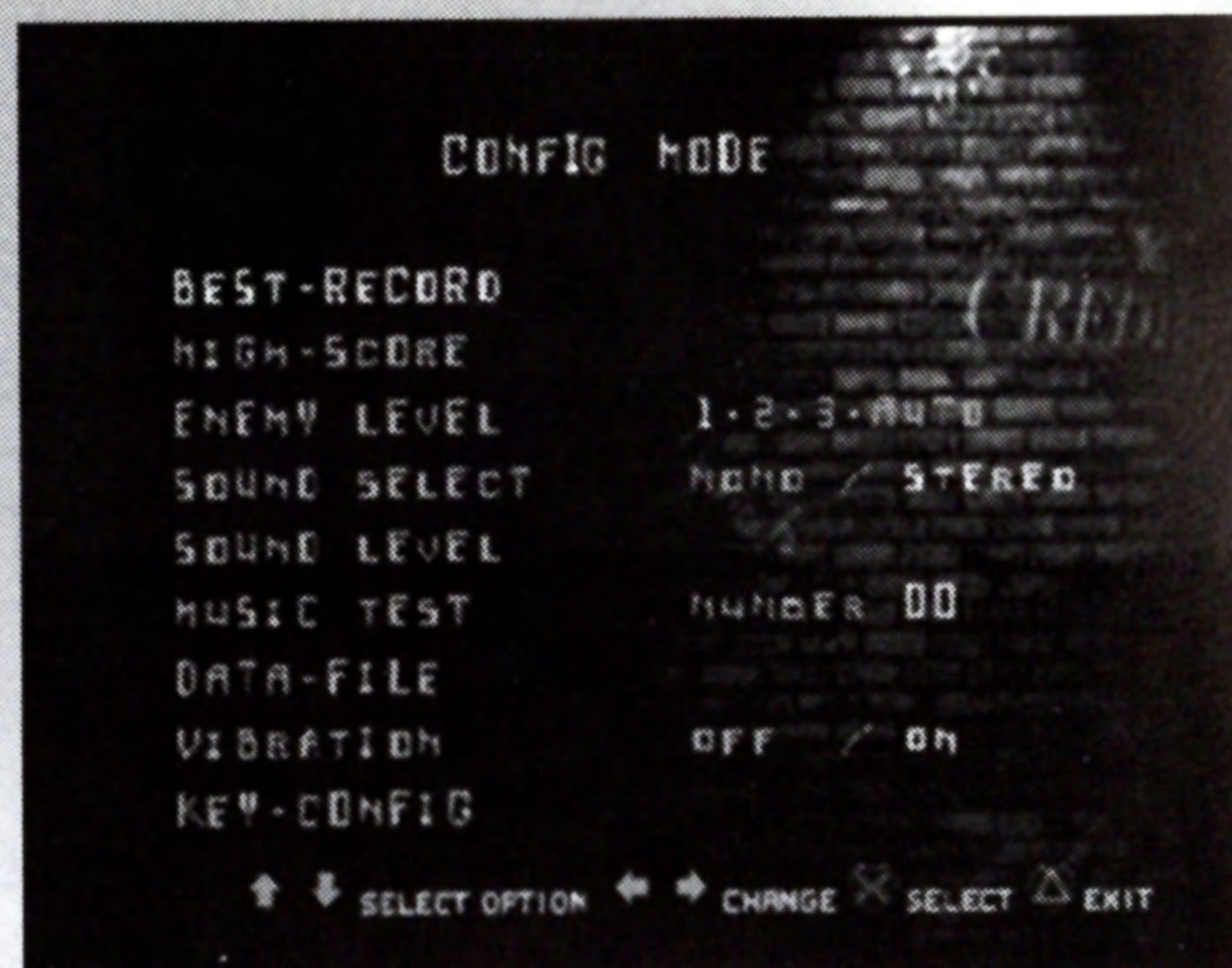
Set MONO or STEREO for your system.

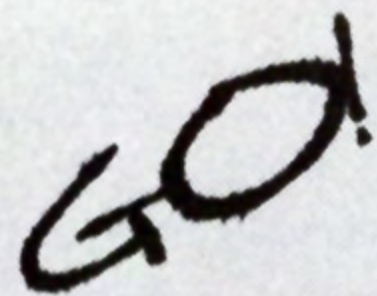
MUSIC TEST

Preview the game's music tracks by selecting a setting and pressing the × button.

DATA FILE

Save and load character data from Championship Mode. See the section "Save & Load" on page 18 for information.





The trails are steep and the boarders are stoked to ride. It's time to lay it all out with the sickest air tricks this side of the snow line! Are you ready to carve?

COURSE SELECT

Use the **Directional buttons** ←/→ and the **X** button to choose your course.



DOWNHILL 1-4

- DOWNHILL 1** The easiest course for beginners. Average race time: 1+ min.
- DOWNHILL 2** The distance is short with lots of moguls. Average race time: approx. 1.5 min.
- DOWNHILL 3** A long, high-speed course with excellent scenery as a bonus. Average race time: approx. 2.5 min.
- DOWNHILL 4** The toughest Downhill course stocked with curves and narrow passes. Average race time: 3+ min.

Note: When playing a Time Race on any Downhill course, your time difference with the best time (in Time Competition Mode) or the best boarder (in Championship Mode) will be displayed at each checkpoint.

Course Select continued

HALFPIPE

On the Halfpipe course you have free rein to stick big air tricks anywhere you like and score points for them. The highest sum of trick points wins!

Note: *The first five air tricks you perform on this course will count toward your score. Performing more than five air tricks will not add to your score.*

STRAIGHT JUMP

This course is nicknamed "Big Air." Soar off the huge ramp and perform awesome air tricks. You can jump three times; your total points will be your score.

DUAL SLALOM

On this slalom competition course, you must round the blue and red poles alternately. Success requires accurate and sharp cornering technique as well as speed. Failing to pass a pole correctly adds three seconds to your time.

CONTROLS: Brake **LI** and **RI** buttons
Curve left **Directional button ← + LI**
Curve right **Directional button → + RI**

HINT: Always pass on the side of the shorter poles.

SUPER DUAL SLALOM

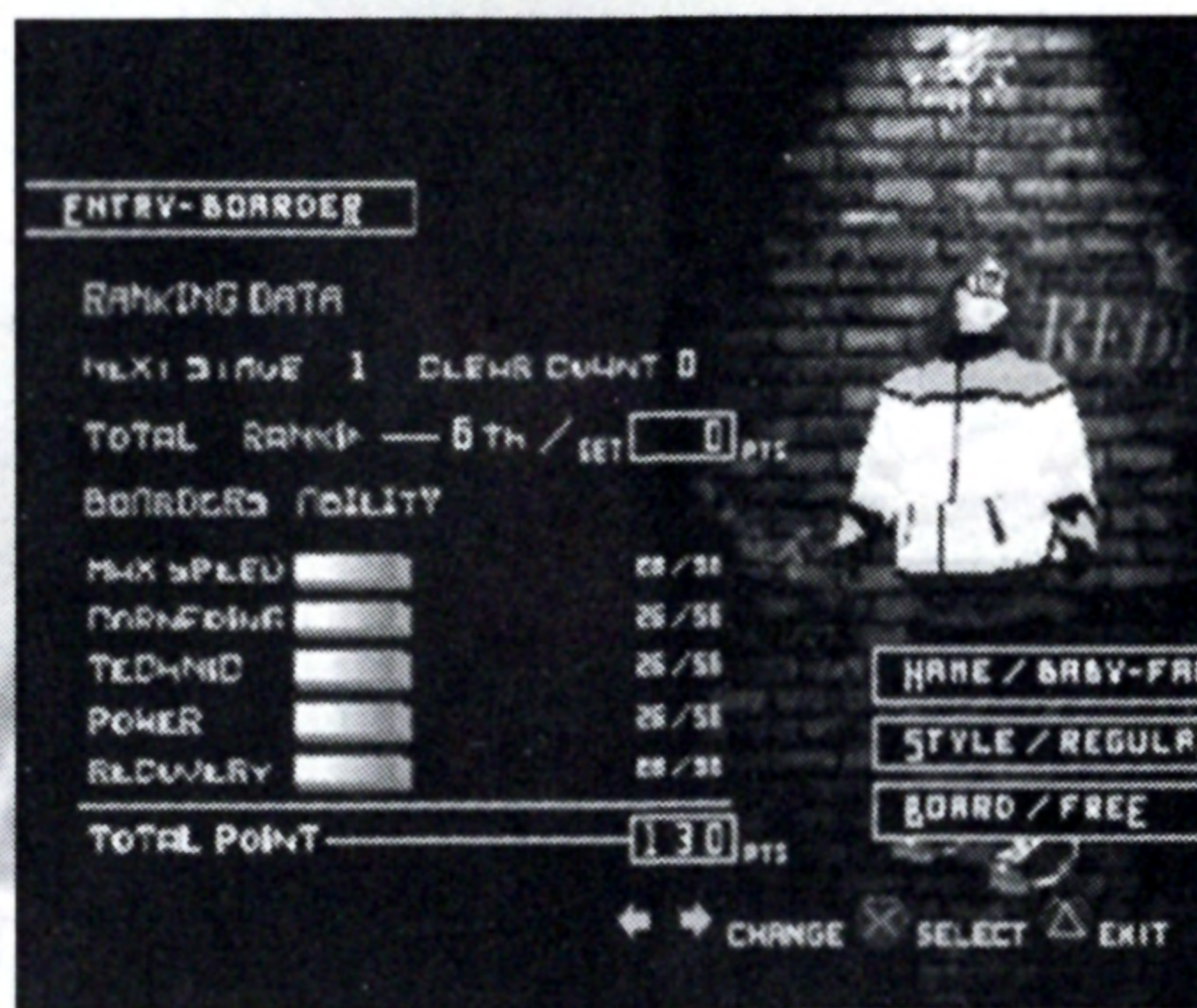
This is the hardest and most exciting course of all – a slalom course with ramps and banks for air tricks.

HINT: Always pass on the side of the shorter poles.

CHARACTER SELECT

Press the **Directional buttons** ←/→ to choose your boarder and press the **X** button to accept your choice.

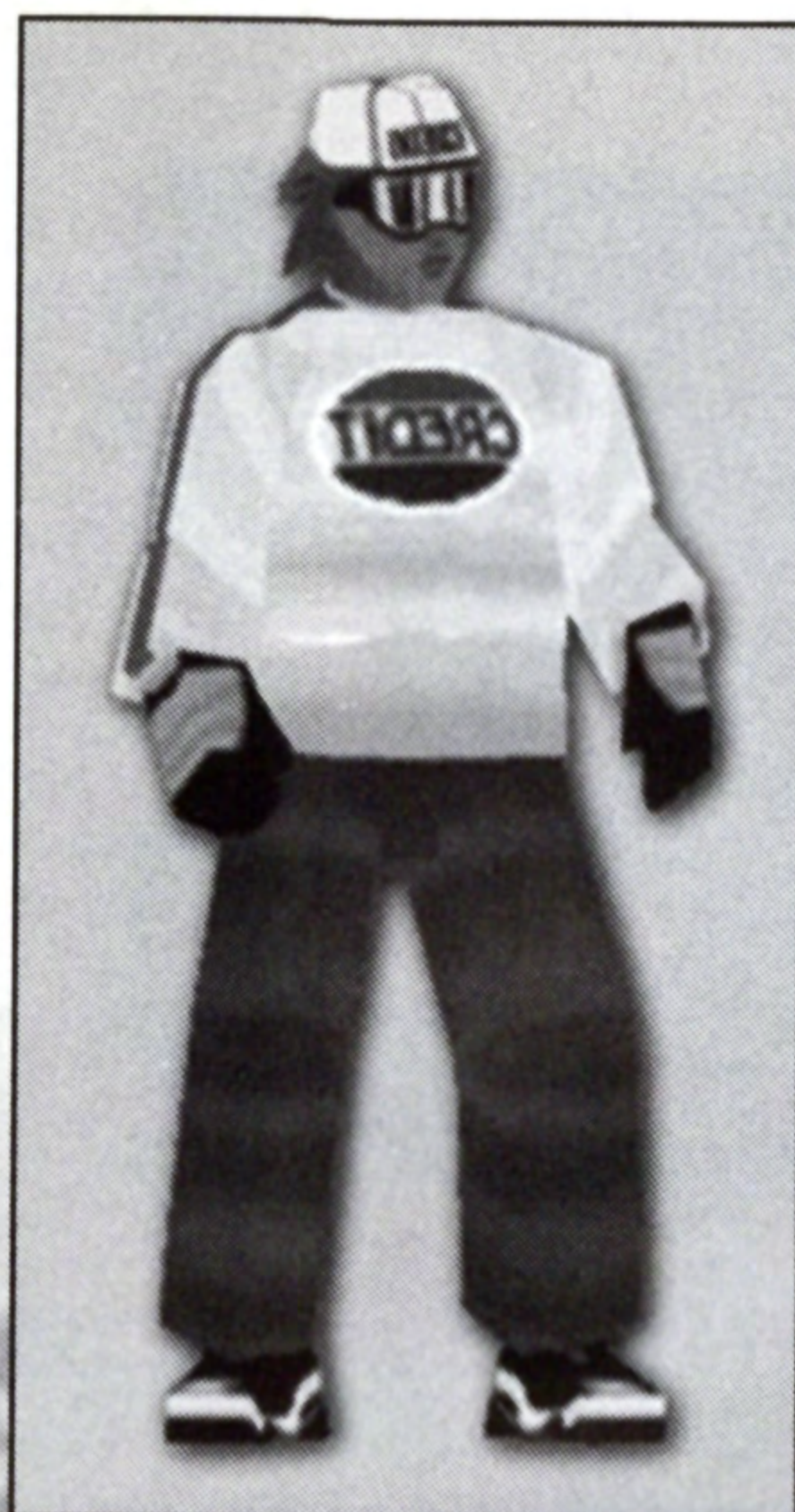
All five riders have individual strengths and unique personalities. After choosing a rider, select a skiwear outfit. As your character's skills increase, more skiwear selections become available, up to a maximum of seven. Play it large – the most skilled riders have the coolest clothes.



KAISER SNOWBOARDER EXTREME

Stats	Initial	Max.
MAXSPEED (M)	40	80
CORNERING (C)	15	40
TECHNIQUE (T)	20	48
POWER	30	64
RECOVERY (R)	15	48
STANCE	REGULAR	

Kaiser's riding speed is by far the fastest of all boarders and he proves his merits in time races. On the down side, he is medium at air tricks and carving. He usually uses a long board for Alpine.



SPIN-KING SUPER SPINNER

Stats	Initial	Max.
MAXSPEED (M)	25	56
CORNERING (C)	20	52
TECHNIQUE (T)	40	80
POWER	15	40
RECOVERY (R)	20	52
STANCE	GOOFY	

Spin-King is great at freestyle boarding – no one can top him on courses like the Halfpipe and Straight Jump. But his lack of speed and cornering skills tell a different story when it comes to speed races. Spin-King uses a short board for freestyle.

BABY-FACE BEST ALL-ROUND RIDER

Stats	Initial	Max.
MAXSPEED (M)	26	56
CORNERING (C)	26	56
TECHNIQUE (T)	26	56
POWER	26	56
RECOVERY (R)	26	56
STANCE	REGULAR	

Baby-Face has the best balance of skills for speed, carving and air tricks. She likes to use a Morrow™ board.



CHERRY-BOY RECOVERY RIDER

Stats	Initial	Max.
MAXSPEED (M)	20	56
CORNERING (C)	20	44
TECHNIQUE (T)	20	56
POWER	20	44
RECOVERY (R)	40	80
STANCE	REGULAR	

Cherry-Boy is medium to good in speed and air tricks but he can recover from upsets faster than any other boarder. He's a great choice for newcomers to the powder.



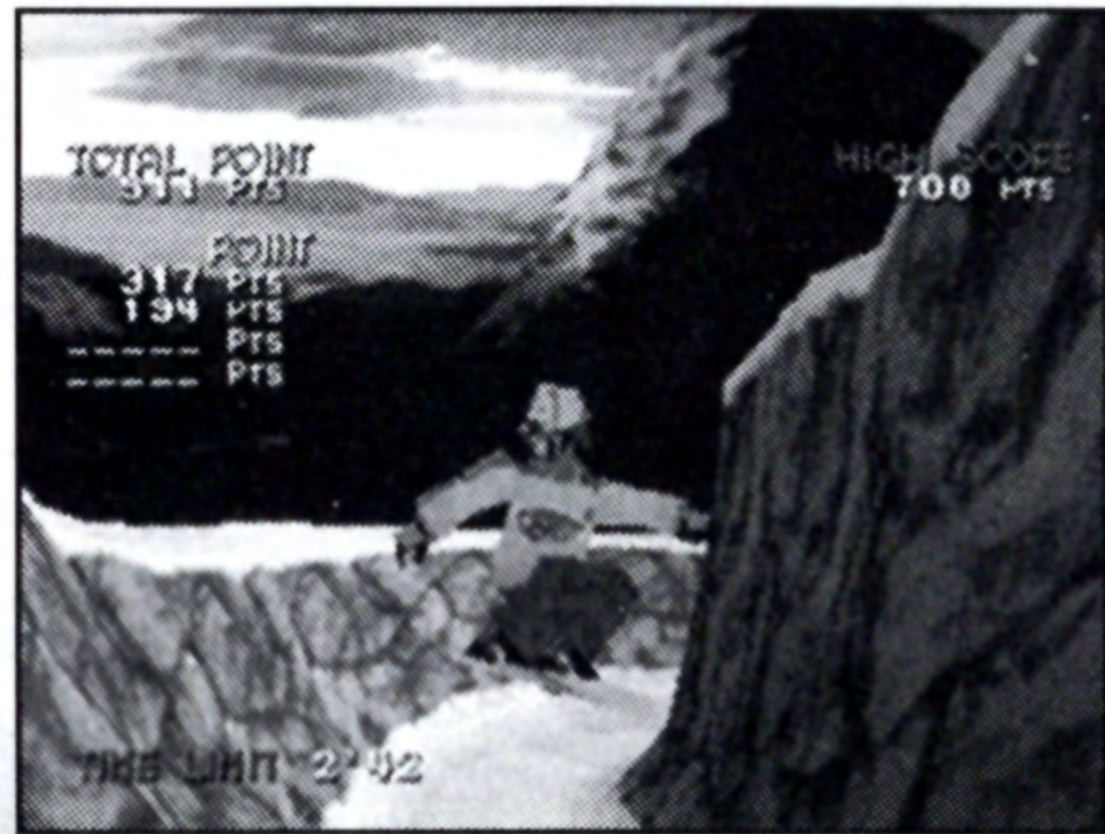
HONEY-B SLALOM QUEEN

Stats	Initial	Max.
MAXSPEED (M)	20	48
CORNERING (C)	40	80
TECHNIQUE (T)	25	48
POWER	15	48
RECOVERY (R)	20	56
STANCE	GOOFY	

Honey-B's sharp carving and turning skills are artistic. Although she lacks speed and power, her accurate riding makes her the crowned champ of the slalom courses.

AIR TRICKS

TRICK	CONTROL	DESCRIPTION
Ollie	× (at jump point)	To perform an air trick, you need to ollie (jump) first. How high you jump depends on your riding speed, the size and angle of the ramp, and your timing.
Grabs		Grabs are performed in the air.
Mute	↑ (while jumping)	Grab the toe of the board with your front hand.
Indy	→ (while jumping)	Grab the toe of the board with your rear hand.
Tail Grab	↓ (while jumping)	Grab the tail of the board with your rear hand.
Tweak	← (while jumping)	Lean backward to an extreme degree while grabbing the tail of the board.



TRICK	CONTROL
Spins	
Right Sidespin	●
Left Sidespin	■
Flips	
Frontflip	↑ + ▲
Backflip	↓ + ▲
Airs	
Front Side 3D Air	← + ▲
Back Side 3D Air	→ + ▲

FINAL NOTES

SKIWEAR & BOARDS

FREESTYLE BOARDIN '99 uses actual snowboarding clothing and equipment, including Sessions™ and Credit™ skiwear, and Winterstick™, Morrow™ and Avalanche™ boards.

STANCE

Boarders can stand with either leg forward. "Regular" stance is left leg front. "Goofy" stance is the opposite – right leg front. In this game, stance does not affect a rider's performance. "Fakie" is riding with the opposite stance from the one normally used.

SAVE & LOAD

You can save your character data, including statistics and skiwear, after each Championship Mode race. Then, you can restart saved character data in any play mode. You can also save your high scores, best records and other play data to restart in later games.

Save and Load options are found in the Config Mode → Data File menu. Use the **Directional buttons** ↓/↑ to select functions and game slots, and press the X button to accept or the ▲ button to cancel.

Choose any of these options:

- LOAD Load previously saved data.
- SAVE Save character/play data.
- DELETE Remove all saved data.
- CLEAR Reset character statistics.

Note: You can also reach the Data File menu at the end of every race in Championship and VS Modes.

RIDE LIKE A PRO!

- Practice the courses before playing Competition Mode, so you'll know where the big turns, obstacles, Trick Areas and landings are. Then nail the terrain for big points.
- Practice your air tricks before entering any event for serious scores. The more flight time you get in, the sooner the ollies, misty flips and nose grabs will become second nature.
- In Freestyle Mode, look ahead for the Trick Areas and ready yourself for the ollie. Then perform your chosen trick with perfect timing. In Freestyle Mode, only tricks performed in the Trick Areas count for points.

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