



bungarra
software

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GAME CONTROLLER For the purpose of this manual all game controls reference the Sony PS3 controller

ACTION	COMMAND
Steer Left/Right	Left / Right Directional buttons / Left stick
Crouch / Jump	X (Press to crouch, release to jump)
Camera rotation	R2 Or Right Analog
Camera Slow Motion	R3 Push Right Analog in
Wave Moves	Button + Button
Floater	Hold down Triangle to enable (near top of wave)
Exit Wave	R2
Air Grabs	L1 L2 R2 R1 (Hold down to enable)
PUMP	Hold R1 (Hold down to enable)

SELECT CHARACTER SCREEN

Select your character from the planet's most hardcore surfers. Each surfer is waiting at the airport bar ready for you to make the trip to some of the world's most breathtaking surfing locations. Each surfer has their strengths – some of them are aerial masters while others are big on power.

Find your surfer's details in the passport area. This includes a short biography. Scroll through to the surfer you want and then select the location you want.

EQUIPMENT


Customise your surfer's gear. Select your equipment when you enter via your surfer's passport. It's super important to make sure you have the right equipment for the right conditions. You can purchase a range of boards for varying conditions. These include little loose turning fishes, cutting edge short boards or big wave guns – each of the boards have their pros and cons and you'll need to figure out which is going to work best in the variety of waves. Wipeouts can snap your boards, but you can also patch up your favourites when you buy a repair kit. Wetsuits also make a big difference to your paddling power and you need to select the right one. So if you use a thick 4/3 wetsuit out in tropical conditions, then you're going to struggle. Likewise if you have a light spring suit out in freezing cold conditions, then it's going to be hard on your stamina levels. So think about the wave conditions when choosing your equipment.

NAVIGATION

Being in the water and riding a wave is a unique feeling. You can paddle and surf in any direction. You can navigate along the wave or surf in a straight direction (away from the tube) if you want. Or if you like, you can simply just sit in the water and take it all in. You have total freedom to do what you want.

PADDLING

You can paddle slowly or quickly and in any direction – it's up to you.

Make sure you have enough momentum to stand. If you see the message "Press  to Stand", then you'll know that you have enough speed to get to your feet.

Push forward on the game controller Analogue or D-Pad to steer in any direction.

Push forward on the game controller Analogue or D-Pad to paddle forward in any direction

Push forward on the game controller Analogue or D-Pad to control the paddle speed. The control is very tactile. The further forward you push, the faster you paddle.

PADDLE SPEED

As with the main surfing speedometer, the paddle bar measures your speed and if you catch a wave at a particular speed then you're awarded points. The score for paddling is only applied when you take-off and catch a wave.

The speedometer tells you how fast you are currently paddling – as indicated by the coloured image. Fast is red, green is slow.

- If you catch a wave while the speedometer is in the red zone it means you score more points.
- If you catch a wave while the speedometer is in the green zone it means you score less points.

PADDLE STAMINA

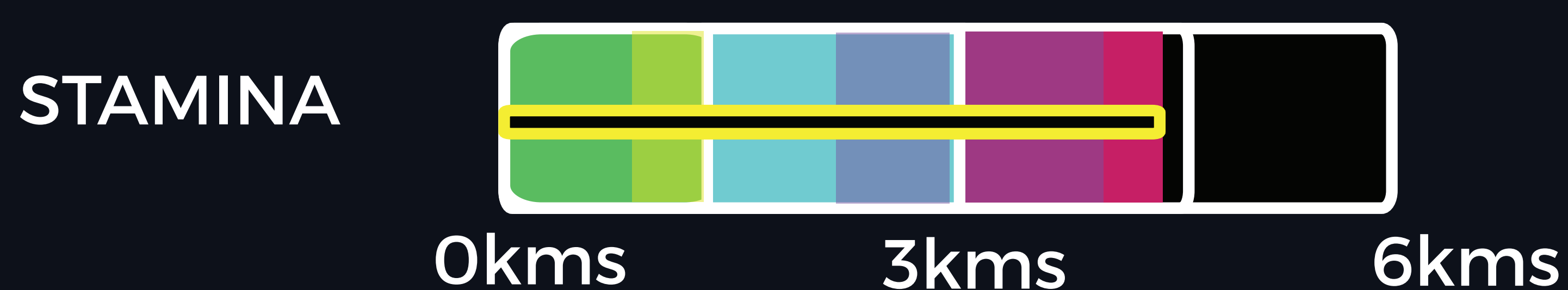
The paddle bar also measures your paddle stamina – this is how much energy you use when you paddle forward. This is measured by the yellow and black line within the paddle bar. If you spend any amount of energy, then the black line moves back toward zero. So, if your black stamina line is at the halfway point in the bar, then the maximum stamina available to you is also at the halfway mark. If you don't paddle at all and then you take a rest, you'll automatically rejuvenate your stamina level.

TIP:

You've got to manage your stamina. Paddling hard will enable you to get to and then catch a wave quickly, but you might not score as many points during the take-off because you use more energy to catch the wave.

TIP:

Paddling quickly allows you to get to the wave faster. But if you are in a real hurry, then you can press the Start button on the controller pad. So long as you have 1500 points locked away, then you can start on the wave immediately. The only downside to this is that you lose 1500 points when you do this.



This black stamina line tells you what your stamina level is.

The stamina is independent of the speedometer colour bar

PUMP

Aside from taking the drop when catching a wave, “Pumping” is the source of all speed in surfing in the game. You can still pull off moves without pumping, but the highest scoring moves need to be performed by using the wave’s power to generate speed. Momentum is everything. You accelerate on a wave by performing an S-turn or by “Pumping” from top to bottom on a wave. Scoring is linked directly to your speed.

The display indicates to the user when the PUMP is enabled. Pressing in the R1 button will allow the letter “PUMP” to be displayed indicating to the user that they have started the PUMP acceleration. From that point on you don’t need to hold in the R1 button– you just need to find the sweet spot in the wave and motion your surfer up and down the wave to continue a PUMP move. When you are running out of speed and you’re in danger of losing your PUMP, the word PUMP will flash three times before disappearing off screen. You can re-enable your PUMP if you run out of speed.

PUMP: GENERAL INPUT

- Hold in your R1 shoulder button to switch your PUMP on. Use your left analogue/d-pad to turn up and down the wave
- When the letters P.U.M.P appear on the screen, you will know that your PUMP is on and you’ve nearly reached your top speed by checking out the speedometer.
- If you continue to PUMP by S turning along the wave, you’ll reach your max speed and your PUMP will remain switched on. You do not need to hold in your R1 button while this is occurring –it is simply a way to switch PUMP on in the first place.
- If you stop PUMPING, then the word PUMP begins to flash and will disappear. You can switch PUMP back on by simply pressing in R1 again. If you continue to S turn along the wave, PUMP remains active.

SPEEDOMETER

Pump relates directly to your speedometer. Why? Because this is where you see how fast you are surfing and importantly, how much you will score. The speedometer forms the heart of the scoring system. You score points when you generate speed on the wave. The faster you surf, the greater the scoring potential. You need to ride up and down the wave face to generate speed, just as you would in real life surfing. So the faster you travel the higher you score.



TIP: This black & yellow line gives you an increment for any red move score. When the black and yellow line reaches the top of the bar, the SUPER COMBO is triggered

SCORE

Performing tricks and maintaining speed are how you will score well, but make sure you've got a good idea of what your opponents are scoring in order to progress. The amount you score is dictated by the speed you surf. Red scores are the highest point value, green scores the lowest value.

GAME SCREEN

Once you begin just take your time, check out your surfing world. You can change the screen set-up by turning each of the icons on or off as desired. Press Start to begin and you are on your way.

IMMEDIATE SCORE STATUS

Your immediate score status refers to the move score display in the middle of the screen. The colour of the move score connects directly to your speed level in the speedometer. So for example, if you pull off a wave move and you are travelling in the red zone on your speedometer, you will receive a red score. A score in the red (fastest speed) is worth more than a score in the green (slowest speed).

COMBOS

Your combination score status (“or combo”) is displayed on the far right of the screen next to your immediate score. A combo will not appear unless you are Pumping. Once a Combo is enabled then your PUMP, immediate score and Combo all turn grey. This is to tell you that you are currently in a combo. The number of your COMBO moves is located next to the word COMBO.

The COMBO – along with immediate score, move description and PUMP - all flash together when speed is lost. At this point PUMP will be about to disappear and whatever score is tallied at this stage is added to the total.

SUPER COMBOS

When you score points in the red area of the speedometer (fastest speed) then you earn an increment in the speedometer. A thin yellow and black line in the middle of the bar shows this. Once you earn enough increments and it reaches the top of the speedometer, you hit “super combo” status. When you hit the super combo, you can perform special moves and every trick you perform is scored at the highest rate. For more information on how to perform a combo or a super combo see page 15

IN-GAME DIRECTION ARROW

The in-game direction arrow points you in the direction you eventually need to go. This means that you surf along the wave, sure, but you're also traveling toward the land too. When you're paddling, the arrow directs you toward the next oncoming wave. When you are surfing on the wave, the arrow reminds you which way the wave is ultimately running – that is, toward land.

PLAYER RANKING

In the Single Session or Main Competition Mode you can see your current ranking on the screen as you progress. You'll be able to see how you're going by whether you go up or down in the rankings.

TIME

Not sure how much time you've got left?
Check out the timer.

TOTAL SCORE

Want to know your score? Check out the total score. The "total score" is your overall tallied score. In both Single Session and on the Tour, your top 2 scores are displayed and tallied. These 2 scores make up your total score. So both PUMP and then racking up combos are really important for you to score well.

MOVE DESCRIPTION

Move (or trick) description describes the type of trick performed. Move descriptions are placed directly below your character.

MOVES

It's as much about fast wave moves as it is about huge air and big floaters. Generate speed from the wave, belt the lip of the wave and get as rad as you can... then combo that move with a floater or an air trick and get ready for the next move. For more information about what each move is (e.g. an "air" or a "floater") just see the information below.

TIP: Stick with simple tricks first. After you master the one button moves, then start to create your own advanced combos.

WAVE TRICKS

FRONT-SIDE MOVES & BACK-SIDE MOVES



There are 2 main types of moves – front-side moves and backside moves. A front-side move occurs when the front of your body faces the wave when performing a trick. A backside moves is where your back faces the wave when performing a trick.

WAVE MOVES

A wave move is performed on the wave itself. Just how well you perform a wave move is dependent on your momentum and your position on the wave. On the momentum side, the faster you pump the longer you can hold a wave move. If you hold in a wave move for too long, you will wipe-out. The control is really tactile so you can see and feel when you're about to wipe-out, which means you can pull out of the move when you need to. In regard to position – where you perform a move dictates what type of move you perform. Broken down further, you can perform wave moves at the top or bottom of the wave. You can score really well if you mix things up, but if you repeat a move then you'll lose a percentage from your score.

TIP: The strategy is to break up your moves between back-side and front-side wave moves, floaters, tubes and airs as much as you can.


FOR GAME CONTROLLERS

- Press - your  button to perform circle button wave moves on either the top or bottom parts of the wave
- Press - your  button to perform square button wave moves on either the top or bottom parts of the wave



TIP: Wave moves are solely dependent on your position on the wave, the wave's physics and your momentum. For example, if you don't time a lip move properly, then you can go over the back of the wave and miss the wave entirely, so it's really important to time your moves.

FLOATERS

Floater are a bit similar to grinds in skateboarding, except you can float on the lip or top of the wave. But unlike a static skate bowl, the big difference with floaters is that you can't just pull them off on just any lip area on a wave. You've got to hunt for specific floater sections on the wave. You need to aim for the top or "lip" of the wave AND where the wave crumbles or foams. If you hit the lip and there is no foam / whitewater there, you won't be able to pull off a floater. If you are in a floater and you run out of foam, then you'll automatically exit your floater. Once you are near the lip and the whitewater, simply HOLD DOWN  to perform a floater. The faster you enter into a floater, the longer the floater. So again, it's all about momentum. You can also pull off special floater moves in floater state when you trigger your super combo. Check out the trick descriptions in the pause menu for instruction as to how to perform a special move floater trick (See information on Special Floater Tricks).

TIP: To exit out of a floater move, simply turn out of the floater and back down the wave – just keep an eye on your balance bar when you do this. Alternatively, you can hold and release X to jump out of the floater move.

TIP: The faster the floater, the easier the balance. Floaters are momentum based, so if you hit them with speed, then it is much easier to go further and hold your balance for longer.

AIR TRICKS

Air tricks dictate how high you're going to get air. It's pretty simple – the faster you pump and the better you time your release at the lip of the wave, the more chance you'll have to pull off massive airs and insane tricks. The height of your air is driven by the momentum you generate from the power of the wave; it's about how hard you pump and then how you time your release at the lip.






TIP: You've got to land your own tricks. So that means if you rotate in the air, it's entirely up to you to land it. It's all down to momentum, timing and how straight you land.

TIP: It's all down to the physics - If you don't time an air properly then you can miss the wave entirely. So it's really important to get that right.

GRABBED AIR TRICKS

Grab some air then grab your surfboard. If you really want to go crazy, try a couple of grabs during the same air.

To perform a grabbed air:

1. Press and hold the  button to crouch as you approach the lip then release the button to take off.
2. While in the air, press and hold either the   button or the   buttons to perform a grabbed air.
3. When you get close to the ground, maintain your position with the directional button to prepare for landing.



- Press and hold two or more of these buttons at the same time to perform more complex grabs.
- These tricks can be performed with the assistance of the left analogue or D-pad.

TIP: Use the wave to get greater height. The faster you travel and the better the timing, the higher the air. You can also correct your move anytime



ROTATION TRICKS

Perform an aerial flip or spin move. Make sure you time your moves or else you'll be blowing water out of your nose for a very long time!

To perform a flip:

1. Press and hold the  button to crouch as you approach the wave's lip.
2. Release the button  to jump.
3. Press and hold the directional button UP/ DOWN (Hold UP for a front flip and then DOWN for a back flip).
4. When you get close to the ground, maintain your position with the directional button to prepare for landing.

TO PERFORM A SPIN:

1. Press and hold the  button to crouch as you approach a wave's lip.
2. Release the  button to jump.
3. Press and hold the directional button LEFT/ RIGHT to spin left or right.
4. When you get close to the ground, maintain your position with the directional button to prepare for landing.

COMBO MOVES

Combo multiplier moves are all about bonus points. Combo moves are linked directly to your PUMP and you can only pull off a COMBO by maintaining your momentum and by keeping your pump on-screen. If you can keep up the momentum while you perform your individual tricks, then you earn a multiplier for each move you do.

You can enable a COMBO by simply switching on PUMP first. COMBO moves are performed when you link at least 2 tricks together when your PUMP is switched on. If you start to lose momentum by not pumping, the word PUMP will begin to flash. At this point you have a short amount of time left to pull off multiple tricks and then COMBO. If you switch PUMP back on, then you can keep your COMBO going.

YOU NEED TO MASTER A COMBO TO WIN.

It works this way:

- You enable PUMP
- You score while PUMP/ speed is enabled
- You score again while PUMP is enabled
- This enables a COMBO move
- You simply need to keep your PUMP/Speed going in order to continue a COMBO
- Combo score values are worth more than multiple single scores.

SUPER COMBO MOVES

When you start to really rock, you can trigger a Super Combo. You can earn a super combo by performing any red scoring move/trick in the RED (HIGHEST SPEED) area of the bar. When you do this, you earn a small yellow & black increment in the speedometer bar and then this is saved. When the yellow and black line reaches to the top of the bar, the Super Combo is triggered.

The Super Combo does two things:

1. Allows you to score highest points (red) for free for a short period of time.
2. And it allows you to perform special moves.


ADVANCED TRICKS


If you want to really shake it up, try linking your moves together. Once you get your basics down, there are almost limitless combos to link and pull off. Try some of these for size.

AIR TRICKS

Earn the big points by combining your air tricks. You can combine grabs with spins and flips. Just make sure you don't get too carried away – you've got to land these all by yourself so you need to get used to the heights before you go ballistic.

FLOATER TRICKS

Once you're floating on the lip consistently, you should try and perform a floater trick. To perform a floater trick, simply PRESS  and perform a trick according to your position on the wave.





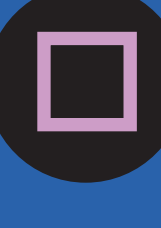


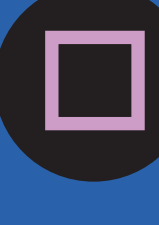

To perform a different floater trick you need to hold in either **L1** or **R1** to rotate and alter your position. Once you've found a position you like, simply PRESS  again to perform another floater trick.




TIP: You can pull off a special floater trick when you have triggered a super combo. Changing your position or direction in a floater will enable you to pull off different types of special tricks. You can check out the different types of special floater tricks in the pause menu.




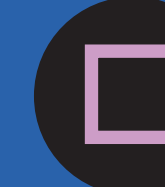

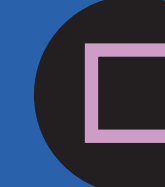


JET SKI TOW IN SURFING







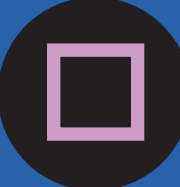
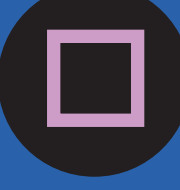

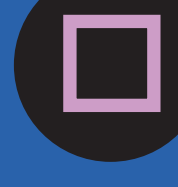
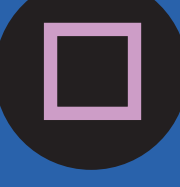
Jet-ski tow-in is an awesome way to get into hard to surf waves. For example, in big wave locations or even heavy tidal locations, jet-ski tow-in assist really helps. You can drive your own jet-ski and release yourself on to the wave whenever you like, so long as you time it correctly. To accelerate, Press in the X button on your controller and you will gradually pick up speed. To brake or slowdown, you can hold in the square button. To release on to the wave, just press L1.

COMPLETE MOVES TABLE

ACTION	GAME CONTROLLER COMMAND
WAVE MOVES	
ON WAVE CARVE	
FLOATER	
CROUCH / COMPRESSION / OLLIE	
FRONTSIDE RE-ENTRY	RIGHT DIRECTION +  HOLD (HIGH WAVE POSITION)
FRONT SIDE LAYBACK SNAP	RIGHT DIRECTION +  HOLD (LOW-WAVE POSITION)
FRONTSIDE LAYBACK CARVE	RIGHT DIRECTION +  HOLD (HIGH WAVE POSITION)
FRONTSIDE RAIL GRAB SLIDE	RIGHT DIRECTION +  HOLD (LOW WAVE POSITION)
BACKSIDE RE-ENTRY	LEFT DIRECTION +  HOLD (HIGH - WAVE POSITION)
BACKSIDE RAIL PIVOT	LEFT DIRECTION +  HOLD (LOW -WAVE POSITION)

BACKSIDE RAIL PIVOT	LEFT DIRECTION +  HOLD (LOW WAVE POSITION)
BACKSIDE PIVOT	LEFT DIRECTION +  HOLD (WAVE POSITION)
BACKSIDE GRAB + RAIL TURN	LEFT DIRECTION +  HOLD (HIGH WAVE POSITION)

SPECIAL ON WAVE MOVES	COMMAND
OLD SKOOL 360	LEFT & RIGHT DIRECTION +  +  SQUARE (CONTROLLER)
HANDSTAND	STRAIGHT AHEAD DIRECTION +  +  SQUARE (CONTROLLER)
HANG FIVE	STRAIGHT AHEAD DIRECTION +  +  SQUARE (CONTROLLER)
LAZY BOY	STRAIGHT AHEAD DIRECTION +  +  SQUARE (CONTROLLER)

FLOATER FRONTSIDE	LEFT/RIGHT + 
FLOATER BACKSIDE	LEFT/RIGHT + 
FLOATER 50/50 	LEFT/RIGHT + 
FLOATER FAKIE	LEFT/RIGHT + 
FLOATER HANDSTAND 	FRONTSIDE FLOATER+ 
FLOATER DARKSIDE	BACKSIDE FLOATER + 
NOSERIDE FLOATER 	50/50 FLOATER + 
LAZYBOY FLOATER	FAKIE FLOATER + 

AIR GRAB TRICKS	
AIR GRAB_INDY.	L1
AIR GRAB_METHOD.	R1
AIR GRAB_TAILGRAB.	L2
AIR GRAB_2HANDGRAB.	R2

SPECIAL AIR GRABS	
AIR GRAB_MUTE.	L1 + R1
AIR GRAB_NOSEGRAB.	L2 + R2
AIR GRAB_NUCLEAR.	L1 + L2
AIR GRAB_ROCKET.	R1 + R2

UNLOCKING SPECIAL TRICKS

You can unlock your character’s special tricks by getting into a Super Combo. The surfers specialize in air moves or wave moves and you can buy extra tricks with the help of your coach to make that happen. So for example if your character specializes in wave tricks and you want to build up their air repertoire, then you can spend your hard-earned prize money on a little coaching and really begin to fly. On the Pro Tour (DLC), you can further upgrade your character by customizing your character stats and equipment (e.g. surfboards) to improve your surfing performances.

MAIN MENU

SINGLE PLAYER OPTIONS

COMPETITION MODE: The Competition mode is a full leader-board style, competition mode where scoring the highest place in the competition will see you progress to the next round. Each place in every round earns you points that in turn place you on the leader-board. The aim is to place as high as you can in each competition, earning as much prize money and points as you can, whilst also managing your equipment. The aim is to become the WST World Champion.

TO START COMPETITION MODE

1. Select **ONE PLAYER** from the **SURFER®** Main Menu and select the **Competition Mode**.
2. Choose any character from the **CHARACTER SELECT** area within the airport.
3. Once a character has been selected you can visit the **PASSPORT** area to choose an unlocked piece of equipment and upgrade your character with a default amount in your bank. Or, you can choose to pass and just use the default equipment
4. Choose the required location from the flight boarding screens.
5. If you don't do so well in the main competition, you still have a chance to contest a "repechage" round in order to progress. A repechage round is a mini competition – it is a timed event where you try and compete in different types of short challenges. The following are descriptions of repechage challenges:

REPECHAGE – FLOATER CHALLENGE

This challenge is only about floaters – the floater points are the **ONLY** points tallied. The goal is to float your way to victory by beating your AI competitors over 2 rounds. If you place in the top 3, you can continue through to the final.

REPECHAGE - AIR SHOW

Perform only airs in this challenge and **ONLY** the aerial points are scored. Your challenge is to beat your rivals in aerial combat over 2 rounds. If you place in the top 3, you can continue through to the final.

REPECHAGE – TUBE CHALLENGE

This challenge is only about barrels: big, throaty deep pits. The tube points are the **ONLY** points tallied. The goal is to barrel your way to victory by beating your competitors over 2 rounds. If you place in the top 3, you can continue through to the final.

1P SINGLE SESSION

The Single Session mode is a quick, arcade-style competition mode where scoring the highest place in the round will see you unlock prizes. Prizes include trophies, surfboards and money.

TO START SINGLE SESSION

1. Select ONE PLAYER from the SURFER® Main Menu and select the Single Session Mode.
2. Choose any character from the CHARACTER SELECT area within the airport.
3. Once a character has been selected you can visit the PASSPORT area to choose an unlocked piece of equipment and upgrade your character with a default amount in your bank. Or, you can choose to pass and just use the default equipment.
4. Choose the required location from the flight boarding screens.
5. You need to unlock the individual levels by contesting in the main 1P Competition Mode.

1P FREE SURF

Setting up a free-ride

No time limits, no high scores, and no pressure. Practice all your moves in this mode. Explore at your leisure, catch a wave if you want, risk any moves you want or just soul surf. Only the levels unlocked in 1P Championship mode are available in Free Surf.

TO START A FREE-RIDE

1. Select ONE PLAYER from THE SURFER® Main Menu.
2. Select FREESURF.
3. Once a character has been selected you can visit the PASSPORT area to choose an unlocked piece of equipment and upgrade your character or you can choose to pass and just use the default equipment.
4. Choose the required location from the flight boarding screens.
5. You need to unlock the individual levels by contesting in the main 1P Competition Mode.

1P SNATCH N GRAB MODE

NON Split Screen

Environment

Coming soon to download content
(DLC) 2 & 3

1P CATCH N CONQUER MODE

NON Split Screen

Environment

Coming soon in download content
(DLC) 2 & 3

MULTIPLAYER OPTIONS

2P FREESTYLE MODE

Split screen environment

The 2P Freestyle mode is a quick head-to-head 2P arcade styled competition mode where you and your buddy compete to see who is boss. Highest score wins.

To start 2P freestyle mode

1. Select TWO PLAYER from the SURFER® Main Menu and select the Freestyle Mode.
2. Player One control is active first.
3. Choose any character from the CHARACTER SELECT area within the airport.
4. Once a character has been selected, you can visit the PASSPORT area to choose an unlocked piece of equipment and upgrade your character with a default amount in your bank. Or, you can choose to pass and just use the default equipment. Once “Press to play game” is selected, Player Two is then active.
5. Player Two control is active. Player Two chooses any character from the CHARACTER SELECT area within the airport.
6. Once a character has been selected, you can visit the PASSPORT area to choose an unlocked piece of equipment and upgrade your character with a default amount in your bank. Or, you can choose to pass and just use the default equipment. Once “press to play game” is selected you are ready to play. Either Player ONE or Player TWO can select a level to begin.
7. Choose the required location from the flight boarding screens.
8. An individual level is unlocked by contesting in the main 1P Competition Mode.

SNATCH N GRAB MODE

Split screen environment
Coming soon in download
content (DLC) 2 & 3

2P CATCH N CONQUER MODE

Split screen environment
Coming soon in download
content (DLC) 2 & 3

PARTY MODE

Non-split screen
environment
Coming soon in download
content (DLC) 2 & 3

GAME OPTIONS

Tweak sound, cameras, UI, save and load your saved games. To access these options go to any pause or the main menu screen at the airport.

SOUND

Adjust volume controls and choose your own sound volume levels from:

1. Master Volume.
2. SFX (in-game sound FX).
3. Music.
4. Voice (character voices and commentary).

CAMERA

Feel free to choose your own camera. Toggling the right analog in-game will give you a 360 view however there are five other cameras to choose from.

1. Near
2. Mid (Default camera)
3. Far
4. 1st Person Tube camera
5. 10 Second Slow Motion

SAVE / LOAD

Save or load games and options.

So, you've been shredding out there but you've got to put the game down for a bit? Save and load your most awesome stats and then continue later on when you're ready.

SAVE /LOAD GAME/OPTIONS

To save a Game/Options configuration:

1. Access the Options screen in the Main Menu or in-game end of round screens.
2. Select SAVE/LOAD and press the X button.
3. Press the X button to save or the Circle button to cancel.
4. There are no Auto-Saves for the game. You can, however, perform a SAVE run at the end of each round. If you have not had a previously saved game, your game is NOT saved at this point.
5. If you already have a Game saved, you can delete it by navigating the Playstation XMB system menu, and you can delete saved game file from the system menu.
6. If you press the X button to save and you already have a saved game, you are asked if you wish to overwrite a game, just follow the prompts on screen select either Yes or No.
7. After you have saved your game, follow the prompts to continue.

TO LOAD A GAME/ OPTIONS CONFIGURATION:

1. From the SAVE/LOAD menus (see save instructions on Page 24) select LOAD GAME from the Main Menu and press the X button to select. The screen displays whether or not you have a game or options configuration saved.
2. You can load a previously saved game from the Main Menu.
3. Press the X button to load or follow the Playstation Menu prompts to cancel.
4. After you have loaded your configuration, follow the Playstation Menu prompts to continue.

AUTO LOAD

There is no auto loading of saved options for the PS3. You can, however, load a previously saved version of the game from either the Main Menu or from the Menu at the end of each run in the game itself.

GENERAL TIPS

- When you take your first ride, your goal should be to keep it simple. Decide which tricks you feel will best allow you to tackle and then go for it.
- PUMP is the key so use your PUMP to generate speed on the wave. You can't COMBO unless you PUMP and you will find it really hard to win unless you pull off COMBOS during the competition.
- Use the good timing off the wave to get the greatest height when jumping. Combining this with short bursts of speed will only make you get even bigger air.
- FLOATER TRICKS: If you hold in L1 or L2 the control + the analogue controller, you can re-orient yourself. Once you adopt a different position, you can perform different types of special floater tricks. Press X at any point to cancel / jump out of the trick.
- TUBES: Depending on which location you are at and the prevailing conditions, tubes tend to get harder the further along you are in the competition, so just be mindful of the danger they can present in devising your strategy.
- Other surfers: The surfers you are competing against are not your friends. They want to win just like you do so they can play hardball when they need to. The A.I. will knock you over if you get in their way, they will also seek priority when they can. In short, the A.I. will go hard to beat your score.
- Priority: Getting priority is pretty important because it means that if you get priority and you do happen to knock someone over, you're not going to be penalized and lose points.
- Maintain vision and focus. Always look at what's ahead so you can read and react to tight situations.

IMPORTANT

Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games. These seizures may have a variety of symptoms, including light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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