CHAMPIONSHIP
SurFer ™

Featuring **Cory Lopez** and 7 world class Surfers

Dreamcast ™

Dreamcast

MATTEL
INTERACTIVE ™

Authentic, Real-World Surfing!

EVERYONE
E
CONTENT RATED BY
ESRB

T-41403N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system.
  Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge.
  Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
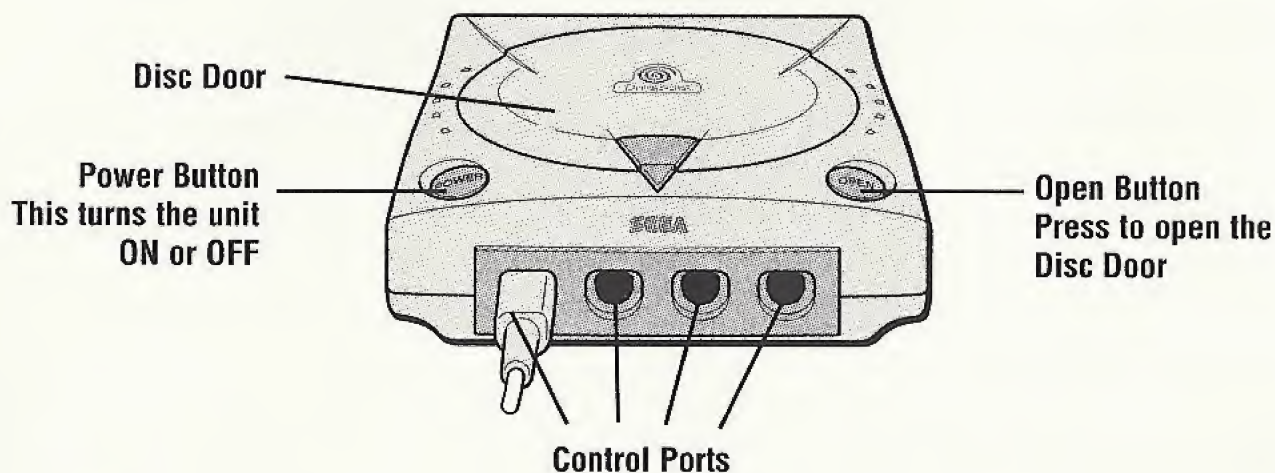
TABLE OF CONTENTS

INTRODUCTION

CHAMPIONSHIP SURFER™ is a surfing game based on a fictional island located 300 kilometers east of Fiji in the middle of the South Pacific. Thousands of years ago, seismic activity breached the oceanic plate here, spewing forth lava that eventually accumulated to form the volcanic atoll that is the island, "Waves." This process not only led to the lush flora and fauna that is now present on the island, but also to its unique surfing features. Most significantly, its lack of a continental shelf that would normally dissipate the energy of the huge open ocean swells means that it receives some of the largest surfable waves in the world. This fact, along with its varied array of surf breaks, makes it a mecca for the hard-core surfers of the world.

SETTING UP

Sega Dreamcast Hardware Unit

Disc Door

Power Button
This turns the unit
ON or OFF

Open Button
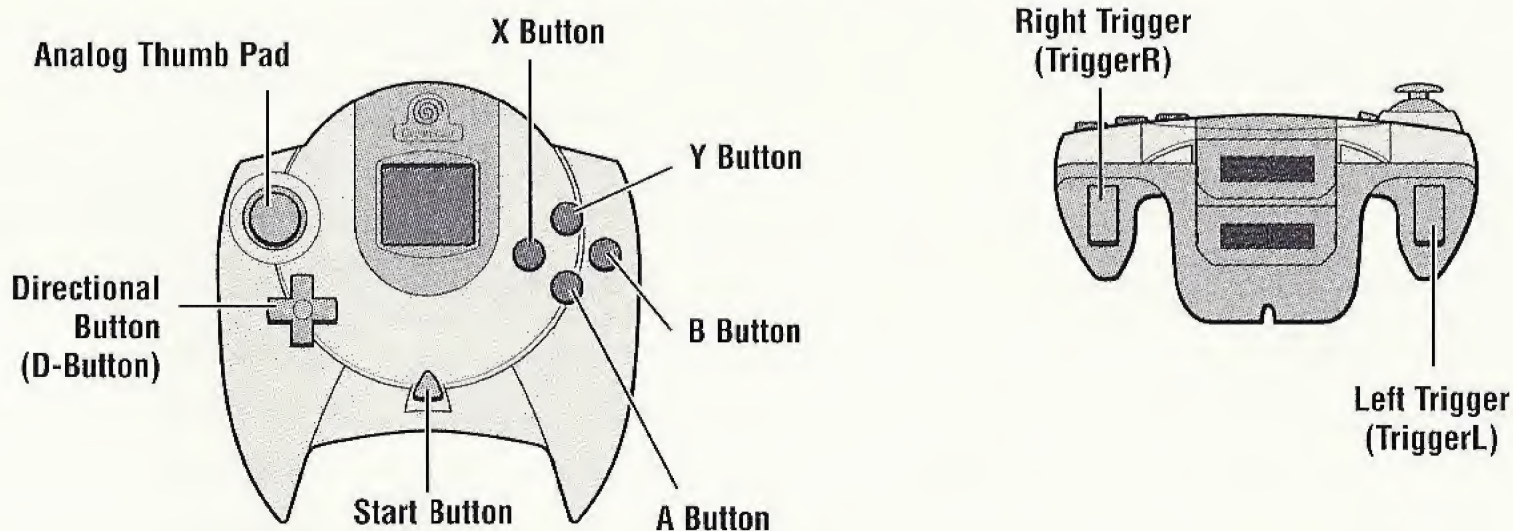Press to open the
Disc Door

Control Ports

Set up your Sega Dreamcast™ game console according to the instructions in the Dreamcast Instruction Manual. Make sure the power is OFF before inserting or removing a Sega Dreamcast Specific Disc or peripheral device.

RUNNING THE GAME

Insert the CHAMPIONSHIP SURFER disc and close the Disc Door. Insert a Sega Dreamcast Controller in Control Port A and turn the Dreamcast power ON. The game game should start automatically and proceed to the Title Screen awaiting a press of the **Start Button** to begin CHAMPIONSHIP SURFER.

Sega Dreamcast Controller

Analog Thumb Pad

X Button

Y Button

Directional Button (D-Button)

B Button

Start Button

A Button

**Right Trigger (TriggerR)**

Left Trigger (TriggerL)

Never touch the **Analog Thumb Pad** *or Triggers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.*

If the **Analog Thumb Pad** or Triggers L/R are accidentally moved while turning the Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

CHAMPIONSHIP SURFER is a one player game. To return to the Title Screen at any point during gameplay, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start Buttons** on the controller. This will cause the Dreamcast to soft reset the software and display the Title Screen.

Sega Dreamcast Arcade Stick

Start Button

Y Button

Z Button

X Button

C Button

Joystick

A Button

B Button

3
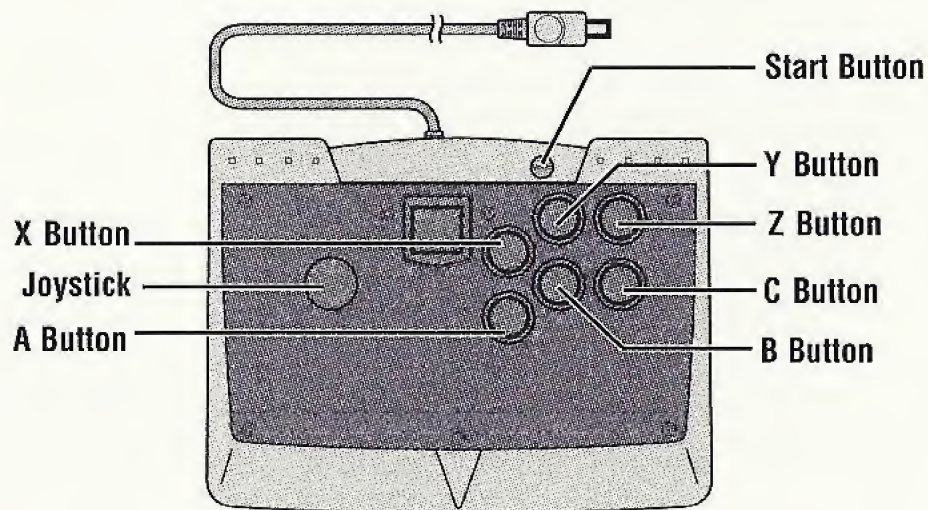
GAME CONTROLS

Shown below are the default controls for the Dreamcast controller and Arcade Stick. See the section on customizing controls through the Settings screen on page 22 for details on changing these default presets.

Default Controls:	Controller	Arcade Stick
Control Surfer/Advance through options	Directional Buttons	Joystick
Stand/Slash/Select	A Button	A Button
Snap/Cancel	B Button	X Button
Launch/Fire attack pickups in Rumble Mode	X Button	Y Button
Camera Control	Y Button	C Button
Camera Control	TriggerL	Z Button
Grab Rail	TriggerR	B Button
Brings up PAUSE menus, advances in screens	Start Button	Start Button

Please note that success is not guaranteed when using incompatible controllers.

CONTROL BASICS

CONTROLLING YOUR SURFER

Surfing in CHAMPIONSHIP SURFER may seem tricky at first, but in no time you'll find yourself pulling off some outrageous moves after mastering a few basic controls.

Paddling

Your first task is to catch a wave. Paddle your board using left and right to steer, and forward and backward to accelerate and decelerate, respectively. When you have picked up enough speed, press the **Stand Button (A Button)** to get up on your board and start surfing! It is not advisable to attempt any turns while standing up, as this will more than likely end in a wipeout. Also, watch the Wave Direction Indicator. This will tell you which way the wave is going to break, and hence which direction you should be surfing in.

Surfing

You can surf by using the same controls that you used for paddling . . . left, right, up and down. Left or right turns the board in that direction. Up causes your surfer to lean forward, increasing speed, while down leans backward, decreasing speed. Surfing up and down the wave face keeps your speed up and prevents any premature wipeouts. Your speed is represented by the green Speed Bar at the top right of the screen in most modes. On a wave that is breaking to the right, using the backward right diagonal allows a Carve to be performed, while on a left breaking wave, the backward left diagonal does a Carve. And that's it! These basic controls are all that you need to surf like a beginner. If you start off by playing in Beginner mode, you may even find yourself performing some aerials as you get near the top of the wave. But to get serious, and to start scoring a few more points, we need to add the four action buttons into the mix. Which brings us to the next section . . . .

Surf Tip: *Surf top to bottom smoothly to keep your speed up.*

Some Basic Moves

The four action buttons open up a whole new world of point scoring opportunities. These buttons control Slashes, Snaps (Surfing term for a very fast turn triggered by the surfer twisting his upper body to the left or right), Rail Grabs (Surfing term used when a surfer grabs the side of the board during a maneuver) and Launches. Each of these can be used in combination or in sequence with the others, and with the directional controls, to perform a myriad of tricks. Let's try one.

If you managed to get the hang of performing a Carve using the backward diagonals, as detailed in the preceding section, it is quite a simple matter to hold down the **Grab Rail (TriggerR)** to milk a few extra points out of a basic maneuver. Doing this would perform a Grab Rail Carve. Most moves can be compounded upon by adding a Grab Rail to them in this fashion.

Snaps and Slashes are both basic moves that are activated by pressing the appropriate button. These also open up a wealth of scoring opportunities. For example, if you hold your controls in the opposite direction of the wave break and press the **Snap Button (B Button)**, you perform a 360.

The last of the basic controls, the **Launch Button (X Button)**, is used near the top of a wave to become airborne. While in the air you can perform moves as well; for example, a Grab Rail when airborne is known as a Grab Rail Air. When coming back onto the wave, transferring your weight forward or backward as required assists in landing. There are many more moves for you to discover; see the "The Tricks" on page 24.

5

Surf Tip: *Make sure that the angle of your board is correct when landing aerials.*

CONTROLLING THE CAMERA

CHAMPIONSHIP SURFER has five selectable camera positions from which to view the action. There is also a Dynamic Camera which selects the viewpoint for you automatically.

You can cycle through these views by using the **TriggerL** or the **Y Button** on your controller. The Dynamic Camera can be enabled or disabled in the Settings screen. See "Settings" screen on page 22 for more detail.

MAIN MENU

QUICK START

Leap straight into the action with one of four modes.

Quick Start allows you to play Arcade, Trick Attack, Free Surf, and (when unlocked) Time Attack modes, and is provided as a method to quickly get onto the waves. Choices such as board selection and surfer selection are made automatically, based on the last full game that you attempted. The other modes are unavailable when starting a game in this way.

START GAME

Takes you to the Game Mode selection screen, where you can begin your quest for dominance of the waves. This option enables you to play all of the available modes, and is explained in more detail in the "Game Modes" section.

LOAD GAME

Start from where you left off by choosing this option. See "Saving and Loading Games" on page 22.

LOAD REPLAY

You can store any desired replays in CHAMPIONSHIP SURFER, and this option lets you relive those moments of glory. The "Replays" section on page 23 tells you more.

SETTINGS

Lets you modify in-game settings and change your controller setup. Details are given in "Settings" on page 22.

GALLERY

Allows you to view High Scores, Movies, and the Credits.

GAME MODES

CHAMPIONSHIP

Compete in a surfing tournament that complies with official competition scoring and rules.

Championship Options

Players: Here you get to select the number of players that surf in the competition. Choices range from one to eight.

Game Difficulty: There are three skill levels that determine the overall difficulty of the competition. Select from Beginner, Amateur or Pro. Selecting Beginner will only allow you to play up to the end of the fourth beach. Amateur lets you play until the end of the seventh beach, and Pro lets you play through all the beaches.

Heat Time: Choose the time span available for surfing in each heat. Available times are two, five, or ten minutes.

Beaches: This option becomes available if two or more players are enabled. Choose the number of beaches on which to surf. Initially, this ranges from one to two, but can increase to as many as ten beaches if they become unlocked.

Wave Limit: This option determines the number of waves that you surf in each heat. Between two and twenty waves are the choices, although the minimum value is determined by the "Top Scores" option.

Top Scores: Sets the number of waves that your final score is based upon (between two and five). For example, if this option is set to four, then your four top-scoring waves are added together to give the final score for the heat.

Surfer Selection

Pick a surfer to control. If more than one player is surfing, a multiplayer selection screen is used. Your Dreamcast fills in the blanks to provide a total of eight surfers. Refer to "Surfer Selection" on page 19 for details on selecting surfers.

Beach Information

This screen provides a brief overview of the upcoming beach.

Current Seeding

The draw for the current competition is shown on this screen. All eight surfers are shown on the left. They face off in pairs; the winner of each pairing moves to the next round until a winner is determined.

Surf Check

The expected weather conditions for the day's competition are shown here. You can modify the conditions by selecting the Change option.

Controller Selection

If a multiplayer game is underway, each player must indicate their controller by pressing the **A Button** when prompted.

Board Selection

Select a board for your surfer to ride. If you are facing off against another player, the Multiplayer Board selection screen is used. See "Board Selection" on page 21 for detailed information on these screens.

Game

The seeded surfers face off in pairs. Each heat lasts for the amount of time set in the 'Heat Time' option in the Championship Options screen. You surf up to the number of waves selected in the 'Wave Limit' option within this time in order to get the highest score, by pulling off as many difficult tricks as possible. At the end of the waves (or when the heat time expires, whichever comes first) the best scores from the heat are totalled to give you a final score, based on the 'Top Scores' setting in the Championship Options. The surfer with the higher score progresses to the semi-final. The two winners from the semi-finals then meet in the final. At the end of the round, the winner of the final is awarded 1000 points, the runner-up 500 points, the other semi-finalists 250, and the rest of the competitors have to make do with 100 points. Competition then moves on to the other beaches in sequence, until the surfer with the highest overall score is deemed the champion, and awarded the trophy.

Note that the competition only continues past the second beach if other beaches have been unlocked. This means that if you haven't previously unlocked any beaches in one of the other modes, you will have to win each beach as you play in order to unlock it and progress through the competition.

In the event of a tie, the surfer who scored the highest on the preceding beach is the winner.

Surfer Name ....*Displays the name of the current surfer*

Heat Timer ....*The time remaining in the current heat*

Wave Timer...........................*Time left before the wave closes out*

Speed Bar..............................*How fast you are going*

Stamina Bar ....*The lower your stamina is, the more difficult tricks become*

Wave Direction ....*Indicates the direction that the wave breaks, either left or right*

Wave Scores ....*Your best waves; and the number of the current wave*

Score ....*Number of points scored on the previous wave*

Board Damage ....*There is no board damage in Championship Mode*

Beach Name ....*Shows the name of the current beach*

Required Score ....*The points that you need to win the heat*

Trick Description ....*Displays any tricks that you perform*

Pause Screen
Press **Start** during the game to bring up the Pause screen.

Continue ....*Continue surfing*

Save Replay ....*Save a replay of the previous sequence*

Settings ....*Brings up the Settings screen*

End Heat ....*Ends the current heat and moves on to the heat results*

Main Menu ....*Ends the current game and returns to the Main Menu*

Surf Tip: *Keep surfing smoothly for maximum style points.*

ARCADE
Surf the beaches of Waves Island in this arcade action version of surfing. Pull off high scoring tricks while avoiding obstacles as you strive to be the best there is!

Arcade Options

Players: Here you get to select the number of players that take part in the competition. Choices range from one to eight.

Beaches: This option becomes available if two or more players are enabled in the preceding option. Choose the number of beaches on which to surf. Initially, this ranges from one to two, but can increase to as many as ten beaches if they have been unlocked.

Game Difficulty: There are three skill levels that determine the overall difficulty of the competition. Select from Beginner, Amateur or Pro.

Surfer Selection

Pick a surfer to control. If more than one player is surfing, a multiplayer selection screen is used. Refer to "Surfer Selection" on page 19 for details on selecting surfers.

Beach Information

This screen provides a brief overview of the upcoming beach. If in single player, the bottom of the screen displays the score required to progress to the next beach.

Surf Check

The expected weather conditions for the day's competition are shown here. You can change the conditions by selecting the Change option.

Controller Selection

If a multiplayer game is underway, each player must indicate their controller by pressing the **A Button** when prompted.

Board Selection

Select a board for your surfer to ride. See the section on "Board Selection" on page 21 for more info.

Game

The single player objective is to ride each wave, pulling off as many tricks as possible while avoiding obstacles in an attempt to score the points required to advance to the next level. The objective in Multiplayer Arcade is much the same, except you must try to acquire more points than your opposition.

Every time that you hit an obstacle your board takes damage. When your board reaches maximum damage, you're done — Game Over! Unlike real life, however, you can opt to retry the level.

If you manage to pull off enough tricks to reach the required score, then you can progress to the next beach.

Your score is shown at the bottom right of the screen, in yellow. When you have reached the target score for the level, the score changes color to green to indicate your success. Scores in this mode are cumulative; so your final score will be the sum of the scores for all the beaches that you have contested.

Surfer Name ....*Displays the name of the current surfer*
Heat Timer ....*The time remaining in the current heat*
Wave Timer.............................*Time left before the wave closes out*
Speed Bar...............................*How fast you are going*
Stamina Bar ....*The lower your stamina is, the more difficult tricks become*
Wave Direction ....*Indicates the direction that the wave breaks, either left or right*
Score ....*Current score. If this is yellow, you need more*
Board Damage ....*Take too much damage and it's Game Over!*
Beach Name ....*Shows the name of the current beach*
Trick Description ....*Displays any tricks that you perform*

Obstacles

Arcade Mode presents you with the challenge of performing tricks while avoiding an array of obstacles. Below is a list of those obstacles.

Buoy: A stock-standard buoy; numerous in number and easy to dodge

Crate: A remnant from countless first person shooters

Barrel: A barrel filled with waste from an unscrupulous chemical company

Diver: A Scuba Diver practices his moves as you attempt to do yours

Lifeguard: The Lifeguard should be saving people, not endangering surfers

Swimmer: She could have chosen a better place to do a few laps

Cameraman : The Cameraman goes for the best shot of the action, oblivious to all

Dolphin: This friendly cetacean is perhaps a bit too friendly

Mine: Leftovers from the days when submarines patrolled the waves

Jetski: Wanting the waves for himself, the Jetski will aim directly for you

Helicopter: This aerial menace is a foe to be reckoned with

Shark: You sure do look like a seal floating up there. Be careful …

RUMBLE

You and up to three players duel it out on the wave face with an array of pickups to spice up the experience.

Surfer Selection

Pick a surfer to control. From two to four players make their choices here. Move your controller left or right to cycle through the available surfers. Press the **A Button** to lock in your choice. Pressing the **B Button** after a surfer has been selected allows you to change your mind. When all players have selected their surfers, a Done button appears, allowing progression to the next screen.

Game

Rumble mode is designed for two to four players. All surfers compete on the same wave at the same time. The object of the mode is to obtain the highest score by obliterating your opponents, while preventing them from doing the same to you. You will be given two minutes in which to do this. After the two minutes, the winner is awarded two points. This score is tallied to determine the overall champion as long as the current game is continued by pressing Retry after each two minute wave. If you quit the current game, then the scoring tally is reset.

In this mode the surfer automatically performs aerials, as the normal **Launch Button (X Button)** control is now used to launch attacks! There are a variety of pickups and obstacles that float across the water to either help or hinder you in your quest for supremacy. Running into an attack pickup enables you to direct it at another player using the aforementioned **Launch Button**. Other pickups have an immediate effect on you, for better or for worse. And of course there are obstacles. When facing toward an opponent that is within range, a line of arrows color-coded to your surfer extends between you and your intended target. Press the **Launch Button (X Button)** to vent your wrath. If successful, you will earn yourself some valuable points.

Player Number ....*A number for each player; one to four*
Timer ....*Time remaining*
Surfer Name ....*Displays the name of the current surfer*
Score ....*Current score*
Board Damage ....*Take too much damage and you wipe out*
Stamina Bar ....*The lower your stamina is, the more difficult tricks become*
Speed Bar ....*How fast you are going*
Knockdowns ....*Number of times that you've wiped an opponent out*

Pickup ....*The current item that you're holding, ready to use*

Scoring: The scoring in Rumble mode is based on attacking other players. Here are the points that you will receive for each eventuality.

Knocking a player off their board ....*200 points*
Attacking a player with any powerup ....*50 points*
Pass a Red Duckie to another player ....*200 points*
Pass a Green Duckie to another player ....*100 points*
Pass a Yellow Duckie to another player ....*50 points*
Collecting a Pickup ....*20 points*
Collecting a Duckie ....*-20 points*
Falling off your board ....*-20 points*

Pause Screen: Press the **Start Button** during the game to bring up the Pause screen.
Continue ....*Continue surfing*
Save Replay ....*Save a replay of the previous sequence*
Settings.........................*Brings up the Settings screen*
Rumble Info..................*Brings up a screen listing the objects and pickups in Rumble Mode*
Main Menu ....*Ends the current game and returns to the Main Menu*

Obstacles and Pickups: Here are some of the goodies that you may encounter while competing in Rumble Mode.

Mines: These obstacles explode on contact, causing an instant wipeout regardless of your current Board Damage.

Rubber Duckies: These come in three varieties, none of them pleasant. Rubber Duckies jump onto your board if you surf too close to them, and have the following effects on you:

Red: These duckies explode if they get onto your board, doing some nasty damage.

Green: The green duckies are filled with poisonous gas, which they release without hesitation.

Yellow: Yellow duckies surf with you for a while, making your surfboard less responsive.

Surf Tip: *Once a Rubber Duckie jumps onto your board, you can acquire points by passing it on to an opponent. To do this, simply ram into your intended victim.*

Attack Pickups: Use these to inflict damage on other surfers by pressing the **Launch Button (X Button)** when they are in range. The Attack Pickups float at the top of the wave, making it necessary to get airborne to acquire them.

Slow Down: Attacking another surfer with this slows them down to a snail's pace, enabling you to target them easily with more damaging pickups.

Speed Up: Speeding up another player makes it harder for them to control their board, and if they perform any airs they're in for some serious vertigo.

Reverse: Let's see those other surfers pull off any extreme moves when their controls are reversed!

Shrink: Reduces the size of the attacked surfer, making it really easy to bully them around.

Magnet: The attacked surfer suddenly becomes very attractive to the obstacles in the water, especially those Rubber Duckies.

Bomb: This baby explodes when it hits your targeted surfer, something that I'm sure they won't be too happy about.

Lightning: Electricity and water are not a good combination, as anyone struck by this attack can confirm.

Nuke: A really big bang is in store for the unlucky recipient of this attack.

Instant Effect Icons

Simply surfing over these icons activates their strange powers. The Instant Effect Icons float at the top of the wave, making it necessary to get airborne to acquire them.

Expand: Looking like a bottle, this instantly increases your size, making it easier to assert your authority over the other miniscule surfers.

Shield: This shield protects you from a mine collision, or from one attack by another surfer.

Invincibility: Collect this pickup and you will be safe from harm for a short period.

KING OF THE WAVES

Up to eight players vie for supremacy in a split-screen tournament to determine the ultimate King!

King of the Waves Options

Number of Players: Here you get to select the number of players surfing in the competition. Choices range from two to eight.

Heat Time: Choose the time span available for surfing in each heat. Available times are two, five, ten or twenty minutes.

Beaches: Choose the number of beaches on which to surf. Initially, this ranges from one to two, but can increase to as many as ten beaches if they have been unlocked.

Surfer Selection

If this is the first heat of the game, each player picks a surfer to control using the Multiplayer Selection screen. If it is not the first heat, the reigning King retains the selection from the previous heat, and only the challenger makes a selection. Refer to "Surfer Selection" on page 19 for details on selecting surfers.

Beach Information

This screen provides a brief overview of the upcoming beach.

Surf Check

The expected weather conditions for the day's competition are shown here. You can change the conditions by selecting the Change option.

Controller Selection

Each player must indicate their controller by pressing the **A Button** when prompted.

Board Selection

Both players currently facing off must select a board for their surfer to ride, using the Multiplayer Board Selection screen. See the section on "Board Selection" on page 21 for detailed information on this screen.

Game

The aim of this mode is to accumulate points by winning as many heats as possible. The winner of a heat (the King) always competes in the next heat. Two surfers are randomly selected from the pool of competing players. These two perform tricks to score points until the end of the heat. The player with the highest score is awarded two points, and becomes the King. If there is a tie, each player is awarded one point,

but the reigning King continues. In the event of a tie between the very first two players in a game, Player One becomes the King. The King now faces a random challenger from the pool of players that have yet to surf the current beach. Once all of the players have surfed, competition moves on to the next beach (as long as more than one beach has been set in the "Beaches" option). Competition continues in this manner until all selected beaches have been contested. The overall winner is the player with the highest score accumulated from winning the heats. If there is a tie, the player who was last King is deemed the champion.

Surfer One Name ....*The name of Surfer One*
Surfer One Score ....*Surfer One's current score*
Surfer One Speed Bar ....*How fast Surfer One is going*
Surfer One Stamina Bar ....*The amount of stamina remaining for Surfer One*
Surfer One Trick Description............*Displays any tricks that Surfer One performs*
Wave Direction ....*Indicates the direction that the wave breaks, either left or right*
Timer ....*Shows the amount of time remaining*
Surfer Two Name ....*The name of Surfer Two*
Surfer Two Score ....*Surfer Two's current score*
Surfer Two Speed Bar ....*How fast Surfer Two is going*
Surfer Two Stamina Bar ....*The amount of stamina remaining for Surfer Two*
Surfer Two Trick Description ....*Displays any tricks that Surfer Two performs*

Surf Tip: *When landing backwards on aerials, holding forward helps to maintain the correct board angle.*

TRICK ATTACK
This mode challenges you to perform a series of tricks, and is the key to unlocking Time Attack.

Game Difficulty
There are two skill levels that determine the overall difficulty. Select either Amateur or Pro.

Surfer Selection
Pick a surfer to control. Refer to "Surfer Selection" on page 19 for details on selecting surfers.

Beach Selection
This screen is identical to the Beach Information screen, except that it allows you to select a beach to train

at by moving your controller left or right. Press the **A Button** when you have made a choice.

Surf Check

The expected weather conditions for the day's competition are shown here. You can change the conditions by selecting the Change option.

Board Selection

Select a board for your surfer to ride. See the section on "Board Selection" on page 21 for detailed information on this screen.

Game

The idea of this mode is to perform the trick listed on the screen in order to prepare for more serious competition. Refer to the trick list on page 25, and you'll soon get the hang of it!

Required Trick ....*Displays the trick that you must perform to advance*
Timer..................................*The timer is not used in this mode*
Wave Timer...........................*Time left before the wave closes out*
Speed Bar.............................*How fast you are going*
Stamina Bar ....*The lower your stamina is, the more difficult tricks become*
Wave Direction ....*Indicates the direction that the wave breaks, either left or right*
Score ....*Your total score for the current wave*
Board Damage ....*There is no board damage in this mode*
Beach Name ....*Shows the name of the current beach*
Trick Description ....*Displays any tricks that you perform*

Pause Screen
Press the **Start Button** during the game to bring up the Pause screen.

Continue ....*Continue Surfing*
Restart ....*Go back to the first trick*
Save Replay ....*Save a replay of the previous sequence*
Settings...*Brings up the Settings screen*
Main Menu ....*Ends the current heat and returns to the Main Menu*

FREE SURF

No judges, no competition, no problem.

Game Difficulty

There are three skill levels that determine the overall difficulty. Select from Beginner, Amateur or Pro.

Surfer Selection

Pick a surfer to control. Refer to "Surfer Selection" on page 19 for details on selecting surfers.

Beach Selection

Select a beach to surf at by moving your controller left or right. Press the **A Button** when you have made a choice.

Surf Check

The expected weather conditions for the day's competition are shown here. You can change the conditions by selecting the Change option.

Board Selection

Select a board for your surfer to ride. See "Board Selection" on page 21 for more information.

Game

There are no rules in Free Surf, although a score is displayed as you perform tricks. Surf at your own pace in your own time. Relax and enjoy the experience!

Surfer Name	*Displays the name of the current surfer*
Timer	*The timer is not used in this mode*
Wave Timer	*Time left before the wave closes out*
Speed Bar	*How fast you are going*
Stamina Bar	*The lower your stamina is, the more difficult tricks become*
Wave Direction	*Indicates the direction that the wave breaks, either left or right*
Score	*Shows your total score so far for this wave*
Board Damage	*There is no board damage in Championship Mode*
Beach Name	*Shows the name of the current beach*

Trick Description ....*Displays any tricks that you perform*

Pause Screen: Press the **Start Button** during the game to bring up the Pause screen.

Continue ....*Continue Surfing*

Save Replay ....*Save a replay of the previous sequence*

Settings..*Brings up the Settings screen*

Change Beach ....*Allows you to select a different beach to train at*

Change Surfer ....*Allows you to select a different surfer to train with*

Change Board ....*Allows you to select a different board to surf with*

Main Menu ....*Ends the current game and returns to the Main Menu*

TIME ATTACK

Perform well in Trick Attack and you will unlock this bonus mode. Challenge your friends for the ultimate score as you perform a multitude of tricks in a frantic race against the clock!

Pause Screen

Press the **Start Button** during the game to bring up the Pause screen.

THE SCREENS

SURFER SELECTION

Each rider has specific characteristics that relate to to their abilities on the wave. Look at each surfer's abilities and choose the one that you like the most, or that you think most suits your playing style. The statistics available for each surfer are as follows:

Height..*How tall the surfer is*

Weight ....*How much the surfer weighs*

Balance..*The surfer's ability to stay on the board*

Power ....*A powerful surfer gains more acceleration*

Style ....*A highly stylish surfer finds it easier to get style points*

Flexibility ....*Makes it easier to do tricks*

Fitness ....*A fit surfer has more stamina*

Single Player

This selection screen is used in many modes to choose a single surfer to compete with. Use the direction controls to select one of the eight available surfers. Press the **A Button** when you've chosen.

Multiple Players

This is the generic Multiplayer select screen, for when more than a single player plans to take to the waves. Between two and eight surfers are shown here, depending on the number that you have previously chosen to compete in the event.

Move your controller up or down to direct the highlight box to the portrait that you wish to select or modify. Press the **A Button** to choose that slot. Move your controller left or right to cycle through the available surfers. Press the **A Button** when you have made a choice. When all choices are made, a Done button appears, allowing you to select it to continue on into the game. If at any time the word 'Taken' appears over a portrait, you are unable to continue until all participating surfers appear once only.

BEACH SYNOPSIS

Beach Information

This screen provides a brief overview of the upcoming beach. Information displayed includes the name and number of the beach, a description of the beach's main features, and a picture of the beach. When playing in Arcade Mode, this screen also shows the score required to complete the beach.

Beach Select

Some modes, such as Trick Attack and Free Surf, allow you to select the beach on which to surf. This is done from the Beach Information screen detailed above, except that now you can cycle the beaches by using left or right on your controller. Press the **A Button** when you have made a choice.

Surf Check

The expected weather conditions for the day's competition are shown here. You can change the settings by selecting the Change option. This randomly changes some of the presented conditions. Note that on some beaches, not all of the settings change. The displayed conditions are as follows:

Weather ....Sunny, rainy, storm or hurricane

Wave Size ....How large you can expect the waves to be

Wind Speed	How fast the wind blows
Wind Direction	Which direction the wind is blowing from
Wind Type	Offshore, onshore, or sideshore

BOARD SELECTION

Just as the surfers have particular characteristics and abilities, so do the surfboards that they use. Once again choose a board that suits you, or that complements the rider you chose previously. The statistics available for each board are as follows:

Length	*How long the board is*
Weight	*How much the board weighs*
Speed	*How fast the board can go*
Response	*Highly responsive boards have a higher turning speed*
Fin Size	*Relates to the board's turning speed*
Stability	*It is easier to stay on a highly stable board*

Single Player

Move your controller left or right to cycle between the available boards. Press the **A Button** when you have made a choice.

Multiple Players

In a Multiplayer game, two players can select their boards simultaneously. This works exactly as in the Single Player selection. When your board is selected, 'Ready' appears on the screen. Once both boards are selected, the Done button may be selected to continue into the game.

Surf Tip: *Read the beach description and the surf check, then pick the right board for the conditions.*

PAUSE SCREEN

Press the **Start Button** during the game to bring up the Pause screen. Championship, Rumble, Free Surf, Trick Attack, and Time Attack modes all have Pause screens that differ from the generic screen presented here. These screens are covered in the sections on those modes.

Continue	*Continue surfing*

Save Replay	Save a replay of the previous sequence
Settings	Brings up the Settings screen
Main Menu	Ends the current heat and returns to the Main Menu

SETTINGS

From this screen, various aspects of CHAMPIONSHIP SURFER can be customized. This works by either moving your controller left or right, as in volume controls, or by pressing the **A Button**. Note that the Commentary option only appears on the Main Menu and in Championship mode.

Sound Effects	Adjust the volume of the sound effects
Music	Adjust the volume of the music
Commentary	Adjust the volume of the in-game commentary
Dynamic Camera	Turn on or off the in-game Dynamic Camera
Jump Pack	Toggles any attached Vibration Pack Controllers
Controls	See the next section below customizing controls
Save Settings	Save these settings and the current high score table
Load Settings	Load previously saved settings

CONTROLS

You can customize any attached controllers here. An icon is displayed for each detected controller. Press any button (except the **B Button**) on the controller that you wish to customize. This is represented visually by a yellow highlight around the selected controller. Move up or down and press the **A Button** to choose a control and assign the button. Then press the button that you wish to map to the displayed function. Continue until you have remapped all the desired buttons. Select Restore to revert to the original configuration, or Done to accept the changes.

SAVING AND LOADING GAMES

At various points in your surfing campaign, such as after an Arcade level, you have the option to save your game. This section details the procedure for saving and loading on your Dreamcast.

Using a Sega Dreamcast Visual Memory Unit (VMU): Follow the Sega Dreamcast Visual Memory Unit (VMU) instructions for installing and removing the memory card. *While saving or loading a game file never turn OFF the Dreamcast power, remove the memory card or disconnect the controller.*

Select VMU

When saving or loading, the Visual Memory Unit screen allows you to select any VMUs that may be connected to your game controllers. A visual representation of four controllers is shown, with any that are not attached to your Dreamcast ghosted out. Moving any of the controllers will indicate that controller visually by displaying a yellow highlight around it.

Any detected VMUs will display plugged into the appropriate controller on screen, with the currently selected one highlighted in yellow.

Move your controller to pick a VMU, and press the **A Button** to commence saving or loading.

Saving

You can save the status of your game in up to eight slots. Move the controller up or down and press the **A Button** to choose a slot to save to.

With the joypad, use up or down to cycle through the characters and the **A Button** to lock a character in. Cycle to Del and press the **A Button** to delete a character. Cycle to End then press the **A Button** to complete the save name.

Press the **A Button** again when done.

You can delete a saved game by selecting the Delete Slot option. Then move your controller up or down and press the **A Button** to pick a slot to remove.

Loading

Simply use your controller to select one of the eight slots to load from, then press the **A Button** to continue a previously saved game.

You can delete a saved game by selecting the Delete Slot button. Then move your controller up or down and press the **A Button** to pick a slot to remove.

REPLAYS

During a game of Championship Surfer, it is possible to save a replay at any time. This option is accessed via the in-game Pause screen. Once saved, a replay may be loaded and viewed from the Main Menu.

The system for loading and saving a replay is exactly the same as that for loading and saving a game.

HIGH SCORES

Perform competitively in any mode and you may end up on the hallowed high score table. This is a list of the best scores and the players who achieved those scores. Note that the high score table is saved whenever you save the settings.

ENTERING YOUR NAME

With the controller, use up or down to cycle through the characters and press the **A Button** to lock a character in. Cycle to del and press the **A Button** to delete a character. Cycle to end then press the **A Button** to complete your name.

VIEWING THE SCORES

From Gallery on the Main Menu select View High Scores.

The high score table for Championship mode appears. To see the scores for the other modes, use left or right on your controller to select either the Previous or the Next options.

When you are finished, select the Done option to return to the Main Menu.

DIFFICULTY LEVELS

The difficulty level that you select in CHAMPIONSHIP SURFER affects the way that the game behaves in several ways. You require more points in Arcade mode to progress through the beaches at harder levels, while at the same time facing more obstacles. You are awarded less points for performing tricks at harder levels. You may find yourself with less time in some situations. In Beginner mode you can automatically perform airs, so this mode is ideal to introduce you gently into the experience. Once you get the hang of controlling your surfer, switch to Amateur mode. If you master that, Pro mode is recommended for those that want the ultimate challenge.

THE TRICKS

CHAMPIONSHIP SURFER contains a wide variety of realistic surfing moves for you to attempt. This section lists them all and tells you how to pull them off. Moves are valid for surfing left to right across the wave and facing away from the barrel, unless specified otherwise. Moves are reversed for surfing right to left.

Move Name	Control Sequence
Take Off	**Stand** facing away from the barrel.
Fade Take Off	**Stand** facing the barrel.
Late Take Off	**Stand** at the top of the wave.
Carve	Hold back and right diagonal.
Grab Rail Carve	Carve while holding **Grab Rail**.
Slash	Hold right then press **Slash**.
Grab Rail Slash	**Slash** while holding **Grab Rail**.
Layback Slash	Hold right then press **Slash** twice.
Snap	Hold right then press **Snap**.
Air	**Launch** near the top of the wave, hold right to land nose first.
Grab Rail Air	Air while holding **Grab Rail** in air.
Stall	Hold back for a short period.
Grab Rail Stall	Hold back for a short period while holding **Grab Rail**.
Top Turn	Hold left until facing up the wave, then hold right until facing down the wave.
Grab Rail Top Turn	Top Turn while holding **Grab Rail**.
Rio	Face vertically up the wave, hold right and press **Snap**.
360	Face vertically up the wave, hold left and press **Snap**.
Grab Rail 360	360 while holding **Grab Rail**.
Carving 360	Face vertically up the wave, hold left and press **Slash**.
Grab Rail Carving 360	Carving 360 while holding **Grab Rail**.
Reverse	Hold right and hold **Slash** through 360.
Carving Reverse	Hold right and hold **Snap** through 360.
Grab Rail Carving Reverse	Carving Reverse while holding **Grab Rail**.
Cutback	Top Turn or Carve until facing the break, then hold left and press **Slash**.
Grab Rail Cutback	Cutback while holding **Grab Rail** during the initial Top Turn or Carve.
Roundhouse Cutback	Top Turn or Carve until facing the break, then hold left and press **Snap**.
Grab Rail Roundhouse Cutback	RoundHouse Cutback while holding **Grab Rail** during the initial Top Turn or Carve.

Tailslide Cutback ....Top Turn or Carve until facing the break, then hold left and hold **Slash**.

Grab Rail Tailslide Cutback ....Tailslide Cutback while holding **Grab Rail** during the initial Top Turn or Carve.

Floater..Ride the lip of the wave for a short period.

Grab Rail Floater ....Floater while holding **Grab Rail**.

Barrel ....Ride inside the barrel, leave the barrel to complete the trick.

Tailslide...Hold right and hold **Slash**.

Alley Oop ....**Launch** near the top of the wave, hold left to land nose first.

Grab Rail Alley Oop........................Alley Oop while holding **Grab Rail** in air.

360 Air ....**Launch** near the top of the wave, hold left for 360 to land tail first, then hold left.

Grab Rail 360 Air ....360 Air while holding **Grab Rail**.

360 Air Tailslide ....**Launch** near the top of the wave, hold left for 360 to land tail first, then hold right.

Grab Rail 360 Air Tailslide.............360 Air Tailslide while holding **Grab Rail** in air.

Air Reverse ....**Launch** near the top of the wave, hold right for 360 to land tail first, then hold right.

Grab Rail Air Reverse ....Air Reverse while holding **Grab Rail** in air.

Air Tailslide ....**Launch** near the top of the wave, hold right for 360 to land tail first, then hold left.

Grab Rail Air Tailslide ....Air Tailslide while holding **Grab Rail** in air.

Fakey Air ....**Launch** near the top of the wave, and land tail first

Grab Rail Fakey Air ....Fakey Air while holding **Grab Rail** in air.

TRICK SCORING

Here are the points awarded for each trick. The scores are also dependant on the style rating that you receive —100% will give you the full score, 50% will give you half the score and so on. Performing tricks higher up on a wave and closer to the pocket will give you more style points.

The three columns list the scores for one, two and three or more repetitions of the same trick. Note that the points awarded for some tricks diminish upon repeated performances of the same trick.

Move Name	First Time	Second Time	Third Time	Move Name	First Time	Second Time	Third Time
Take Off	30	30	30	Grab Rail Tailslide Cutback	120	120	90
Fade Take Off	60	60	60	Floater	140	100	60
Late Take Off	120	120	120	Grab Rail Floater	150	130	70
Carve	60	60	50	Barrel	1000	500	250
Grab Rail Carve	70	60	50	Tailslide	140	120	80
Slash	90	80	60	Reverse	160	130	80
Grab Rail Slash	100	90	70	Carving Reverse	90	60	60
Layback Slash	140	120	90	Grab Rail Carving Reverse	100	70	70
Snap	130	120	70	Grab Rail Air	180	90	90
Air	150	75	75	Alley Oop	160	80	80
Stall	5	5	5	Grab Rail Alley Oop	190	110	95
Grab Rail Stall	10	10	10	360° Air	210	105	90
Top Turn	20	20	20	Grab Rail 360° Air	230	115	100
Grab Rail Top Turn	30	30	30	Air Reverse	220	110	100
Rio	160	140	100	Grab Rail Air Reverse	240	120	110
360°	130	90	40	Air Tailslide	250	125	100
Carving 360°	110	80	60	Grab Rail Air Tailslide	260	130	110
Grab Rail 360°	140	100	60	360° Air Tailslide	270	135	100
Grab Rail Carving 360°	120	90	70	Grab Rail 360° Air Tailslide	300	150	110
Cutback	100	100	70	Fakey Air	170	85	50
Grab Rail Cutback	110	110	80	Grab Rail Fakey Air	200	100	70
Roundhouse Cutback	120	120	90				
Grab Rail Roundhouse Cutback	130	130	95				
Tailslide Cutback	110	110	80				

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