



NTSC U/C

PlayStation



SLUS-01231



PURE RIDE™



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

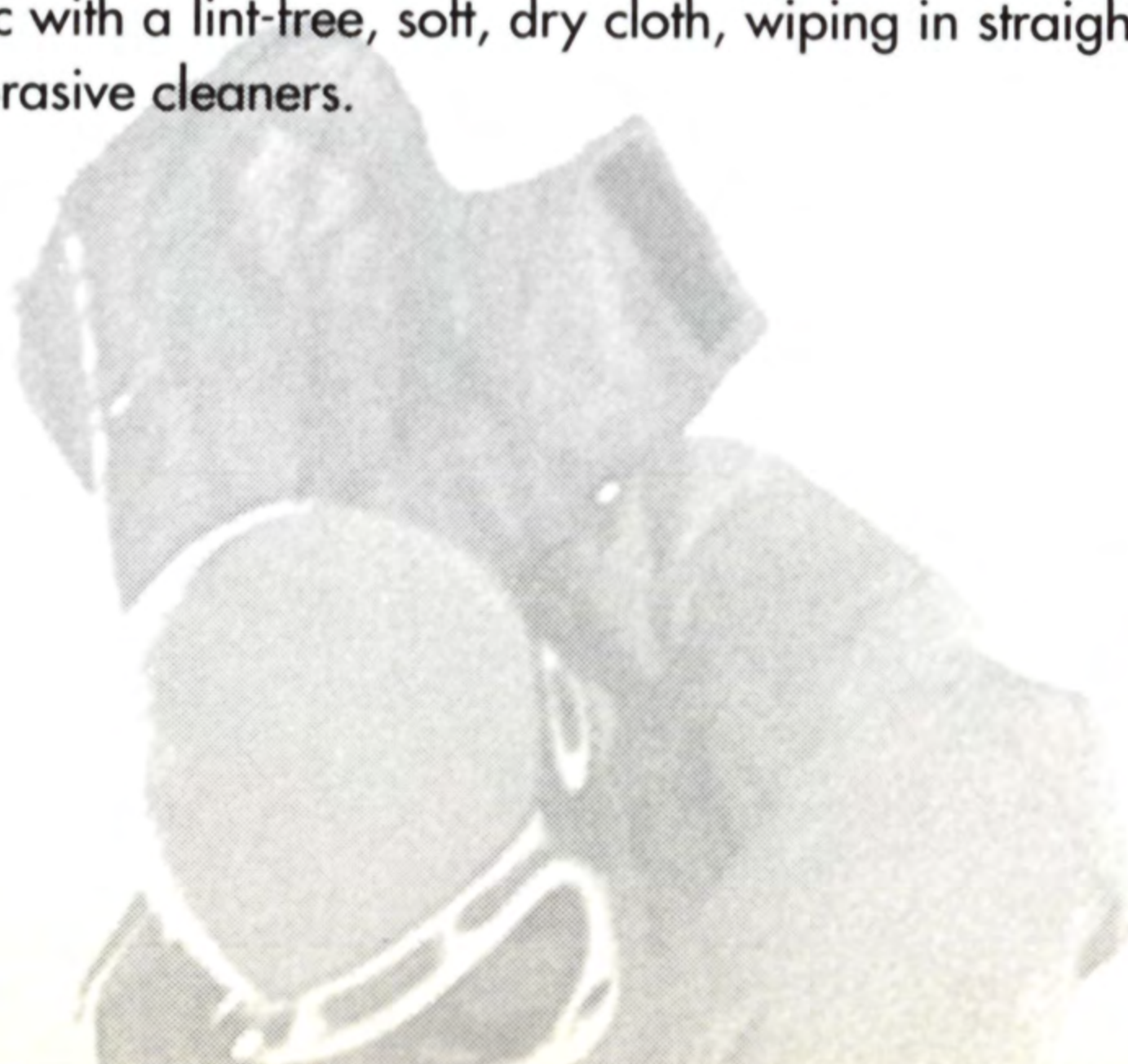
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- 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.

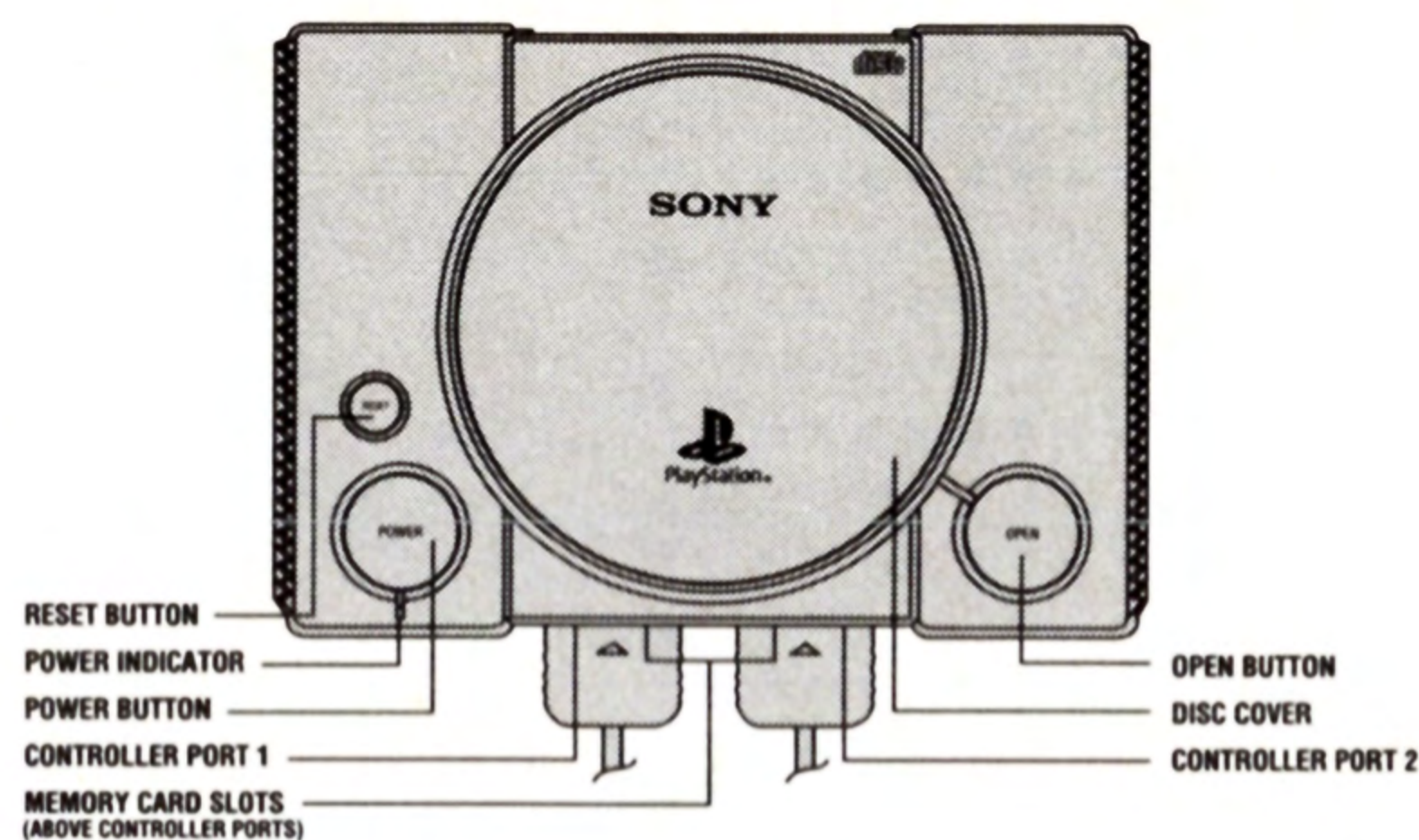


CONTENTS

Getting Started	2
Game Controls	3
Main Menu	6
Options Menu	7
Playing a Game	8
Pick Your Tune	9
Game Display	10
Pause Game Menu	11
Game Modes	12
Express Pass	12
Free Ride	12
Tour Challenge	12
Specialist	13
Stunt Mode	13
Build a Mountain	14
Head to Head	16
Videos	17
Saving and Loading	18
Snowboarding Tips	19
Music Credits	20
Game Credits	22
Limited Warranty	25



GETTING STARTED



Set up your PlayStation[®] game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *MTV Sports™: Pure Ride™* disc and close the disc cover. Insert one game controller and turn on the PlayStation[®] game console. Follow on-screen instructions to start a game.

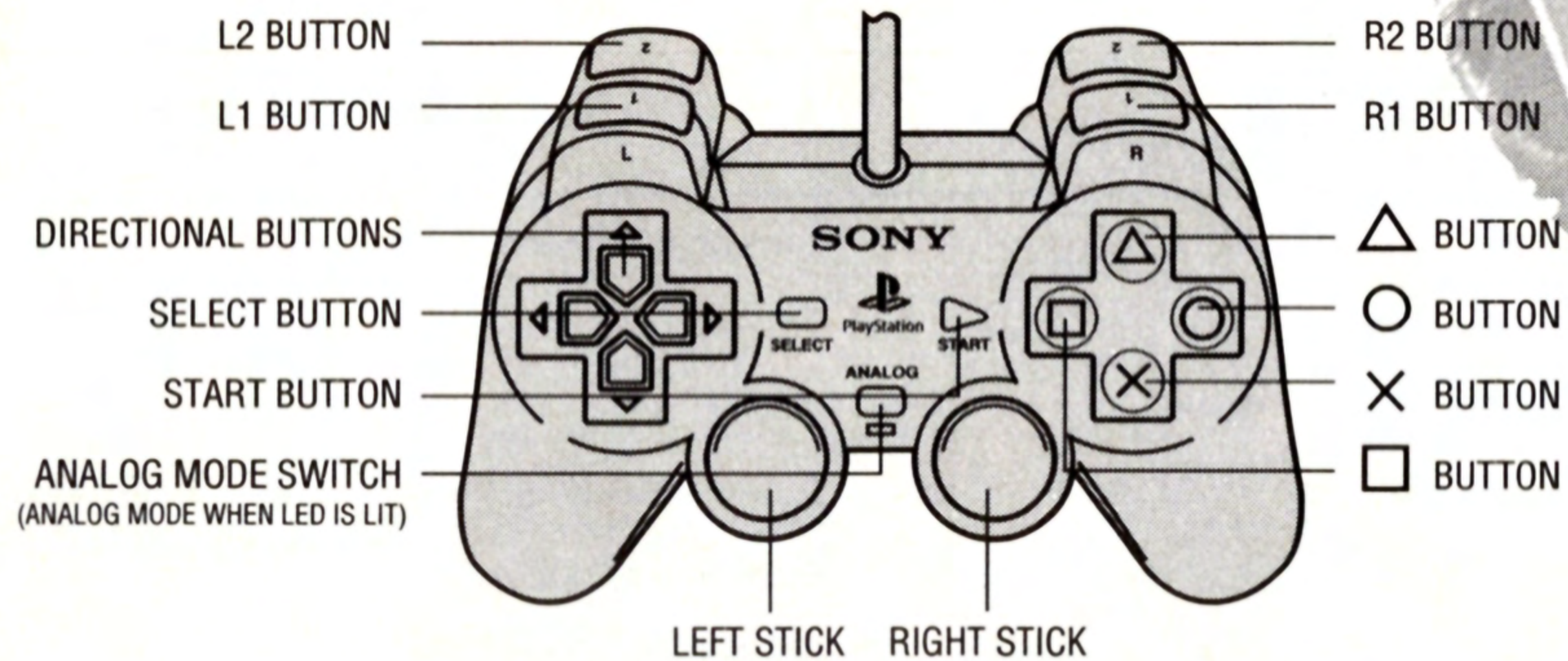
MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation[®] game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved *MTV Sports™: Pure Ride™* games. To read about how to save and load games, turn to page 18.

big air

triple

GAME CONTROLS



NOTE: Compatible only in Digital and Vibration mode
or
Compatible only in Analog and Vibration mode



NOTE: You may have a controller that looks like this, if
so please follow the digital instructions outlined on pg 4.

comp

freestyle

MENU CONTROLS

BUTTON	ACTION
Directional Button	Choose selection
X Button	Confirm selection
△ Button	Return to previous menu

GAMEPLAY CONTROLS

BUTTON/COMBO	ON GROUND	IN AIR	ON RAIL
Directional Button ←/→	Turn left/right	Turn or Rotate left/right	Jump left/right off rail
Directional Button ↑	Speed up	Forward Flip	Speed up
Directional Button ↓	Slow down	Back Flip	Slow down
X Button	Jump	Grind when over Rail	Jump forward off rail
□ Button		Grab mute/slob	
O Button	Switch stance	Grab melon/method	
△ Button		Grab nose	
R2 + △ Button		Grab crail	
R2 + O Button		Grab Stalefish	
R2 + X Button		Grab Seatbelt	
R2 + □ Button		Grab Indy	
L1	(+D-Button ←) Hard left	Decrease Rotation	Jib left
R1	(+D-Button →) Hard right	Increase Rotation	Jib right
L2 + O Button		Special Trick 1	
L2 + □ Button		Special Trick 2	

method air

indy



PURE RIDE™

air

blindsides

MAIN MENU

Press START from the Title Screen to view the Main Menu. In all menu screens, use the Directional Button to scroll through the options, then press the X Button to select.

The Main Menu consists of two areas, the Game Modes Menu and the Options Menu. The game modes can all be selected by pressing the Directional Button ←/→. To access the Options Menu, press ↑/↓, then ←/→. For more information on the game modes, see page 12.

Game Modes Menu

Options Menu



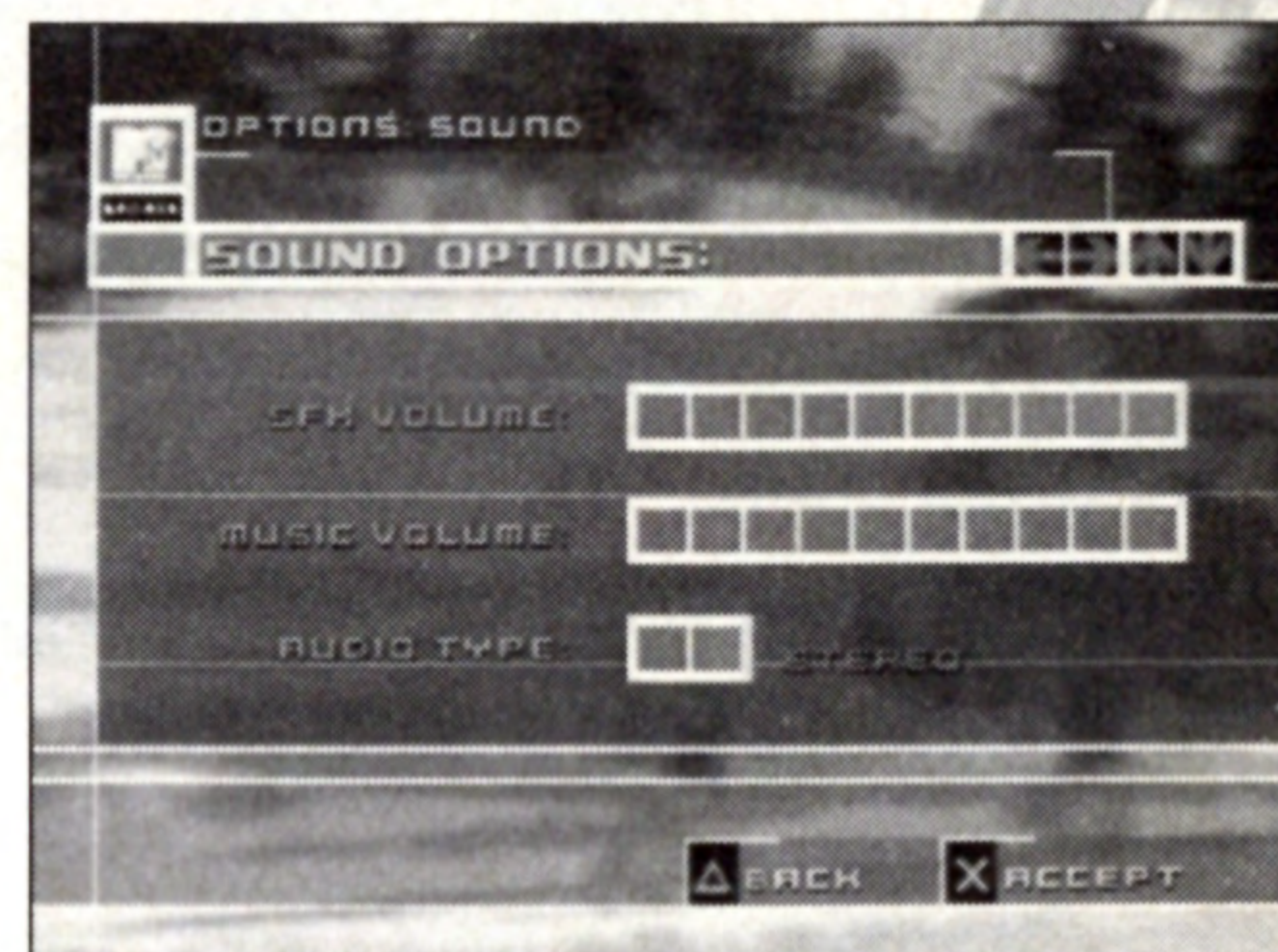
backside air

tail

OPTIONS MENU

While on the Main Menu, press \uparrow/\downarrow , then \leftarrow/\rightarrow to view the Options Menu.

- **Controller** – Press the X Button to configure the controller. You can press \uparrow/\downarrow to toggle “Vibration” ON or OFF, and you can choose between three preset configurations by pressing \leftarrow/\rightarrow . Press the X Button to confirm the settings and return to the Main Menu.
- **Sound** – Alter the sound settings to your specification:
 - SFX Volume – Increase or decrease the sound effects volume.
 - Music Volume – Increase or decrease the in-game music volume.
 - Audio Type – Select either “Stereo” or “Mono” depending on your speaker setup.
- **Load** – Load a previously saved game. See page 18 for more info.
- **Save** – Save your current game to a MEMORY CARD. See page 18 for more info.



bonk

half-cab

PLAYING A GAME

From the Main Menu, select a game mode and press the X Button (Refer to pages 12-16 for all game modes).

Next, select an available rider by pressing ←/→ and press the X Button to confirm. You will begin with five selectable riders. Advance through the game modes to unlock additional riders, including Pro riders and fantasy characters.

Now select a board by pressing ←/→, then press the X Button to confirm your selection – 10 are available upon startup. Again, try to unlock the others by playing through the different game modes.

Finally, select an available course (you know the drill).

Note: You can return to the previous screen anytime by pressing the Δ Button.



rail slide

rocket

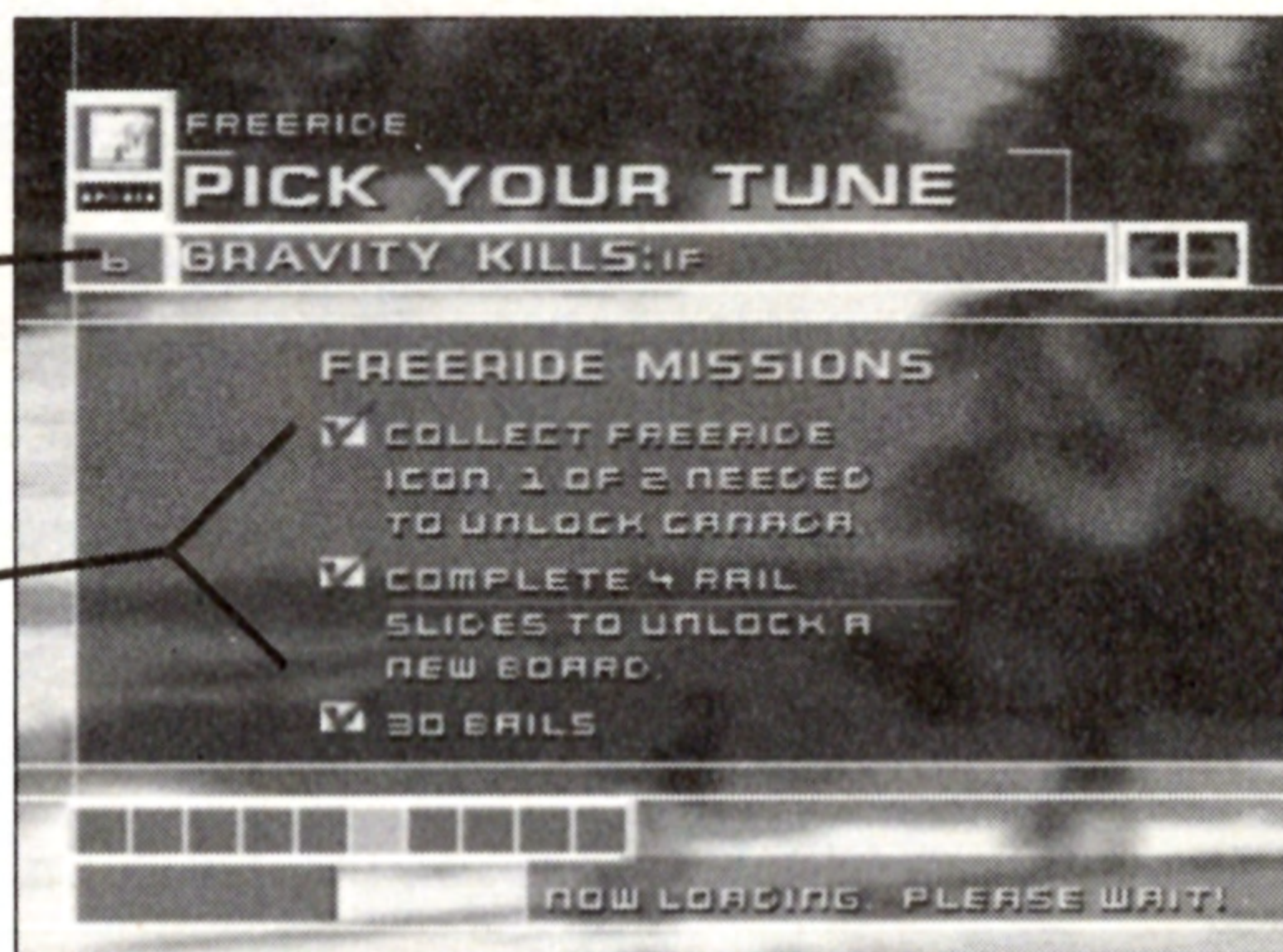
PICK YOUR TUNE

Before you hit the slopes, Pick Your Tune on screen while the game is loading. Choose a song by pressing ←/→.

The Mission Objectives for the course are also displayed. These detail exactly what you need to accomplish in order to advance to the next level and/or unlock riders, snowboards or new runs. Once the loading is complete, and you have highlighted your song then hit the mountain.

Pick Your Tune

Mission Objectives



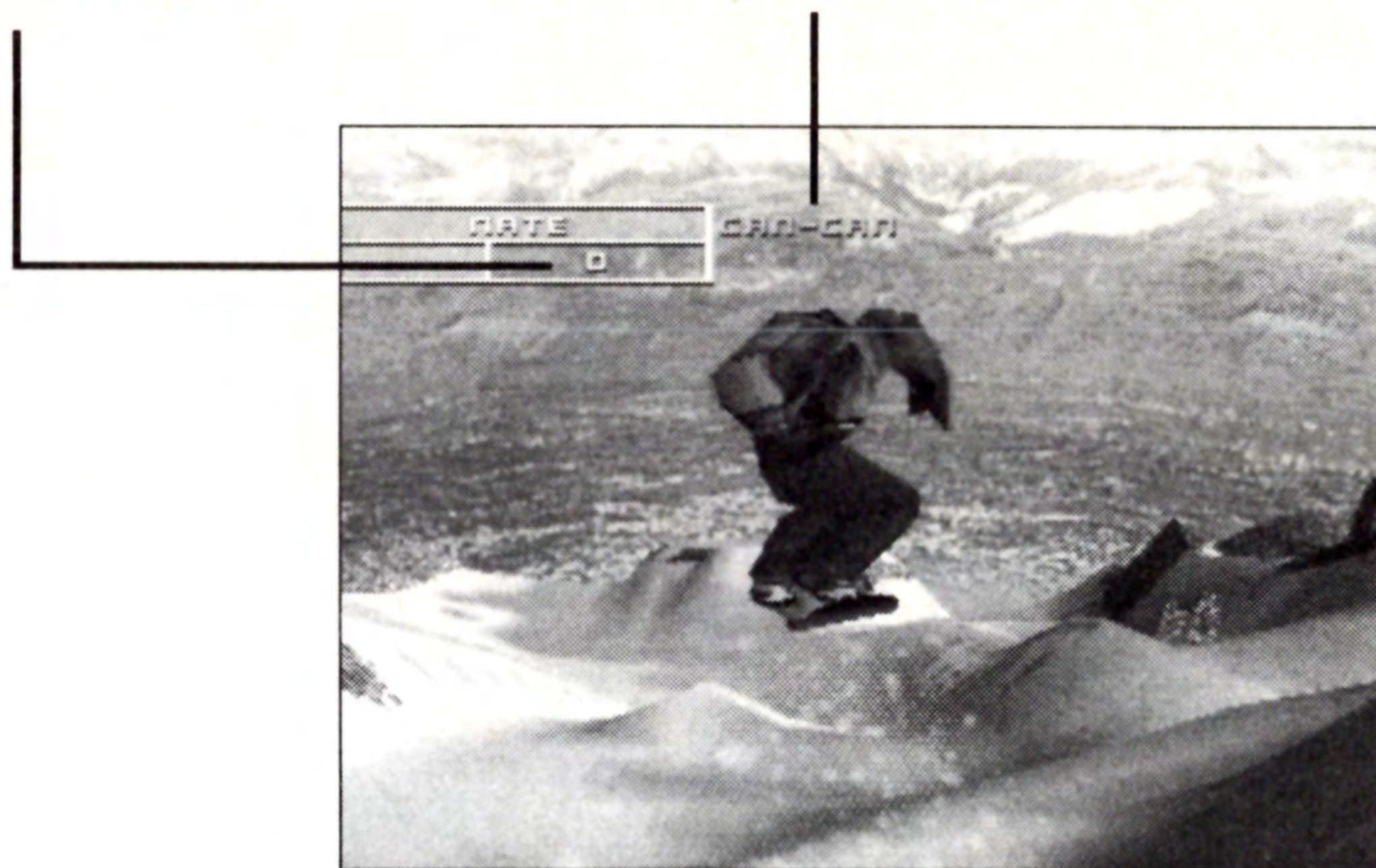
air

half-cab

GAME DISPLAY

Total Score

Trick Name & Score



While on the slopes, your total score will be displayed at the top/left of the screen. As you complete a trick or combo, the trick name will appear to the right of the score, along with a point total for that trick or combo. The points will then be added to the total score on the left.

The display can be turned OFF at any time from the Pause Game Menu (see page 11).

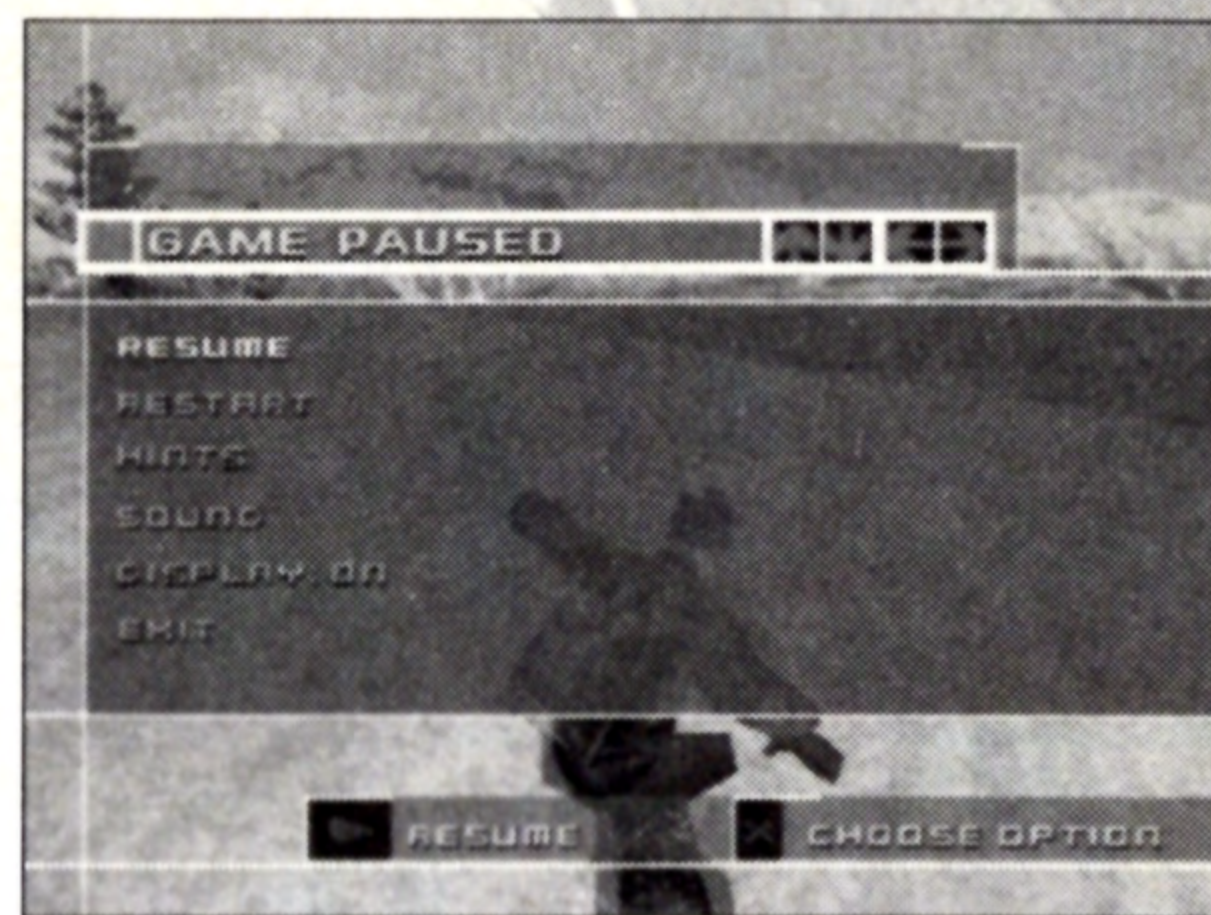
eggflip

misty

PAUSE GAME MENU

Press START during gameplay to pause the game and view the Pause Game Menu:

- **Resume** – Continue the game from where you paused.
- **Restart** – End the run and begin from the top of the mountain.
- **Hints** – Find out how to pull off the mad tricks.
- **Sound** – Change the following Sound options:
 - SFX Volume – Increase or decrease the sound effects volume.
 - Music Volume – Increase or decrease the in-game music volume.
 - Track Preview – Change the tune to a different song. Press the X Button to select a song and return to the Pause Game Menu.
- **Display** – Turn the Display ON or OFF by pressing ←/→.
- **Exit** – Quit and return to the Main Menu. You can save your current progress or quit the game and return to the Main Menu.



GAME MODES

EXPRESS PASS

The ride is never the same with Express Pass. Don't want to select a game mode, rider, snowboard or slope? Just select Express Pass to head straight for the action.

FREE RIDE

If you'd rather ride down a mountain at your own pace – on your terms with no competition – select Free Ride. You can practice tricks all day long with no threat of disqualification.

TOUR CHALLENGE

"Challenge" is an understatement, featuring half-pipes, slopestyle and big air events, go up against the stiffest competition in 12 different events, spanning 5 snowboarding tours.

big air

triple

SPECIALIST

Take your pick – Big Air, Slopestyle or Half Pipe – and shred through 12 courses. Each mountain gets more difficult and each level requires you to get more points. Master your skills here by completing your mission objectives and unlocking additional levels. Use skills later on in the Tour Challenge to compete against the best riders in the world.

STUNT MODE

Complete specific tricks to advance to the next level. Sound easy? Not with a total of 18 gnarly stages to complete, spread out over three locations. Oh, and one more thing – you also have to grab Point Icons along the way.



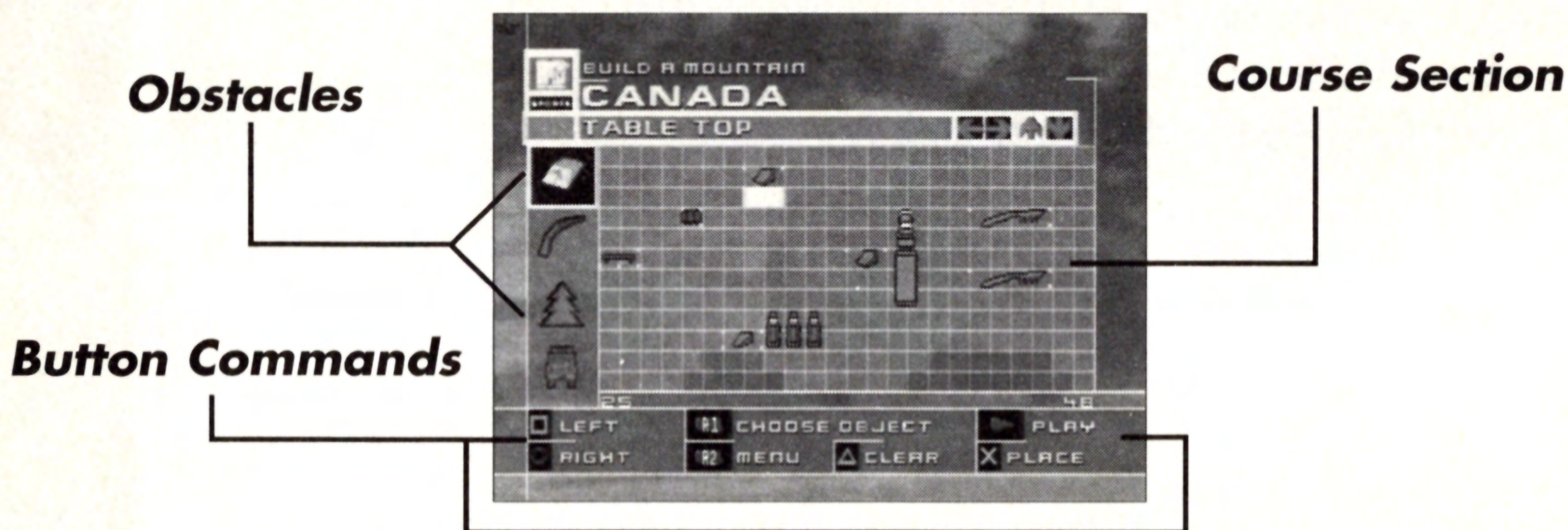
comp

freestyle

BUILD A MOUNTAIN

Here's where the real fun begins! Custom design your own mountain across three diverse terrains full of rocks, trees, jumps and rails.

- **Course Section** – The main part of the screen shows a bird's-eye view of the mountain, up close and personal. Because this view is "zoomed-in," you will only see a portion of the run at one time. Press the **O** Button to scroll to the next Course Section, or the **□** Button to return to the previous Course Section.
- **Obstacles** – The obstacles are shown on the left side of the screen. Press the **R1** Button to highlight the Obstacle section, then press **↑/↓** to choose between jumps, rails, trees or vehicles. Scroll **←/→** to vary the jump, rail, tree or vehicle to be placed, then press the **X** Button to confirm. Now move the cursor around the Course Section and press the **X** Button to place the obstacle.



method air

indy

- **Button Commands** – These are shown at the bottom of the screen to help you edit the course of your dreams:
 - □/Left – Return to the previous Course Section.
 - ○/Right – Advance to the next Course Section.
 - R2/Menu – View other Create-a-Park options.
 - △/Clear – Move the cursor over an obstacle and press the △ Button to remove it from the course.
 - ×/Place – Move the cursor to the desired location and press the × Button to place an obstacle onto the slope.
 - Choose Object/Edit Park – Press the R1 Button to toggle between the two options. When Choose Object is displayed, you are currently editing the park, and vice versa.

To ride your creation, press START. Then pick your rider, board and tune.

air

blindside

HEAD TO HEAD

When it comes to competition, nothing is better than going Head To Head against a long-time rival. Each player picks a character and a board to ride.

Choose between two different modes: Time or Trick

- Time – The first player to the bottom of the mountain wins the Timed Event.
- Trick – The player with the most points at the end of the run wins the Trick Event.



backside air

tail

VIDEOS

Once you've completed certain mission objectives more videos are unlocked for you to view. If a video is unavailable, the mission objective will be displayed and the video screen is shaded dark blue. Press ←/→ to highlight a video, then press the X Button to view. If a video is unavailable, the objective will be displayed.



bonk

half-cab

SAVING AND LOADING

Before turning on *MTV Sports™: Pure Ride™*, make sure a MEMORY CARD is plugged into MEMORY CARD slot 1.

SAVING

From the Options Menu, select "Save" and press the X Button. Follow the on-screen instructions to finish saving the game.

You can also save your progress during a game or after completing a course. Select "Save + Exit" from the Pause Game Menu or Options Menu (after a run) to save the data to your MEMORY CARD and return to the Main Menu.

LOADING

To load a previously saved game from a MEMORY CARD, select "Load" from the Options Menu. Follow the on-screen instructions to continue the game from your last save.



rail slide

rocket

SNOWBOARDING TIPS

- Hold grabs longer and earn style points. The longer you hold your grab, the longer it takes your character to recover from that grab.
- Earn bonus points by transferring from jumps to rails or rail to rail.
- Remember to time your jump so you release the X Button just before your board reaches the lip of the jump, or you won't get big air.
- For really big scores, combine rotations or flips with your special tricks.
- Remember to jib on rails to earn big points on grinds.
- Keep your eyes open for objects to grind – we've included all kinds of interesting things. If you're not sure what's grindable, just tap the X Button when you're above an object you think is grindable.
- In Stunt Mode keep in mind that you can accelerate/decelerate on grinds by pressing ↑/↓ on the D-Button.



air

half-cab

MUSIC CREDITS

"SCAR"

Performed by American Hi-Fi
From the LP – American Hi-Fi
Courtesy of Island/Def Jam
Written by Stacy Jones
Published by BMG Songs, Inc. (ASCAP) obo itself & Disciples of Judra

"SUPERFLY"

Performed by Bender
Written & Produced by Bender
From the album "Jehovah's Hitlist"
Courtesy of TVT Records

"SNOWBOARDING THEME"

Written and performed by Chris Vrenna
Courtesy of Chris Vrenna
Chris Vrenna publishing designee, published by Rondor Music International

"IF" (compound remix)

Written and performed by Gravity Kills
From the album "Perversion"
Published by TVT Music, Inc.
Courtesy of TVT Records
© 1998 TVT Records

"REMINDER"

Performed by Greyarea
Written by Ernie Parada, Vincenzo Varga, Jason Lehroff, Steve O'Brien
Published by Another Victory (ASCAP)
Used courtesy of Victory Records

eggflip

misty

"PRIVILEGE"

Performed by Incubus

From the album "Make Yourself"

Written by Boyd Brandon Charles, Einziger Michael Aaron, Katunich Alex, Koppel Gavin, Pasillas Jose Anthony II

Courtesy of Epic Records and Sony Music Entertainment, Inc.

By Arrangement with Sony Music New Media Licensing

Published by : EMI April Music Inc./Hunglieyora Music (ASCAP)

"ONE ARMED MAN (PLAY ON)"

Performed by Project 86

Written by Steven Dail, Randy Torres, Alexander Albert & Andrew Schwab

Published by We Own Your Songs, Inc./SESAC & Jimnamthumb

Publishing/SESAC c/o BEC Recordings/Tooth & Nail Records

Produced Under License from Atlantic Recording Corp. By Arrangement with Warner Special Products

"PHENOMENON ONE"

Performed by Freestylers

Writers: J. Sutter, Steve Martin

Produced by Freestylers

© - Freakanova 1999

© - Blacka Dread Music/Jamdown Music Ltd.

"URBAN ROBOTICA"

Performed by El Pus

Written by Rash'ei Kali & Russell Richards

Published by Pregnant Squirrel

Courtesy of Vagabond Productions

SX-10/ "HEART OF A REBEL"

"Heart of a Rebel"- Featuring DJ Muggs of Cypress Hill and Ray of Downset

Written and Performed by SX-10

From the LP Mad Dog American

Published by Phreakasadaphunk (ASCAP)

Courtesy of Latin Thug/Cleopatra Records

flip

nuclear air

RADICAL ENTERTAINMENT

Lead Designer

Game Designers

Level Builders

Art Director

Artists

Front End Artist

Front End Illustrations

FMV Artist

Animators

Character Designer

Character Modelers

Additional FX

Technical Director

Programmers

Executive Producer

Producers

QA Director

QA Enforcers

Pure 3D

Sound Director/ Music

SFX

Sound Programmer

Additional Music

Justin "The Milkman" Sheffield

Pete "The Package" Low, Jason "The Collector" Bone,
Patrick "The Don" Donaghy

Ivan Mickovic, Danny "The Architect" Maher
Yayoi "Yakuza" Maruno

Robin "Mad Dog" Kort, Ian "The Silencer" Sorensen,
Jacob Krarup, Dave Byun

Simon "The Saint" Paul

Ken Brown

Chris Byron

Jon Mohr, Jimmy "The Fish" Yang, Kent Wilson

Ken Brown, Nick Tay

Arthur Na, Nick Tay

Jeff Kuipers

Rod Davison

Scott Andrews, Mark Johnson Steve Weber

Jeremy Isaak, Alex Phu, Andrew Chang, Barry McCallum,

Jeffrey Kearney

Kirsten "Ma Forbo" Forbes, Iain Ross

Lester Li

Andrew "Twitch" Barker, Mark "The Kielbasa" Bayrock,
Young Tae "The Pickle" Son, Mike "The Big Man" Wong

Katrina Archer, Tim Bennison, Nigel Brooke, Jesse Cluff

Kevin Coughlan, Martin Courchesne, Rav Dhiraj, Eric Honsch,
Mark James, Gabriel Jones, Greg Mayer, Neall Verheyde, Torre Zuk

Marc Baril

Glenn Jamison, Marc Baril

Tim Hinds

Sean Charles, Glenn Jamison

Music Mastering
Additional playing:

Thanks to:
Music created using MOTU gear and software



Special Thanks to:

MTV

Executive Producer
Producer
VP Consumer Products
Creative Consultants
Music Consultants
Law and Business Affairs
Marketing
Special Thanks

Graemme Brown
Cory "The Axe" Hawthorne - guitar,
Shawn Lee, drum loops

Wendy Nakano, Juneko Kurahashi

IRW, Jeremy Coolidge, Stephen Friesen,
Jon Shaw, Stephen van der MeschtSheik
SahibLiezalSinclairAlison DunstervilleLisa
SmithWendy NakanoAlicia MendezSharon
KaiFred Snow

Patrick Byrnes
Tony Calandra
Lisa Silfen
Sarah James, Deklah Polansky
Amy Doyle, Kevin Mangini
Beth Matthews, Hillary Cohen, Charlene Punter
Preston Kevin Lewis, Patricia Gormally
Debbie Bennett, Tom Calderone, Tony Di Santo,
Salli Frattini, Bob Kuspit, Judy McGrath, Ed
Paparo, Donald Silvey, Van Toffler

THQ, INC.

President & CEO

Vice Chairman/COO

Executive Vice President, North American Publishing

Vice President of Licensing & Business Development

Senior Vice President, International Publishing

Senior Vice President, Finance and Administration/CFO

Vice President of Operations and MIS

VP & Chief Legal Counsel

Vice President of Product Development

Senior Producer

Producer

Associate Producer

Assistant Producer

Vice President of Marketing

Director of Creative Services

Public Relations

Senior Product Manager

Associate Product Manager

Instruction Manual

Directors of Quality Assurance

Lead Test

Testers

Special Thanks

Brian J. Farrell

Jeff Lapin

Alison Locke

Germaine Gioia

Tim Walsh

Fred Gysi

Dave Hoffman

Leslie Brown

Michael Rubinelli

Jim Boone

David Hoffman

Leland Mah

Gregg Nakawatase

Peter Dille

Howard Liebeskind

Liz Pieri, Wayne Teats, Kathy Mendoza, Tanya Stein

Craig Rechenmacher

Christopher Sturr

Kirk Somdal

Donn W. Nauert, Jeremy Barnes

Chris Ferriter

Travis Tholen, Katherine Fox, Jonas Sivie, Marvin Robinson, Scott Mainster

MLY, M3, Sims, Salomon, Ride, Etnies/ThirtyTwo, Oakley, Swiss Army, Bonfire and Heelside, Mark Miller, Denise Ransome, Travis Wood, Tobin Teichgraeber, Greta Brumbach, Eddie Lee, Joe Dorazio, Scott Bowers, Jeff Turner, John Greenwood, Mike Pullen, Laurie, Craig Ganz and Radical Entertainment

Mark Frank Montoya, Blaise Rosenthal, Brad Scheuffele, Michele Taggart

THQ WARRANTY

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **47053**. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Rd., Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US \$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS

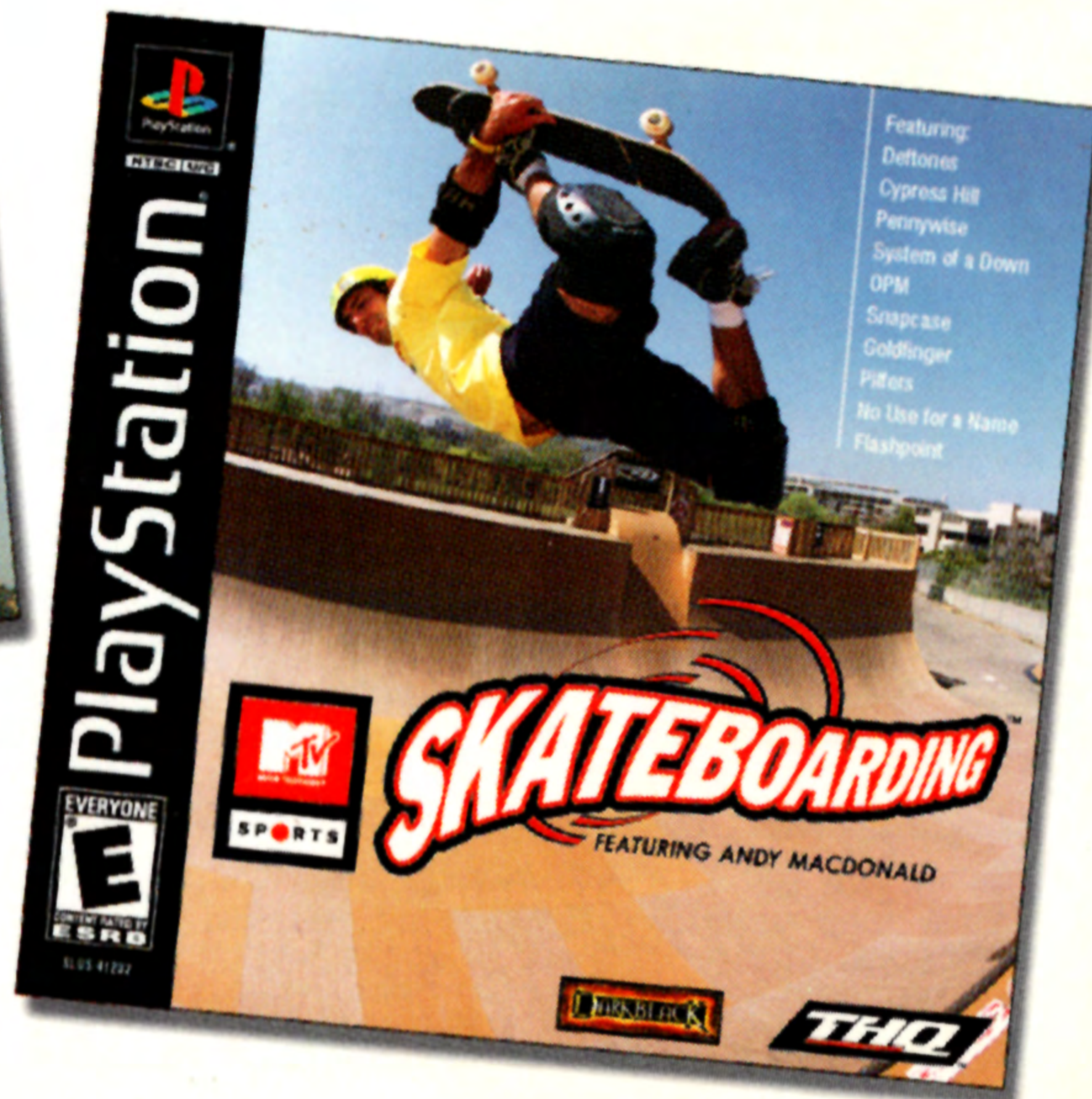
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

WARNING

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

ALSO AVAILABLE FROM **THQ**



THQ INC., 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301

MTV Sports: Pure Ride - Game and Software © 2000 Radical Entertainment, Ltd. "MTV Sports" names, trademarks, and logos and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. "MTV: Music Television" name, trademark and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. Pure Ride is a trademark of THQ Inc. Game and Software exclusively licensed and published by THQ Inc. MTV Sports exclusively licensed to THQ Inc. The THQ logo and THQ are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

