

Cool Boarders[®] 2001



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.

Cool Borders® 2001 Tips and Hints**PlayStation 2 Hint Line**

Hints for all games produced by SCEA are available:

Within the U.S.: **1-900-933-SONY (1-900-933-7669)**

\$0.95/min. auto hints, \$1.40/min. live, \$6.95-\$16.95 for tips by mail (subject to availability), \$5.00-\$20.00 for card recharge

Within Canada: **1-900-451-5757** \$1.50/min. auto hints

For U.S. callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM.

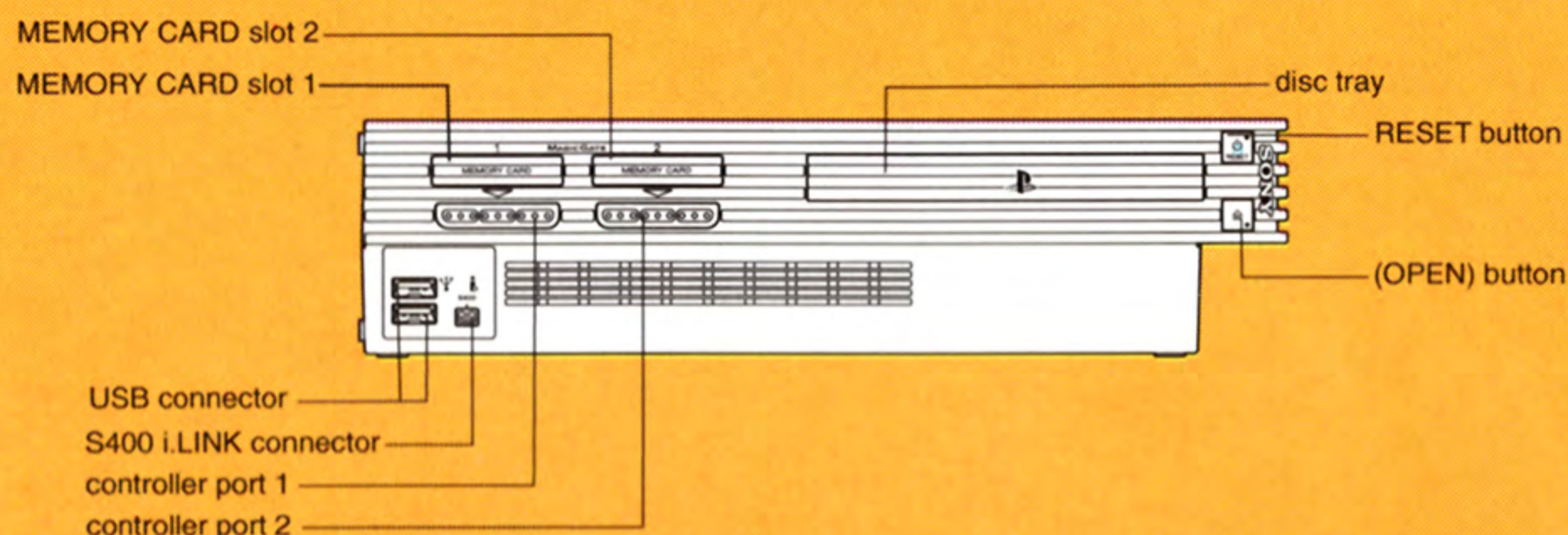
PlayStation 2 Online: www.scea.com

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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Setting Up



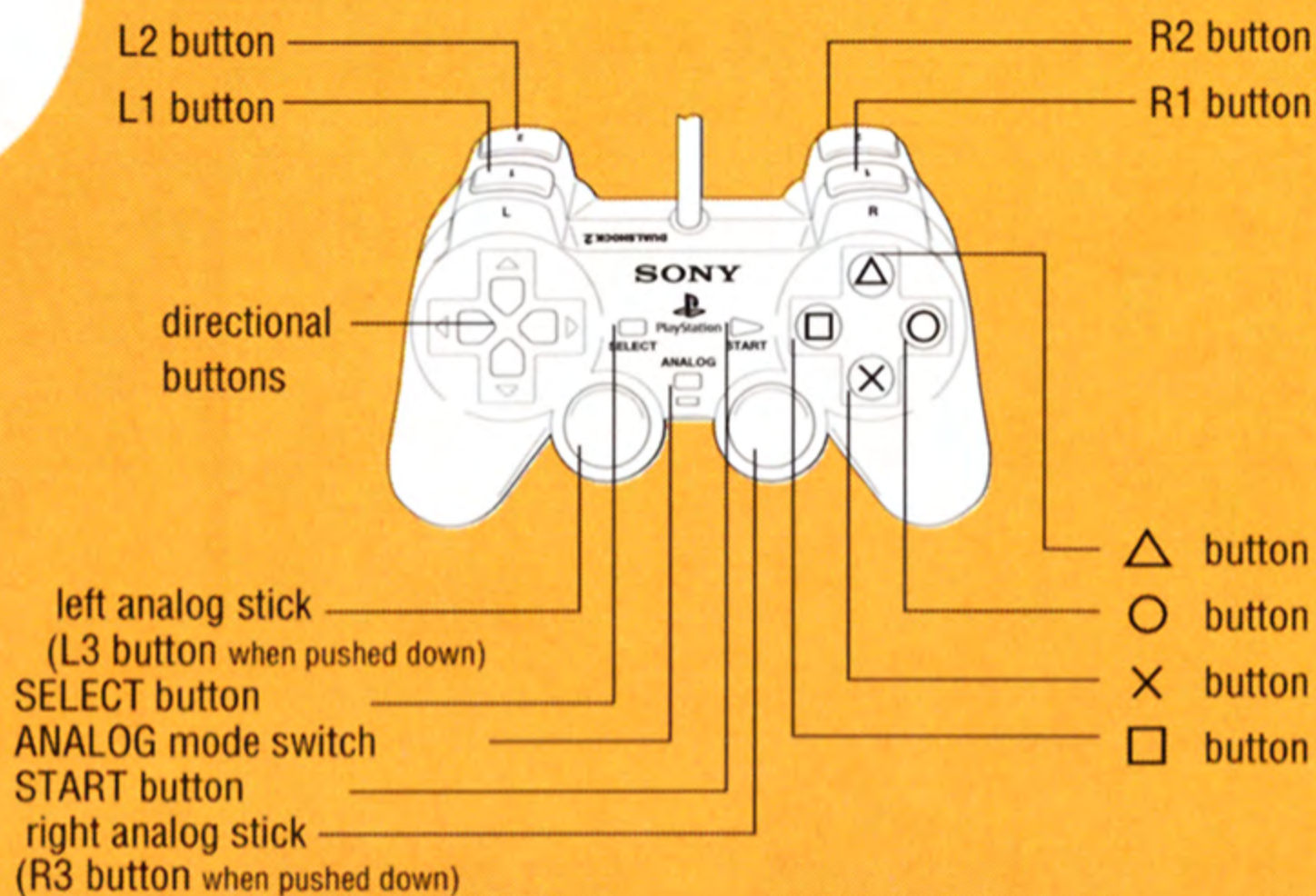
Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the **STANDBY/RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the Cool Borders® 2001 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 the manual for information on using the software.

Memory Cards

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into **MEMORY CARD slot 1** of your PlayStation®2. You can load saved game data from the same card, or any memory card (8MB) (for PlayStation®2) containing previously saved Cool Borders 2001 games.

For information, see "Saving and Loading Game Data" on page 28.

Controls



Note: The controls below use the directional buttons. If you are using the DUALSHOCK™ 2 or DUALSHOCK™ analog controller with the Analog mode ON (mode indicator lit), you can use the left analog stick instead of the directional buttons.

Menus

Highlight menu option left analog stick or directional buttons
←, →, ↓, ↑

Confirm/Open selection ×

Back to previous screen/
Exit/Cancel △

While on the Ground

Turn left/right left analog stick or directional buttons ←/→

Hard Carve left analog stick or directional buttons
↓ + ←/→

Crouch (to pick up speed) left analog stick or directional button ↑

Jump tap × (press and release)

Jump for height × (hold and release)

Slow down L2

Switch to/from Fakie R2

Railslide △

Punch left/right L1 / R1

Note: If you find yourself stuck, press R3 (right analog stick) to reset your rider back to the course.

While in the Air

Slight left/right rotationleft analog stick or directional buttons
←/→

Noselideleft analog stick or directional button
↓ + △

Note: A noselide works on the ground or in air. You can land a trick in a nose slide.

Replay Controls

Freeze framedirectional button ↓

Slow motiondirectional button ←

Fast forwarddirectional button →

Regular Speeddirectional button ↑

Trick Controls

Spins

Spin left/right 180°, 360°, 540°. . . . L2 / R2

Shifties

Frontside Shiftyleft analog stick or directional button
→ + ○

Backside Shiftyleft analog stick or directional button
← + ○

Grabs

Roast Beef⊗ + left analog stick or directional button →

Tailgrab⊗ + left analog stick or directional button ↓

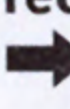
Backside	⊗ + left analog stick or directional button ←
Nosegrab	⊗ + left analog stick or directional button ↑
Lien Air	⊗ + left analog stick or directional button ↓ + ←
Stalefish	⊗ + left analog stick or directional button ↓ + →
Mute	⊗ + left analog stick or directional buttons ↑ + ←
Indy	⊗ + left analog stick or directional buttons ↑ + →

Tweaked Out Grabs

Note: To tweak your grab, press the  after completing the regular grab.

Rocket	⊗ + left analog stick or directional button ↑ + 
Roast Beef Tweak	⊗ + left analog stick or directional button → + 
Method	⊗ + left analog stick or directional button ← + 
Tailfish	⊗ + left analog stick or directional button ↓ + 
Lien Tweak	⊗ + left analog stick or directional button ↓ / ← + 
Stalefish Tweak	⊗ + left analog stick or directional button ↓ / → + 

(Tweaked Out Grabs - Continued)

Indy Nosebone  + left analog stick
or directional buttons
 /  + 

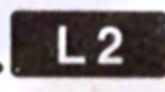
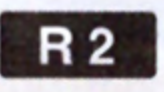
Japan Air  + left analog stick
or directional buttons
 /  + 

Flips

Front Flip left analog stick or
directional buttons
 + 

Back Flip left analog stick or
directional button
 + 

Rail Tricks

Rail Spin  / 

Rail Tweak  while on rail

Special Moves

Special Moves are longer and more involved than simple grabs. In the beginning of the game, you can do the first four Special Moves from the list below. Open more Special Moves by winning Half Pipe, Big Air and Board Park events.

To perform a Special Move:

1. Power up the Special Move by holding down  before a jump.
2. While you are holding down  prior to a jump, tap in the special move sequence on **R1**, **R2**, **L1** and **L2** buttons as shown below.
3. As soon as you release , you will jump and begin the special move. Once the special move is completed, you can continue to do grabs if you have enough air left to pull them off.

Misty	L2	+	R2	+	L1		
Rodeo	L1	+	R1	+	R1		
Cannonball	R2	+	L2	+	R2	+	L2
Lawn Dart	L2	+	R1	+	L1	+	L1
Truck Driver	L1	+	R2	+	L1		
UFO	L1	+	L1	+	R2		
Brodeo	R1	+	L2	+	R1		
Barrel Roll	L1	+	R1	+	L2	+	R1
Corkscrew	R2	+	R2	+	R2	+	L2
Tuck Knee	L2	+	R1	+	L1	+	L2

Real World Boarding

Cool Boarders 2001 offers a stunning experience in realistic snowboarding action. Every event is designed for an awesome riding experience from breathtaking views to punishing downhill events and thrilling board park showdowns.



Huge mountain environments with multiple paths offer killer rides and endless ways to test your talents. Precision downhill runs will have you screaming in exhilaration while dangerous Big Air competitions tempt you to commit insane tricks. Every half pipe design begs for outrageous freestyle artistry. Try nailing a Tailfish over a bridge in front of

incredulous fans. If you're feeling bold, try the Challenge events and compete in four of the toughest trick and riding contests in the game. Top one of the greats to enhance your skills and earn some bragging rights. If you can take on all of this talent, you're ready for the showdown. Make a little snowboarding history by sweeping the CBX, Half Pipe and Big Air events in the Vans Triple Crown of Snowboarding.

You've got to take the big chances, pull some sick tricks and pay your dues with rib-busting wipeouts to score the victories on these slopes. Win or lose, you'll definitely feel the rush of reality.

The Main Menu

On the Main Menu, use the left analog stick or press the directional buttons **↑/↓** to highlight an option and press **⊗**. To cancel a selection, press **△**.



Quick Race

Quick Race is a one or two player mode. Compete in all available modes with any available riders. Additional events, courses and riders can be unlocked in 1 Player Career Mode play. Two players compete in split screen events.

To compete in quick race:

1. On the Main Menu, use the left analog stick or press the directional buttons **↑/↓** to select QUICK RACE and press **⊗**.
2. Use the left analog stick or press the directional buttons **↑/↓** to select ONE PLAYER or TWO PLAYER and press **⊗**.
3. Use the left analog stick or press the directional button **↓** to select SELECT RIDER and press **⊗**. Use the left analog stick or press the directional buttons to select a rider and press **⊗**.
4. Use the left analog stick or press the directional buttons **←/→** to select a board and press **⊗**.
5. Use the left analog stick or press the directional buttons **←/→** or **↑/↓** to scroll through the available event screens. Use the left analog stick or press the directional buttons **←/→** to select an event and press **⊗** to begin play.
6. Use the left analog stick or press the directional buttons **↑/↓** to select an EASY, MEDIUM or HARD difficulty level and press **⊗**.

2 Player Games

Two players compete in split screen single events. The number and type of 2 Player courses depends on which courses have been unlocked in 1 Player games including Challenge event competitions.

Career Mode

One player thrashes against the computer in Downhill Gates, Downhill Checkpoint, Half Pipe, CBX, Board Park, Big Air, Challenge event and Vans Triple Crown of Snowboarding contests.

- New riders have limited speed, strength, stamina, trick skills, jumping power and agility.
- Win and unlock new events for 2 Player competition. See the section "Career Mode" starting on page 18.
- Winning a Challenge event opens the next tier of riders with better stats.
- Winning Half Pipe, Big Air or Board Park Challenge events opens special moves and boosts stats. Winning any other event boosts stats only.



Options

1. Use the left analog stick or press the directional buttons **↑/↓** to select an Option and press the **×**.
2. Use the left analog stick or press the directional buttons **←/→** or press the **×** to change a setting.
3. When you are done, press the **△** to close the screen and return to the Main Menu.

Vibration 1P

Turn the Vibration function On/Off on the Player 1 analog controller.

Vibration 2P

Turn the Vibration function On/Off on the Player 2 analog controller.

Camera 1P

Select near or far.

Camera 2P

Select near or far.

Speed Type

Set speed display to MPH or KPH.

Split Screen

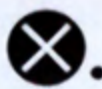
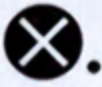
Set 2 Player split screen display to VERTICAL or HORIZONTAL.

Music, Sound and Voice Volumes

Adjust the sound and music levels by using the left analog stick or pressing the directional buttons ←/→.

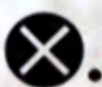
Save Options

To save game data:

1. Select SAVE and press .
2. Select YES and press .

Load Options

To load saved game data:

1. Select LOAD and press .
2. Select YES and press .

Special

Stone Temple Pilots Video

Crack open a surprise music video when you ace the Vans Triple Crown of Snowboarding.

Credits

Meet the Cool Boarders 2001 creators.

Carving The Slopes

The Event Screens

Once you have decided the game mode you want to play, the Event screens will appear. In a new game where no new courses or events have been unlocked, you will have one course per event available. Locked courses appear to the right of the open courses. You can begin carving the slopes by choosing any open event.



1. Use the left analog stick or press the directional buttons $\leftarrow/\rightarrow$ to scroll through the event screens. Use the left analog stick or press the directional buttons $\leftarrow/\rightarrow$ or $\uparrow/\downarrow$ to select an event.
2. Press $\otimes$ to begin play.

The Requirements Screen

The Requirements screen will display just prior to the beginning of an event. Each course has requirements plus special rules or sequences that must be met to clear the course.



For Example: In the first Downhill Gates, the Requirement is to finish in first place. The rules are simple. You must miss no more than three gates. You score the points by performing tricks during the event.

Game Difficulty

Prior to starting a Downhill Gates event, set the difficulty.

- Easy
- Medium
- Hard

Unlocking More Events

Each event has a minimum requirement for completion. When you have completed one event, an additional event becomes available.

Note: Complete the first Downhill Gates race and the first Downhill Checkpoint race to unlock the first Challenge event.



RIDERS

Choose up to 20 unique riders (10 pros and 10 amateurs), outfitted with gear from our top sponsors. Each rider has his or her own performance characteristics, such as speed and agility. In the beginning, you will only have access to two pro and two amateur

riders. Win events and watch your rider skills and attributes increase. When your rider wins a Challenge event, more riders are unlocked and become playable.

To select a rider:

1. Use the left analog stick or press the directional buttons to select a rider. View each highlighted rider's skill stats.
 - Basic stats appear in red.
 - Increased stats that you added by winning events appear in white.
2. Press **X** to select the rider.

The Game Screen



Trick Name

Trick you just performed (*or attempted*).

Trick Score, Difficulty Multiplier and Trick Total Score

Trick Score x Degree of Difficulty = Total Score

Combined tricks increase the overall difficulty and increase the trick score. The degree of difficulty is used to multiply the score for each trick in a combination. Increase your degree of difficulty with inventive combos, tweaked grabs, and railslide landings. Keep the difficulty multiplier higher by not repeating moves. This score is what you earn if you don't gag on the landing. Take a fall and no points are awarded.

Timer

Displays the elapsed time or time remaining.

- Elapsed time events are the Downhill Gates and CBX.
- Time Remaining events are Half Pipe, Downhill Checkpoint, Big Air and Board Park.
- Challenge events will vary.

Current Event Score

Displays the total earned points in the event so far.

MPH/KPH

Displays your speed on the ground or through the air.

Out of Bounds

The Out of Bounds alert flashes on-screen when you travel out of the contest area during an event.

The Pause Menu

Press the  button during gameplay to access the Pause Menu. Use the left analog stick or press the directional buttons / to select the desired menu item and press the . To return to play, select RESUME and press the  or press the  button while in the Pause Menu.

Resume

Continue gameplay.

Options

1. Select Options and press .
2. Select the item you want to change and press  to toggle the option On/Off.

Edit Playlist

Choose an available music track to listen to while playing.

Music

Use the left analog stick or press the / directional buttons to adjust the volume.

Sound

Use the left analog stick or press the / directional buttons to adjust the volume.

Voice

Use the left analog stick or press the / directional buttons to adjust the volume.

2 Player Split

Adjusts the horizontal or vertical split screen in 2 player mode.

Sequences (Board Park, Big Air and Downhill Checkpoint Only)

The Sequences screen displays a color-coded list of the course sequences. A colored square appears next to the sequence name. The square color matches the color of the smoke marker pot that highlights the sequence location on the course.

The checkbox next to the sequence will be checked off when you complete the sequence.

- A silver  designates career completion of a sequence.
- A gold  designates completion during the current run.

See "Sequences" on page 27.

Restart

Restart the event from the beginning.

Quit

Return to the Main Menu.

Career Mode

One player competes in Career Mode. Most events are locked in a new career, but you can choose unlocked event types in any order you want.

Career events include:

- Downhill Gates
- Downhill Checkpoint
- Half Pipe
- Board Park
- Big Air
- CBX
- Challenge events
- Vans Triple Crown of Snowboarding events

Select a board and press **X** to begin a career:

1. On the Main Menu, select CAREER MODE and press **X**.
2. On the Select Career screen, enter a name or choose a name you have already entered and press **X**.
3. If you want to use the default amateur rider, select CHOOSE EVENT on the Career Mode screen and press **X** to begin play.
4. If you'd like to choose your own pro or amateur rider, select SELECT RIDER and press **X**. After selecting a rider use **←/→** to select a board and press **X**.
5. Before starting the event, take a close look at the Requirements screen. It displays minimum scores and required tasks. Press **X** to begin the event.

The Events

- Complete one event and another event is unlocked.
- Check out the Requirements at the beginning of each event. In addition, each course has special Rules or Sequences that must be completed as well.



Downhill Gates

This event can be pure competitive thrill. Much of the time you are elbow-to elbow with other riders in chutes or gate approaches. Charge through as many gates as you can at top speed. Miss three or more gates and you lose. Check the boxes at the top of the screen. Each red "X" is a missed gate.



Downhill Checkpoint

Hit checkpoints to add seconds to the countdown timer. Meanwhile churn out trick points. Charge your Power Meter when you see a good trick opportunity approaching. There are tons of rails and obstacles feeding you trick opportunities. An audible

tone will begin counting down the last 10 seconds on the timer. You must cross a checkpoint to add seconds to the clock before it reaches zero. Each downhill checkpoint event is loaded with sequences so stay alert for the smoke pots that mark the beginning of a sequence. See "Sequences" on page 27.

Half Pipe

Half Pipe is freestyle nirvana. Thrash through the Half Pipe cramming as many tricks as you can into a run. Avoid repeating tricks in one jump to keep the multiplier high. Don't race through the pipe. Keep turning toward the walls for tricks. Practice good landing and transitions from wall-to-wall.



Big Air

This is all about going for gigantic air to nail as many tricks as you can. Try to turn bone-busting obstructions into point assets. Controlled landings are important because you lose vital time recovering from spills.



CBX

You are racing the clock and other riders. Dash through this downhill in the shortest possible time. Exploit shortcuts to cheat the clock. Navigate moving obstacles designed to cut into your time. A position bar shows your place in the race and how close you are to other racers. In 2 Player games, each player is represented by a different colored dot on the bar.





Board Park

Win this timed event with jump tricks and railslides. Launch off boxes and ramps to reach the higher rails. There are many routes through these parks so explore to maximize point opportunities. Each board park is loaded with sequences. Look for the smoke

marker pots that point to sequences and the sparkles that flag the next step in a sequence. Jumping power and precision landings are the way to score big in these parks. See "Sequences" on page 27.

Challenge Events

Complete the first Gates race and the first Checkpoint race to unlock the first Challenge event. Now you're competing at a professional level!

- Once you win a Challenge event, two new pros and one amateur rider are unlocked. His or her name will appear on the Rider screen.
- Each time you win a Challenge event, another Challenge event is unlocked.
- Increased skills from Challenge event wins are applied to the stats for the winning rider on the Career mode screen.

There are four
Challenge events:

Trick Newbie

Hit the slopes to dial in your trick moves with a professional tutor.

Tara Dakides or Kevin Jones will demonstrate a trick for you and call out instructions while an on-screen controller displays the button presses. When it is your turn, the trick name and the button controls display on-screen.

If you make the trick, you can move on to the next one. If you choke, you get another chance. You can blow it twice. Miss a third attempt and you have to start over.

Trickmaster

The same rules apply here as with Trick Newbie but the tricks are tougher.

Coin Collect

Pick up as much spare change as you can, but do it fast. You have to be the first one down the mountain and collect a set number of coins to nail this event.

Chasm Run

Avoid falling into deep chasms while trying to find your way down the hill. Plenty of kickers and rails offer trick opportunities but just keeping out of those holes is a trick in itself.

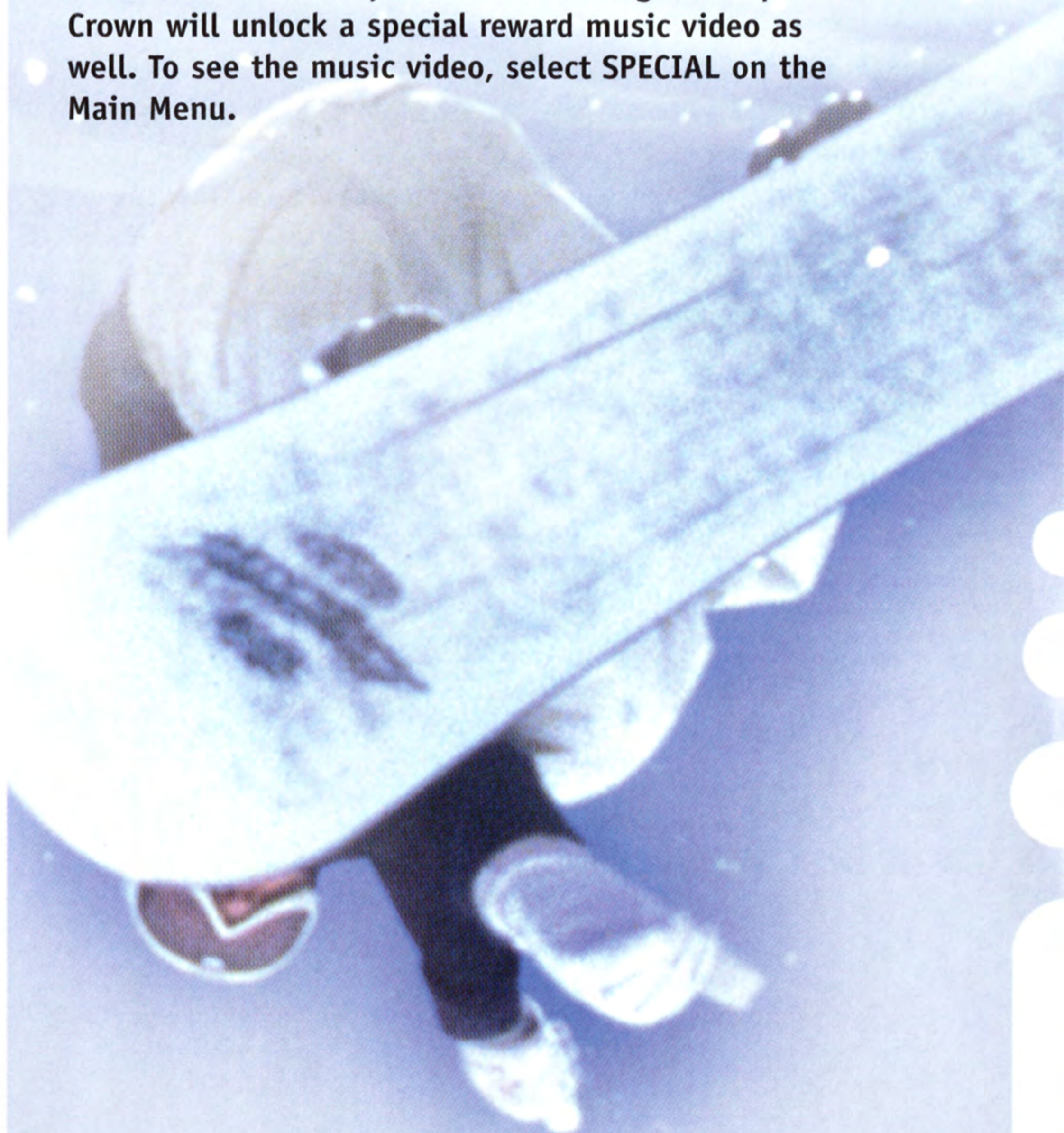




The Vans Triple Crown of Snowboarding®

Vans Triple Crown events include a designated CBX, Half Pipe and Big Air course. When you win, you will be notified that you completed part of the Vans Triple Crown. You can win the events in any

order to take the Triple Crown. Winning the Triple Crown will unlock a special reward music video as well. To see the music video, select SPECIAL on the Main Menu.



Boards

You begin Cool Boarders 2001 with two good, basic boards.

Board Types

Freestyle Boards

For trick and jumping events, use a freestyle board. They are super stable and slow, but have the best response of all boards. Use one of these in the Pipe or for Big Air events.

Freeride Boards

This board is fast, and not as stable as a freestyle board. You have less maneuverability with a freeride board, but it's just what you need to win a downhill race.

Changing Boards

Select a new rider and use the left analog stick or press the directional buttons $\leftarrow/\rightarrow$ to select a new board and press $\otimes$.



The Power Meter



The Power Meter at the lower right corner of the screen displays how much power you have to perform jumps and tricks. With a fully powered jump, you'll get:

- Higher jumps
- Longer hang time for tricks
- Increased rotation rate during spins and flips

Charge the Power Meter (hold down ) before you make a jump (by releasing ). For maximum jumping power, the Power Meter must be fully compressed. If the meter is not compressed when you release , the result is a weaker jump and less hang time for tricks.

- Jumping power varies with the skills of the boarder.

To charge the Power Meter:

1. Press and hold  at a distance from the jump point.
2. Release  just as you hit the kicker, ledge or rail you want to jump from.

For total control and to avoid smacking into low hanging objects, you may not always want to do maximum power jumps. By keeping an eye on the Power Meter you can learn to control your jumps.

Sequences

A Sequence is a series of tricks, or a single special trick. Completing sequences are a very important part of Downhill Checkpoint, Big Air, and Board Park events. Sequences earn bonus points and fulfill the requirements to beat a course.



Examples of sequences are:

- Rail-to-Rail-to-Rail
- Bonk off of snow cat
- Jump over a barn

Smoke Marker Pots

The beginning of each sequence is highlighted with a smoke marker pot that will puff colored smoke as you near the sequence start point. As you perform steps in a sequence, a small sparkle will highlight the next step in the sequence.

You can view a color-coded list of sequences (the color matches the smoke color) by using the pause menu and selecting the SEQUENCES option.

To view the sequence list:

1. Press the  button to pause the game and display the Pause Menu.
2. Select SEQUENCES and press the  button.
 - This will display a color-coded list of all sequence names and the difficulty level.
 - Boxes marked ✓ indicate if you have completed a sequence previously in your career, and if you have completed a sequence in this run.

Completing a Sequence

When you complete a sequence, its name will be displayed on screen. You will be awarded bonus points for completing the sequence, and any trick points you rack up while completing the sequence will be multiplied by a Sequence Multiplier.

- Most Downhill Checkpoint, Big Air and Board Park courses will have a minimum number of sequences required to complete the course requirements. These sequences do not have to be completed in the same run, unless indicated in the requirements listing. If, for example, the requirement for an event is: "find three sequences and get a minimum of 3000 points," you could find one different sequence in each of three runs, and get 3000 points on yet another run.

Saving and Loading Game Data



When you complete an event in Career mode, you will be prompted to save your game data.

Note: You must have a Memory Card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 of your PlayStation®2 game console to save game data. Saved data takes up to 63 KB of memory.

To save game data:

1. At the end of the event, the results screen will come up.
2. Press  to restart and  to quit and a prompt will ask if you want to save the data. Select YES and press .

TIPS

- Hold  to charge your jump meter prior to making a jump.
- Once you are up to speed, you can go faster by crouching (left analog stick or directional button .
- Correct timing and powerful jumps are everything. Good jumps buy you hang time for trick combos. Learn how to release  to jump at just the right time. When your rider is new and doesn't have a lot of jumping power, a well-timed jump is really important.
- To really rack up the trick points, avoid repeating the same trick combo during a jump. Complex combos raise the difficulty multiplier and jack up points big time.
- Bonk into another trick. As soon as you stick your landing, transition into another trick for combination points.
- Tangling with other riders will waste valuable time. Try to outrun a rider rather than fight.
- Explore the courses. There are multiple branches. Check out everything including trucks, buildings or lifts. Anything could be trick fodder.

The Pro Riders

There are 10 pros in Cool Boarders 2001. Win a Challenge Event to unlock two more pro riders and get access to the next rider tier for riders with higher skill levels.

Todd Richards

Birthday: 12/28/69

Height: 5'10"

Weight: 165 lbs.

Current Residence: Encinitas, CA

Date Turned Pro: 1990

Sponsors: Morrow, DC Shoes

Freestyle Board: Morrow Truth 156 Richards

Freeride Board: Morrow Truth 158 Dirksen

Career Highlights: 3 - time North American Champion, 2001 Grand Prix Silver-Superpipe, 2000 Vans Triple Crown Gold-Superpipe, 2000 Vans Triple Crown Silver-Big Air, 2000 Winter X Games Gold-Superpipe, 1998 U.S. Olympic Team Member

Personal: Enjoys skateboarding, surfing and playing video games



Barrett Christy

Birthday: 2/3/71

Height: 5'2"

Weight: 110 lbs.

Current Residence: Vail, CO

Date Turned Pro: 1993

Sponsors: Gnu

Freestyle Board: Barrett Gnu 148

Freeride Board: Barrett Gnu 152

Career Highlights: 1998 U.S. Olympic Team Member, 2000 Winter X Games Silver-Super Pipe, 2000 Vans Triple Crown Silver-Superpipe, 1999 Female Athlete of Winter X Games, 1999 Summer X Games Gold-Big Air

Personal: Likes golf, tennis, yoga, horseback riding and mountain biking



Tara Dakides

Birthday: 8/20/75

Height: 5'5"

Weight: 130 lbs.

Current Residence: Mammoth Lakes, CA

Date Turned Pro: 1995

Sponsors: Sims, Dragon Optical,
Vans, Billabong, Mountain Dew

Freestyle Board: 149 The Collection

Freeride Board: 152 Enduro

Career Highlights: 2000 Winter X
Games Gold-Big Air, 2000 Winter X
Games Gold-Slopestyle, 2000 U.S. Open
2nd Place-Big Air, 2000 Winter Gravity
Games Gold-Quarterpipe, Best Overall
Female Rider 2000 Transworld Riders'
Awards, Best Freestyle Rider
2000 Transworld Riders' Awards

Personal: Likes scuba diving, surfing,
music and skateboarding



Michele Taggart

Birthday: 5/6/70

Height: 5'6"

Weight: 130 lbs.

Current Residence:

Lake Tahoe, CA

Date Turned Pro: 1989

Sponsors: Salomon, RLX Polo Sport

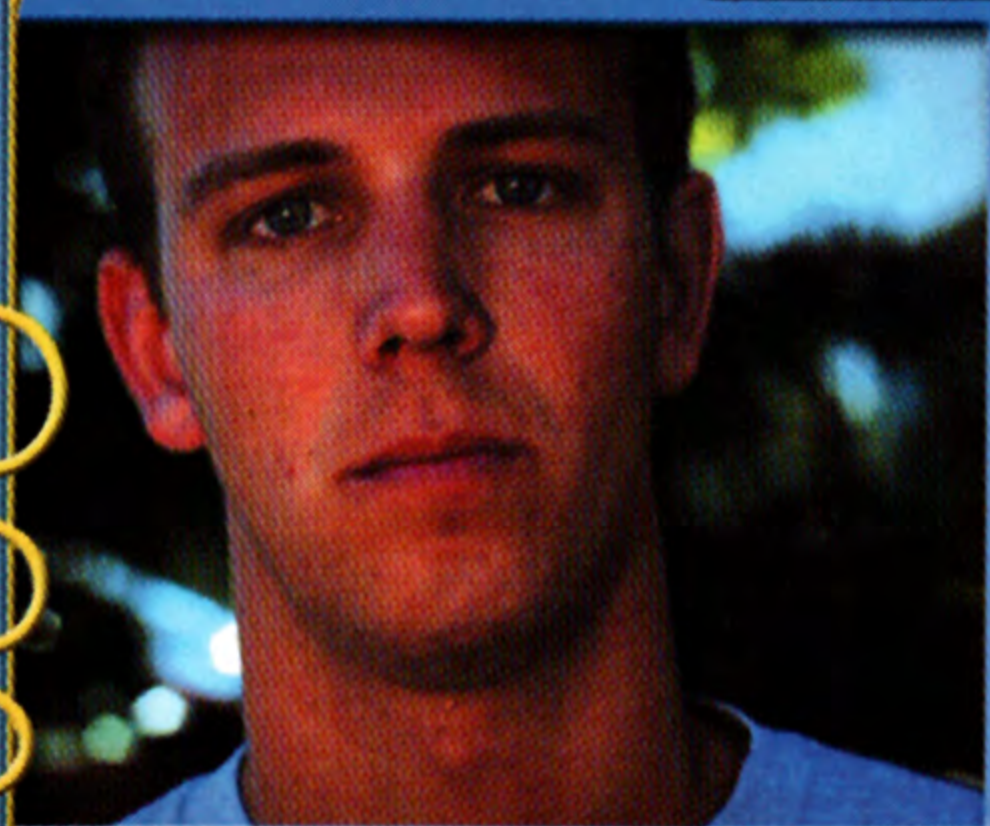
Freestyle Board: Salomon M Taggart

Freeride Board: Salomon M Taggart

Career Highlights: 6-time
World Champion, 1999 X Games
Half Pipe-Gold



(Pro Riders - Continued)



Nate Cole

Birthday: 8/11/73

Height: 6'0"

Weight: 165 lbs.

Current Residence: Lake Tahoe, CA

Date Turned Pro: 1993

Sponsors: MLY, Planet Earth

Freestyle Board: MLY Bipolar 157

Freeride Board: MLY Bipolar 161

Personal: Likes to travel



Scotty Wittlake

Birthday: 1/29/79

Height: 5'5"

Weight: 130 lbs.

Current Residence: Truckee, CA

Date Turned Pro: "A little while ago"

Sponsors: M3, Planet Earth, DC Boots

Freestyle Board: M3 154

Freeride Board: M3 156

Personal: 2000 Transworld
Snowboarding Rookie of the Year

Jeremy Jones

Birthday: 1/29/79

Height: 5'10"

Weight: 170 lbs.

Current Residence: Salt Lake City, UT

Date Turned Pro: N/A

Sponsors: Forum

Freestyle Board: Jeremy Jones Forum
Pro Model 157

Freeride Board: Jeremy Jones Forum
Pro Model 157



Kevin Jones

Birthday: 1/23/75

Height: 5'10"

Weight: 170 lbs.

Current Residence: Truckee, CA

Date Turned Pro: "I've always been pro"

Sponsors: Forum, Billabong

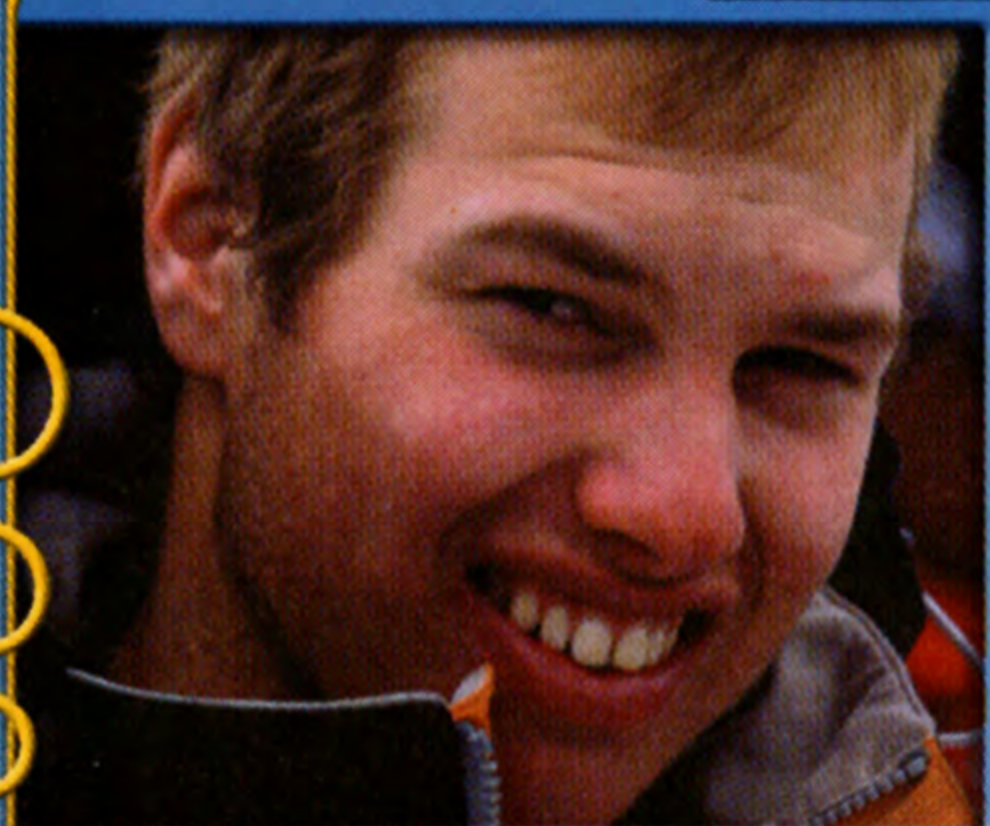
Freestyle Board: Forum KJ Freestyle

Freeride Board: Forum KJ Freeride

Career Highlights: Big Air
World Champion, 2000 Winter
X Games Gold-Slopestyle,
2000 Winter Gravity Games Big
Air 1st Place, 1999 Winter X
Games Silver-Slopestyle, 1999
Vegetate Big Air 1st Place

Personal: Enjoys fly-fishing,
skateboarding and golf



(Pro Riders - Continued)***Jussi Oksanen*****Birthday:** 9/9/79**Height:** 5'9"**Weight:** 154 lbs.**Current Residence:** N/A**Date Turned Pro:** 1998**Sponsors:** Burton, Smith**Freestyle Board:** Custom 160.5**Freeride Board:** N/A**Career Highlights:** 2000 G-Shock
Air & Style-Bronze, 1999 Vegetate
Big Air-Silver***Travis Parker*****Birthday:** 7/2/76**Height:** 5'10"**Weight:** 160 lbs**Current Residence:** Salt Lake City, UT**Date Turned Pro:** 1996**Sponsors:** K2, Smith and DC Boots**Freestyle Board:** K2, Astar,
Transit, Zeppelin**Freeride Board:** K2 Wisdom**Career Highlights:** Mammoth
Gravity Games-1st Place**Personal:** Enjoys computers
and music

Cool Boarders® 2001 Credits

Idol Minds

Programming

Lead Programmer
Phil Weeks

Frontend, Gameflow, Effects
Phil Collins

VU1
Doug Henry

Design, Display
Mark Lyons

AI, Sound
Alex MacPhee

Physics, Animations
Jim Mooney

Artwork

Animations, Horizons
Keith Bruns

*Highline Board Park,
Highline Pipe*
Don Creger

*Meadow Park Air,
Great Chasm*
Noel Esporo

Cold Creek Air
Kevin Gregg

Jagged Shelf CBX
Tim Lindsey

*Evergreen Run Gates
and Checkpoints,
Divide Board Park*
Andy Meier

*Helios Drop Gates
and Checkpoints,
Divide Board Park*
Craig Neering

*Trick Newbie, Trick Master,
Maya Shell Scripts*
Morris Olmsted

Fissure CBX
Chad Riggs

*Zipwire Trail Gates
and Checkpoints,
Coin Line Challenge*
Eric Schafer

*Character Models, Frontend,
On Screen Displays*
Peter Walters

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Editor/Composer
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Technology Supervisor*
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Motion Capture
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Hanshaw Ink & Image

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Music

"Doorway"

Performed by Ease Drop
Written and Produced by
Joe Settecase (Odin), Dan
Settecase (Agent Electro)
and Jay Roebuck (Mariner)
Published by NOMRAH
Publishing Copyright 1998
KRAM / NOMRAH RECORDS
(407-898-5900)

"Blowin' Up"

Performed by Ellis Dee
Written and Produced by DJ

Ellis Dee (UK) Published by
NOMRAH Publishing
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898-5900)

"Back on a Mission"

Performed by CIRRUS
Written by Aaron Carter,
Stephen James Barry and
Rene Padilla Appears
courtesy of Moonshine
Music Published by Tola
Music [ASCAP]

"Heaven & Hot Rods"

Music by Dean DeLeo,
Words by Scott Weiland
Performed by
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Foxy Dead Girl Music/EMI
April Music [ASCAP]

"Burn (Flashpoint Remix)"

"Faithless Zero
(Zero Signal Remix)"
"Genetic Blueprint
(New Breed Remix)"
Written by Burton C. Bell,
Dino Cazares and Raymond
Herrera Published by
Roadblock Music, Inc. /
Hatefile Music (ASCAP)
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The All Blacks B.V.
From the FEAR FACTORY
album Remanufacture
(Cloning Technology)

"Come Down"
Written by Eddie Glass
Performed by Nebula
© 1999 Sub Pop Records,
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"Evil Eye"
from the album The Action
is Go Performed by Fu
Manchu Courtesy of
Mammoth Records, Inc.
Written by Hill, Bjork,
Davis, Balch © 1997
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"10,000 Reasons" &
"Thundergroove"
by Blind Dog
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From the album "The Last
Adventures of Captain Dog"

"Edgecrusher"
Written by Burton C. Bell,
Madchild, Dino Cazares,
Raymond Herrera and
Christian Olde Wolbers
Published by Roadblock
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"Low Down"
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Written by Zakk Wylde
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Spitfire CD Sonic Brew

"Down"
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Dean De Leo, Robert De
Leo and Eric Kretz
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