

WAKEBOARDING

UNLEASHED™ | FEATURING | SHAUN MURRAY

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GETTING STARTED

INSTALLATION (PC)

1. Insert the Wakeboarding Unleashed™ disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.
 - *If the Setup program does not automatically start, left-click the Start button from the Windows Taskbar and select Run.... Type D:\Win\setup.exe in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').
 2. Click "Install Wakeboarding Unleashed"
 3. Follow on screen instructions to continue.
 4. Next you will need to enter your serial number, username, and organization.
 5. To accept the default location, click "Install".
 6. To change the location, click Change, then choose the location and click OK.
 7. Click NEXT if you are satisfied with all of your choices. The game files are copied to your hard drive.
 8. When all of the files are copied to your hard drive, you will receive a message that the game has successfully installed. Click Finish to Exit Install.
- *You have an option to View the ReadMe at this point.

STARTING THE GAME

1. Close all open programs and background tasks, including virus scanners.
2. Left-click the Start button from the Windows Taskbar and select All Programs (or Programs) > Aspyr > Wakeboarding Unleashed

INSTALLATION (Macintosh)

1. Insert the Wakeboarding Unleashed™ Install disc into your CD-ROM drive.
2. Double-click the CD icon. Then, double click the "WBU Macintosh Installer" icon. Follow the step-by-step instructions. The installer will automatically install Wakeboarding Unleashed™ to the location you request.
3. To start the game, you must have the "Play Disc" in the CD-ROM drive. Double-click the Wakeboarding Unleashed application to begin.

CONTROLLING THE RIDER

Basic Controls

Jumping

To jump, press and release the **2** on the numpad.

To jump higher, make sure you hit the **2** button at the tip of the wake. To do a double jump, double tap **↑** quickly while pressing **2**, then release the **2** on the numpad.

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the **4** on the numpad in combination with a directional key. Each of the directional keys performs a different grab trick. The longer you hold the **4** on the numpad down during a grab trick, the longer you'll perform that grab trick with the score increasing over the length of the grab.

Invert Tricks

To perform an invert trick, you must first be in the air. Once in the air, press the **6** on the numpad in combination with a direction on the directional key. Each directional key pad performs a different invert trick.

Rail Tricks

To perform a rail trick, the rider must be near a surface edge. First the rider must jump onto the surface (**2** on the numpad) and then press the **8** on the numpad to perform a slide. Pressing **8** in combination with a directional key performs a rail trick.

Manuals

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

Reverts

To make a rider "revert" when landing back down onto a quarter pipe, press **9** on the numpad right as you hit the quarter pipe's surface coming out of an aerial maneuver.

Boat Driving

To make the boat accelerate, press and hold the **2** button. To get a speed boost, hold down the **7** or **9** on the numpad while on solid ground.

Advanced Controls

Letting Go of the Rope

Wakeboard Unleashed™ does not limit you by making you constantly follow the boat. Release the rope by pressing **7**. Once free of the rope, you can go anywhere in the level. The longer you're off the rope, the more chance there is of losing momentum. There is a distance meter at the top middle of the screen. This lets you know how far you are from the boat. This lets you know how far you are from the boat. Once the meter flashes the B1 icon, press the **7** on the numpad and the boat will throw the rope back.

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

Switch Stance

You score more points when performing tricks in "switch" stance, which is the opposite of the rider's normal stance. To get into switch stance, press **9** on the numpad.

Wallrides

To perform a wallride, jump and then hold the **8** on the numpad when approaching a wall. Press the **2** on the numpad to wallie.

Double-Tap Flips and Grabs

Double-tap a directional key and the flip or invert key (for example, **← + ← + 4**) to bust a double or more advanced version of the base trick. These tricks score more points than their base (single tap) trick.

Slide/Lip Branching

In the middle of a rail trick, tap twice on the **6**, **8**, or **4** on the numpad – or any combination – to change your trick.

Advanced Tricks

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



Control Tips

- When you start to bail off a rail trick, quickly do a grab or invert trick to avoid bailing.
- When you're not holding the rope, you lose momentum quickly. Keep an eye on the distance meter at the top middle of the screen.
- To get the most air off of the wake, release the **2** on the numpad at its tips.

Scoring Tips

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

Groove Meter

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

The Special Meter and Special Tricks

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

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

Slow Motion

When your Special Meter is full, press the **0** on the numpad to perform a trick in slow motion.

MAIN MENU

The Main Menu allows you to select from all the different game modes. Press ← and → on the directional keys to select the desired option. Press the **2** on the numpad to confirm.

Load/Save

Load previous games or save your current career.

Videos

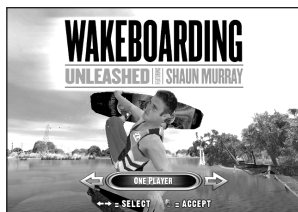
Unlocked videos can be played from this menu. Play with different riders to unlock new videos.

Options

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

Playlist

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



ONE PLAYER MODES

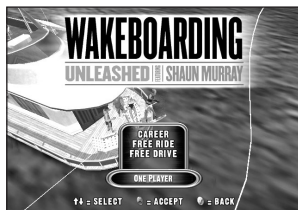
Career Mode

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

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

Groove Objectives

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



Challenges

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

Gaps

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

The Pause Menu

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

The Attack Sheet

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

Free Ride

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

Free Drive

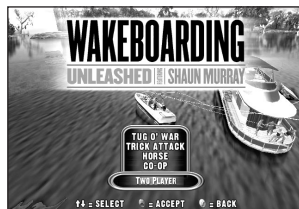
Hang up your board and grab the controls of the boat. Boat Driver mode allows you to take the boat for a spin around the level and see things from a different perspective.

TWO PLAYER MODES

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

Tug-O-War™

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



Trick Attack

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

H.O.R.S.E.

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

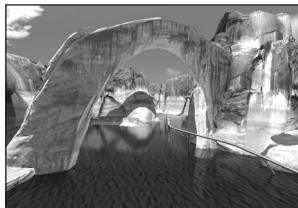
Co-Op Mode

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

THE LEVELS

Level 1: Lake Powell

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



Level 2: The Bayou

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



Level 3: Springfield

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



Level 4: Pro Wakeboard Tour™ Exposition: Florida

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



Level 5: Hong Kong

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



Level 6: Belize

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



Level 7: Venice

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



Level 8: Wakeboarding Magazine® Exposition: Delta

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



Level 9: The Boneyard

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



Level 10: Timber Lake

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



Level 11: Ocean World

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



THE RIDERS

Wakeboarding Unleashed™ features seven of the hottest professional wakeboarders!

Shaun Murray

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



Parks Bonifay

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



Dallas Friday

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



Note: She's named after a city in North Carolina.

Tara Hamilton

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



Cobe Mikacich

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



Darin Shapiro

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



Collin Wright

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



UPGRADES

Stats increase your rider's performance. There are ten types of stats for each rider, both pro and custom riders.

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

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



SELECT BOARD

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



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Music

"Train Train"

Performed by Blackfoot
Written by Shorty Madlock
Published by Bobnal Music, Inc. (BMI)
© 1979 Atlantic Recording Corp.
Produced Under License From Elektra
Entertainment Group By Arrangement With Warner
Strategic Marketing

"Unfair"

Performed by Pavement
Written by Stephen Malkmus
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"Flirtin' With Disaster"

Performed by Molly Hatchet
Written by Danny Joe Brown,
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Published by Mister Sunshine Music, Inc. (BMI)
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"Redneck School of Technology"

Performed by The Flaming Lips
Written by Wayne Coyne,
Richard English, Michael Ivins
Published by EMI BLACKWOOD MUSIC INC. (BMI)
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"Wave of Mutilation"

Performed by The Pixies
Written by Black Francis
Published by Rice and Beans Music (BMI)
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"Motorcycle"

Performed by Love and Rockets
Written by Daniel Ash, Kevin Haskins, David Jay
Published by Universal/Momentum Music Ltd.
administered by Universal-Polygram International
Publishing, Inc. (ASCAP) on behalf of
Universal/Moment Music Ltd. (ASCAP)
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Courtesy of Beggars Banquet

"Shake 'Em On Down"

Written and Performed by R.L. Burnside
Published by Mockingbird Blues Publishing Ltd
(BMI) as administered by
Wixen Music Publishing
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Courtesy of Fat Possum Records

"Who Do You Love"

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

"It Returns"

Performed by The Greenhornes
Written by Craig Fox, Patrick Keeler, Jack Lawrence
Published by Each Hit Below Me (BMI) © Telstar
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"I Wanna Be Your Dog"

Performed by The Stooges
Written by James Osterberg, Jr., Scott Asheton,
Ron Asheton, David Alexander
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"Nitroglycerine"

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

Performed by J. Geils Band
Written by Juke Joint Jimmy
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"Mississippi Queen"

Performed by Mountain

Written by Laurence Laing, Felix Pappalardi, David Rea, Leslie Weinstein

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"Selling Submarines"

Performed by The Pattern

Written by Chris Appelgren, Andy Asp, Jason Rosenberg, Carson Bell, Scott Batiste From the Lookout! Album "Real Feelness"

Courtesy of Lookout! Records

By arrangement with Ocean Park Music Group

"Break 'Em On Down"

Performed by Soledad Brothers

Written by Johnny Walker, Ben Swank

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"I-75 Boogie"

Performed by Soledad Brothers

Written by Johnny Walker, Ben Swank

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"Unchained"

Performed by Van Halen

Written by Edward Van Halen, Alex Van Halen, Michael Anthony, David Lee Roth

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"Dueling Guitars aka Dueling Banjos"

Performed by The Ventures courtesy of Capitol Records. Under License from EMI Film & Television Music. Written by Don Wilson,

Bob Bogle, Joe Saraceno

Published by Tridex Music Publishing as administered by Malcolm Wiseman, Esq.

"Way Down The River"

Performed by Jamie Dunlap

Written by Jamie Dunlap, Scott Nickoley Published by Revision West Music (BMI);

Red Engine Music (ASCAP)

Courtesy of Marc Ferrari/MasterSource

"The Ho-Down"

Written and Performed by EVonix

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Special Sound Thanks

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CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

You should read through the manual and the read me file on the CD before contacting Aspyr Technical Support.

Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed
- Amount of RAM
- Make and model of your video card
- Speed of your CD-ROM or DVD-ROM
- Operating System

INTERNET: <http://www.aspyr.com/support>

Our support section of the Web has the most up-to-date information available, including patches that can be downloaded free of charge. By selecting the game you are inquiring about, you can view the Top Solutions for the game to date.

One of the best ways for you to help us is through the use of our ONLINE SUPPORT FORM, which is a link available on our Website's Support Page.

EMAIL: support@aspyr.com

You can also email our Technical Support representatives directly at the email address provided above. Please ensure that you include all of the bulleted information asked above for the computer you are running the program from. A response may take anywhere from 24-72 hours, depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during the holiday season the response time may take a little longer.

PHONE: (512) 708.8100 (512) 708.9595 fax

Contact a Technical Support Representative at the number provided above, between the hours of 10:00 a.m. and 6:00 p.m. (Central Standard Time), Monday through Friday, except holidays. When calling, please make sure you are in front of your computer with the power on and all the bulleted information asked above.

Mail

Aspyr Media, Inc.
Technical Support
PO Box 5861
Austin, Texas 78763

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