

1 Mountain
2 Peaks
10 Boarders
1 Winner

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-----2. Game Basics-----
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-----2.1 Controls-----
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-----D-Pad
Move in the direction pressed.
Press Up to duck and go faster

-----A Button:
Jump

-----B Button:
Boost

-----L Button:
Displays Map
While in the air: Do a trick

-----R Button
Nothing
While in the air: Do a trick

-----Start/Pause Button:
Displays the pause menu

-----Select
Nothing

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-----2.2 Menus-----
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-----Conquer The Mountain
Unlock events and build up your rider.

-----Quick Play
Single event mode.

-----Multiplayer
Play against friends.

-----Nintendo GameCube Link
Exchange cash earned.

-----Options
- Speed
Change the speed to or from MPH to KMH

- Music
Toggle the music on or off.

3. Distance between other riders

4. Timer

5. Speed Meter

6. Points

7. Boost Bar

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-----3. Characters-----
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- Mac -
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Name: Mackenzie 'Mac' Fraser | Nationality: American
Age: 18 | AKA: Mac 'Smack' Fraser
Vertical: 5'6" | Blood Type: O Positive
Mass: 140lbs | Other Sport: Skateboarding
Motto: " I'm all I think about "

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- Elise -
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Name: Elise Riggs | Nationality: Canadian
Age: 26 | AKA: Bombshell
Vertical: 5'11" | Blood Type: O Negative
Mass: 150lbs | Other Sport: Surfing
Motto: " Snowboarding is life "

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- Moby -
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Name: Moby Jones | Nationality: British
Age: 20 | AKA: Mr. Jones
Vertical: 5'10" | Blood Type: A Negative
Mass: 196lbs | Other Sport: BMX
Motto: " I am what I always is "

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- Nate -
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Name: Nate Logan | Nationality: American
Age: 26 | AKA: Bull
Vertical: 6'2" | Blood Type: A
Mass: 215lbs | Other Sport: Motocross
Motto: " Life's better in the mountains "

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- Viggo -
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Name: Viggo Rolig | Nationality: Swedish
Age: 19 | AKA: Scanner
Vertical: 5'8" | Blood Type: B
Mass: 170lbs | Other Sport: Hot Tub Diving
Motto: " Always Cool "

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- Kaori -
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Name: Kaori Nishidake | Nationality: Japanese
Age: 19 | AKA: Tricky Nishidake
Vertical: 5'0" | Blood Type: B Positive
Mass: 105lbs | Other Sport: Shopping
Motto: " Snowboarding is to be enjoyed ... "

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- Allegra -
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Name: Allegra Sauvagees | Nationality: French
Age: 18 | AKA: Big Al
Vertical: 5'5" | Blood Type: O
Mass: 115lbs | Other Sport: Skateboarding
Motto: " Girls do it better "

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- Psymon -
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Name: Psymon Stark | Nationality: Canadian
Age: 29 | AKA: Sketchy Psymon
Vertical: 5'9" | Blood Type: B
Mass: 180lbs | Other Sport: Mountain Biking
Motto: " Give me air or give me death "

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- Zoe -
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Name: Zoe Payne | Nationality: American
Age: 22 | AKA: Royal Payne
Vertical: 5'6" | Blood Type: B Negative
Mass: 130lbs | Other Sport: Mountain Biking
Motto: " Less talk more riding "

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- Griff -
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Name: Griff Simons | Nationality: American
Age: 13 | AKA: Grommet
Vertical: 4'7" | Blood Type: B
Mass: 75lbs | Other Sport: Video Game Marathons
Motto: " Eeeeexcccelant ... "

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-----4. Walkthrough-----
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-----4.1 Peak 1-----
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- Snow Jam -
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- Event -
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Race

Your first run, and on one of the easiest tracks there is. The moment you start (if you don't have any boost do a trick to get some boost), use some boost so the other riders don't go too far ahead of you. Collect the boost and the cash then jump up from the jump. On the downhill slope you should use some more boost.

If your not in first place by now, you should use more boost to catch up - especially now since there's a big downhill slope. Keep following the path (there's some more cash on the far right behind a tree).

On this jump do a trick to gain boost, when you land start using boost for the slope, then weave through the trees (left then right). On the jumps ahead do some more tricks (simple tricks) to gain more boost, then use a lot of the boost to get far ahead of the other riders.

There's some cash in front of the railing, and a quick boost on the right of the railing, continue going down the path (they'll be some cash in front of a tree on the right), dodge the trees, then when you see the jump up ahead use a lot of boost and jump, you should jump up high, if you don't jump stay in the middle to dodge the trees in the way.

Up ahead is an intersection, go right for some cash and quick boost or go right for some more cash, either way you'll end up in the same area. You can use the trees or railing to do jumps for more boost, when you pass them use more boost.

Continue following the path (there's some cash on the right then the left), up ahead is some more trees, use a bit of boost over them, then when you start going down use more boost to get further.

Dodge the trees (more cash on the right), then use more boost to get up ahead, if your way ahead of the others you could probably just perform a trick into the finish line.

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-           Big Challenges           -
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-Challenge 1: Snowflakes

Details: Collect 8/10 snowflakes on track

Cash Earnings: 100

This is a pretty easy challenge, just go ahead past the jump, you should be going down a hill, on the ice part of the hill you should see a orange spinning thing - that's a snowflake, collect it. Continue on the path and you'll find another one, there are another two snowflakes behind that one. Go down the next hill to find another snowflake.

Further up ahead on the track is another snowflake on the left, and then on the railing you should jump up and reach another two snowflakes. Up ahead one the left there's another, and then almost directly on the right is a snowflake. That's all of them.

-Challenge 2: No Wipeouts

Details: No wipeouts before the finish line

Cash Earnings: 100

If you go slowly then this should be easy, but if you go fast this will be

- Big Challenges -
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-Challenge 1: Points Challenge

Details: Do tricks for 50,000 points or more on this track

Cash Earnings: 150

This can be quite difficult if you don't do any very many moves, if you've done the Event then this shouldn't be very hard. Otherwise do a lot of complex tricks on the half pipe to win.

-Challenge 2: 2 Uber Tricks

Details: Complete 2 Uber tricks before the finish line.

Cash Earnings: 300

Use the half pipe for this. Check the Moves List for Uber Tricks.

-Challenge 3: Big Airtime

Details: Total more than 50 seconds of airtime before the finish line.

Cash Earnings: 300

This can be really hard. Make sure you have a lot of boost for this one; quickly use up your boost then go onto either side of the half pipe then jump up, you should go quite high.

This challenge takes a while to master - but it's possible, so keep trying.

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- RNB -

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- Event -

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Slopestyle

Final Standings

Rank	Riders	1st Run	2nd Run	Score
1	Viggo	150,000	200,000	350,000
2	Mac	165,000	160,000	330,000
3	Moby	170,000	148,000	325,000
4	Nate	175,000	125,000	318,000
5	Elise	210,000	120,000	300,000

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- Bonus Multipliers: Green X = x2 Trick Multiplier  
Blue X = x3 Trick Multiplier  
Red X = x5 Trick Multiplier  
Black X = x10 Trick Multiplier

When you start quickly go ahead and stay to the left. You should see a railing with a Blue X on top, you can ignore that and go up the hill to the left of it, up here you'll find another railing, grind it then jump off to collect a Black X (do a combo while in the air, I won't say this all the time since it's an important factor of winning this event).

When you land go up ahead and grind the log railing and jump up to get a Blue X. The next log railing you should use to do a small trick. You can use some Boost for a jump down the next slope (you'll get a green X). Follow the ice

path to find some cash and at the end of the path is a jump with a Green and Blue X.

If you can make the railing go up and collect the X, if not you can take the railing that goes over the hills to find a Green X. Up ahead is another log railing with a Green X. Continue following the path collecting the X's above the railings.

Eventually you'll come to another path, do some individual tricks here until you get back onto the slopes. Get onto the railings and get the X. Continue on the path and get the Blue X above the railing. The rest of the slope will be trees and rocks then a nice clear path.

Aim for more then 210,000 points. This can be easily achieved with some practice. My highest score is 413,133, so that's a good example. You'll have to repeat it a few more times, each new run has higher/lower points for some of the other players.

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-           Big Challenges           -
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-Challenge 1: Points Challenge

Details: Do tricks for 100,000 points or more on this track  
Cash Earnings: 200

By now these should be easy. You should use some railing and do some complex tricks to achieve the 100,000 points.

-Challenge 2: 4x Combo

Details: Complete a 4x combo in this area  
Cash Earnings: 200

Use the jump directly in front of you (or another jump not far away) and do multiple easy tricks.

-Challenge 3: 3 Uber Tricks

Details: Complete 3 Uber tricks before the finish line  
Cash Earnings: 200

Again, using the railings this should be easy to achieve.

-Challenge 4: Smashables

Details: Hit all Smashables on the track  
Cash Earnings: 200

The smashables are large rectangular blue boxes with the SSX 3 logo. There are 10 Smashables on the track

-Challenge 5: Big Airtime

Details: Total more then 30 seconds of airtime to the finish line  
Cash Earnings: 100

You should use the railings then jump off to get a lot of airtime. When on the ground with no railings do some small jumps with only trick each.

-Challenge 6: 4x Combo II

Details: Complete a 4x combo on the next rail to the rail line  
Cash Earnings: 100



individual jump which should give you about 1-3 seconds for each.

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-                               Ruthless Ridge                               -
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-                               Event                               -
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Race
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Tip: There is plenty of scenery in this level, keep a sharp eye for areas where you can dodge it.

At the starting line use some Boost to catch up with the others then do a big jump, if you did a big enough jump you should go in first place. From there keep going ahead and try not to get too close to the other boarders (if your not in front) because they will slow you down a lot!

Your first area of scenery, pretty easy just stay near the middle and keep going up ahead using small bits of boost. Don't do any tricks yet... Keep on boarding and dodging the trees, shrubs and rocks. Occasionally you might see some cash around, you can collect these if you want. Up ahead should be a mediocre jump, but enough for you to do some tricks.

When you see a path (with orange fencing) going down very steeply, you should use some Boost then jump at the edge of the it, you should get a lot of air and skip some turns. Continue up ahead and go over the next jump, you should find a short Boost on the ground, you can use that onto the jump in front of it.

Soon you should see another one of those steep paths, jump over it like before. the path should be narrower now, go up the railing then jump off it, you'll dodge a major hole and leave the others behind for a few seconds.

you should land at the end of the narrow path with a Boost in front of you. In this area is some more scenery, after this is another narrow path that descents, but don't jump yet, instead just go down it, and almost right after that one is a very steep path, jump now and you should get about 4-8 seconds of air!

When you land you should see a railing, quickly go onto it to jump over another big hole and into the finish line.

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-                               Big Challenges                               -
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-Challenge 1: Snowflakes  
Details: Collect 16/20 Snowflakes on the track  
Cash Earnings: 200

01. Right in front of you
02. The second is on the left of that one.
03. Right after the trees after the second one.
04. Right after some more trees
05. On the right near the orange railing and the rock
06. Above the railing in-between two rocks
07. Just before a jump to the left of some trees
08. To the left of a rock and just before a log railing

09. In the air right after a jump
10. In the middle of the path with orange fencing
11. To the right of a BIG challenge
12. To the right of the second log railing
13. To the left of the third log railing
14. Right before some rocks and after a narrow path
15. To the left of a cabin
16. To the right of some railing
17. Just after another narrow path
18. In-between some trees after a log railing
19. Just before another path down
20. In the air above the final railing towards the finish line.

-Challenge 2: 2 Uber Tricks

Details: Complete 2 Uber tricks before the finish line

Cash Earnings: 200

Use one of the jump/railings and this should be easy.

-Challenge 3: Time challenge

Details: Race from this spot on the track to the finish line in 2:00 or less

Cash Earnings: 400

Use a lot of Boost for this and well this is very easy, you're about halfway through the whole track, and the whole track only takes about 2:10 (on average) to complete.

-Challenge 4: 4x Combo

Details: Complete a 4x Combo on the next rail-to-rail line

Cash Earnings: 300

Use the first log railing you see (on the right) and use a lot of Boost then jump, you'll go towards the next one, and if you land you'll complete it.

-Challenge 5: No wipeouts

Details: No Wipeouts before the finish line

Cash Earnings: 100

The best way to do this is to do no tricks, and just go slowly through the rest of the track.

-Challenge 6: No Airtime

Details: Total no more than 5 seconds of Airtime to the finish line

Cash Earnings: 200

Do big jumps, or better yet don't do any jumps.

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-                               Happiness                               -
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-                               Event                               -
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Backcountry

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I can't really say much about this one since it's just practice and skill. But here are some tips:

TIP: Stay near the middle of the track

TIP: Use a lot of Boost

TIP: Don't do tricks unless you're on a large jump

TIP: Watch out for trees, shrubs, etc.

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- Big Challenges -  
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-Challenge 1: Time Challenge

Details: Race to the finish line in 3:30 or less

Cash Earnings: 600

If you've done the normal race then this should be no problem. Otherwise:

use some Boost to go down the hill then dodge the trees, keep using some Boost to zoom down the slopes. Dodge the trees then keep boosting, go over the jumps, dodge, then repeat (this level is too repetitive).

-Challenge 2: Snowflakes

Details: Collect 8/10 Snowflakes on the track

Cash Earnings: 400

01. On the far right of the track up ahead
02. On the left of the first one
03. In the air above a log right after the second one
04. On the far left near the walls (after the jump)
05. On the right after the fourth one
06. Right after the previous one
07. This is too monotonous (right after #6)
08. In the air above a railing (in front of #7)
09. In the air above another railing up ahead
10. Use the railing on the right to do a small jump
11. Right after #10 on the right
12. Again, but on the far right

-Challenge 3: Time challenge

Details: Race from this spot on the track to the finish line in 2:00 or less

Cash Earnings: 400

Use a lot of Boost for this and well this is very easy, you're about halfway through the whole track, and the whole track only takes about 2:10 (on average) to complete.

-Challenge 4: 2x Combo

Details: Complete a 2x Combo on the next rail-to-rail line

Cash Earnings: 200

Dodge the trees then use the railings to do a combo.

-Challenge 5: Uber

Details: Complete an Uber in this area

Cash Earnings: 300

Go around the turn then go on the railing and do a jump along with an Uber trick.

-Challenge 6: 8x Combo

Details: Complete an 8x Combo in this area

Cash Earnings: 500

Sounds hard doesn't it? Well there's a trick to this trick. Behind the trees are three rails, go on the first one then in the air do a trick and land on the second one, then do another trick, land on the third, do a trick then land. If you did this right then you should have done 8+ moves.

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-----4.2 Peak 2-----  
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- Metro City Breakdown -  
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- Event -  
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Race

Start with some Boost then collect the cash on the left and dodge the car, use some Boost then jump over the train tracks and continue. Stay on the left or right to stay away from the light poles. This part of the track is pretty linear.

Eventually the track will split up into two parts, both don't matter which way you go, but the left path does have less boarders, so it's easier to go through it without being slowed down by the other boarders.

once when the path joins up again you should be on a dirt track, the trick for this area is to stay on the inside of the walls (not literally), the term means to stay near the walls that are closest to the turn; this will cut off some seconds off your time and beat some other boarders.

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- Big Challenges -  
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-Challenge 1: Time Challenge  
Details: Race to the finish line in 3:30 or less  
Cash Earnings: 700

If you've done the normal race then this should be no problem. Just use a lot of Boost.

-Challenge 2: Snowflakes  
Details: Collect 8/10 Snowflakes on the track  
Cash Earnings: 400

01. On the left after the jump
02. On the right after the previous one
03. On the left of the previous
04. On the left near the wall
05. Right in front of the previous one
06. Right in front of #5
07. On the right of #6
08. On the left of the poles
09. On the right of the poles
10. On the left of the poles

-Challenge 3: No Airtime  
Details: Total no more than 22 seconds of Airtime to the finish line

Cash Earnings: 300

The same as all of the previous ones. Don't do any jumps and this should be easy.

-Challenge 4: No Wipeouts

Details: No Wipeouts before the finish line

Cash Earnings: 200

Stay below 40 (doesn't matter which speed your using), and this should be a breeze to go through.

-Challenge 5: Minimum Speed

Details: Maintain a minimum speed of 25MPH to the finish line

Cash Earnings: 500

Just stay above 25MPH. Easy hey?

-Challenge 6: 3 Uber Tricks

Details: Complete 3 Uber Tricks before the finish line

Cash Earnings: 500

There are plenty of jumps to do this, so just use the jumps and do some Uber Tricks in the air.

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-                               Schizophrenia                               -
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-                               Event                               -
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                               Super Pipe
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Bonus Points: O Green Circle = 2,000  
[] Blue Square = 3,000  
<> Red Diamond = 5,000  
+ Black Cross = 10,000

Start out by doing a trick then collect the cash, use the jump up ahead to do some tricks then use some Boost and go onto the Super Pipe. Go up the sides then jump and do some tricks, repeat this until the end of the pipe.

Then go onto the railings, jump up collect the Black Cross while doing some tricks then finish.

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-                               Big Challenges                               -
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-Challenge 1: Points Challenge

Details: trick for 100,000 points or more on this track

Cash Earnings: 750

Doing a lot of tricks will help - especially if they're all Ubers. Using the jumps and the pipes to your advantage should see you completing this challenge.

-Challenge 2: Fill Super Uber

Details: Completely fill Super Uber Bar for infinite Boost and uber

Cash Earnings: 750

Keep doing tricks to fill up the Boost Bar then do some uber tricks to fill it all up. This one can be quite difficult, and it takes much practice.

-Challenge 3: Airtime

Details: Total more than 50 seconds of Airtime before the finish line

Cash Earnings: 500

Use the rest of the Super Pipe and some Boost to get heaps of Air then repeat the process.

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- The Style Mile -  
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- Event -  
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Slopestyle

Final Standings

| Rank | Riders | 1st Run | 2nd Run | Score   |
|------|--------|---------|---------|---------|
| 1    | Viggo  | 450,000 | 250,000 | 700,000 |
| 2    | Elise  | 315,000 | 300,000 | 615,000 |
| 3    | Mac    | 150,000 | 400,000 | 550,000 |
| 4    | Moby   | 135,000 | 335,000 | 470,000 |
| 5    | Nate   | 50,000  | 350,000 | 400,000 |

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- Bonus Multipliers: Green X = x2 Trick Multiplier
- Blue X = x3 Trick Multiplier
- Red X = x5 Trick Multiplier
- Black X = x10 Trick Multiplier

Much like before except you must get a much higher value of points.

Start off by doing a simple trick then use some Boost on the jump ahead to do a complex trick while collecting the Blue X. repeat this onto the next jump then land on the railings if you can reach them), jump off the railings, collect the Red X and land on the ground again.

Go onto the next railing, do a trick then you should land just in front of the next jump, do some tricks then you can go left or right (depending where you jumped from).

Use up some more Boost then go off the next two jumps. Go onto the right hill and jump off it to collect a Black X. Go on the far right, collect the cash and jump up to get the Green X. Now go to the far left to get a Blue X.

Ignore the railings on either side and stay in the middle, if you jump at the right moment you should fly over the rock collecting the Red X and land on or near some railings. Grind the railings to get another X. Follow the path to find some cash and some more X's.

Jump up into the air and do some tricks, then grind the log. Go around the corner then go onto the railings to get a Red X. If you can; use the next railings to jump onto the next rail line for extra points. Continue the track grinding and jumping for points. Aim for at least 355,000 for each run.

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- Big Challenges -  
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-Challenge 1: Points Challenge

Details: Trick for 350,000 Points or more on this track

Cash Earnings: 1000

That's a lot of money... If you've finished the Event then this shouldn't be very hard. Do lots of tricks and don't go too fast.

-Challenge 2: Fill Super Uber

Details: Completely fill Super Uber Bar for infinite Boost and Uber

Cash Earnings: 1000

Keep doing tricks to fill up the Boost Bar then do some Uber tricks to fill it all up. This one can be quite difficult, and it takes much practice.

-Challenge 3: Smashables

Details: Hit all the Smashables on this track

Cash Earnings: 750

If you don't remember, Smashables look like bright blue cards with the SSX 3 logo on them.

01. On the middle hill not far from the start
02. Behind the previous one
03. Behind the previous one
04. Behind the previous one
05. Behind the previous one
06. Up ahead near the middle
07. Behind the previous one
08. Behind the previous one
09. Behind the previous one
10. Behind the previous one
11. Not far away from the previous 5
12. Behind the previous one
13. Behind the previous one
14. On the right near the wall
15. Right after the previous one
16. On the left in the split area
17. Behind the previous one
18. On the left near a rock wall up ahead
19. Behind the previous one
20. Behind the previous one

That is no joke! And I may have missed one or two, if I did miss them e-mail me at [devis0r@hotmail.com](mailto:devis0r@hotmail.com) with the details.

-Challenge 4: 8x Combo

Details: Complete an 8x Combo in this area

Cash Earnings: 750

Use the jump in front of you to do a lot of tricks at once.

Or

This is a very large area. Up ahead very far away from the start of this objective are 4 railings, all of which are achievable to reach, if you use them this challenge is much easier.

-Challenge 5: Big Airtime

Details: Total more than 40 seconds of Airtime to the finish line

Cash Earnings: 750

Use plenty of jumps and Boost to quickly beat this goal.

-Challenge 6: Snowflakes

Details: Collect all Snowflakes on the track

Cash Earnings: 750

- 01. On the right behind the Green fencing
- 02. Not far behind the previous one
- 03. In front of the end of the Green fencing
- 04. To the right of a cabin
- 05. To the left of a cabin
- 06. To the left of a railing behind the previous cabin
- 07. On the left of a rock with a Black X
- 08. Near some trees up ahead
- 09. On the far left path above the hill
- 10. In the above a jump behind the previous one

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-                               Launch Time                               -
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-                               Event                               -
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                               Big Air
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Final Standings

| Rank | Riders | 1st Run | 2nd Run | Score   |
|------|--------|---------|---------|---------|
| 1    | Viggo  | 120,000 | 60,000  | 180,000 |
| 2    | Elise  | 50,000  | 110,000 | 160,000 |
| 3    | Mac    | 100,000 | 40,000  | 140,000 |
| 4    | Moby   | 10,000  | 90,000  | 100,000 |
| 5    | Nate   | 40,000  | 30,000  | 70,000  |

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- Bonus Points: O Green Circle = 2,000
- [] Blue Square = 3,000
- <> Red Diamond = 5,000
- + Black Cross = 10,000

Start off by doing a trick then go left and jump to collect the Green and Red shapes. Then do another jump while in the air do a few combos then land and grind up the railings, jump off at the edge then land on the jump, if you can; use the jump to get a lot of air, but while jumping turn right so you collect a Blue and Red shape at the same time to get a better score.

Continue jumping off the hills and doing combos. near the end you'll have to jump and you can get either Blue and Green or a Red, it's easier to just get the Blue and Green, collecting a Blue and Green is the same value as collecting a Red.

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-                               Big Challenges                               -
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-Challenge 1: Smashables

Details: Hit all the Smashables on this track

Cash Earnings: 500

This time the Smashables are orange with the SSX 3 logo.

01. On the left near the Snowmobile
02. Behind the previous one
03. Behind the previous one
04. Behind the previous one
05. On the left of some railings up ahead
06. Behind the previous one
07. Behind the previous one
08. On the right near the rock wall
09. Behind the previous one
10. Behind the previous one

-Challenge 2: 2 Uber Tricks

Details: Complete 2 Uber tricks before the finish line

Cash Earnings: 1500

use the railings in front of you to get big Air. While in the air do some Uber tricks and your done with this challenge.

-Challenge 3: Big Airtime

Details: Total more than 20 seconds of airtime before the finish line.

Cash Earnings: 1000

Use plenty of Boost and grind up the railing and a rail-to-rail jump to achieve it easily.

Thanks to Steven Abreu for finding that last BIG Challenge.

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-                               Intimidator                               -
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-                               Event                               -
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Race
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This track is all about Boost and speed. No time for any of those fancy tricks, because if you stop and do a small trick you will most likely lose.

Remember no time for tricks. When you start hold Up the whole time (for speed) and do not let go of it. Follow the linear path down the steep slope collecting the cash. At the end of the path is a jump if you kept on holding down Up to do one or two Front flips, this will give you some Boost.

Continue to hold down Up down his extremely steep slope. You'll go over some jumps and get more Boost, if you lose your spot just use some Boost to catch up. At the end of the linear rocky path is a jump, you can do a small complex trick to get a lot of Boost.

When you land you should be in front of a Full Pipe (with some holes in the top), this area is basically the same as before but a bit more closed off. At

the end of the Full Pipe is the last part of the small linear path.

When the path is big again stay near the middle (you will most likely lose first place), use some Boost then later the path will go steep again, this is your chance to use a lot more Boost to regain your first place. Continue using more Boost and then dodge the trees, after the trees is the finish line.

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- Big Challenges -
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-Challenge 1: Time Challenge

Details: Race to the finish line in 3:40 or less

Cash Earnings: 2000

A lot like the normal race, just use more Boost if you don't feel safe with your times.

-Challenge 2: Snowflakes

Details: Collect 18/20 snowflakes on this track

Cash Earnings: 750

01. Not far in front of you
02. Behind the previous one
03. Behind the previous one
04. Right after a jump
05. Behind the previous one
06. Behind the previous one
07. Right after two red flags
08. Behind the previous one
09. Behind the previous one
10. Not far behind the previous few
11. Behind the previous one
12. Behind the previous one
13. Not far from the green fencing
14. Behind the previous one
15. Behind the previous one
16. Behind the previous one
17. Behind the previous one
18. Behind the previous one
19. Behind the previous one
20. Behind the previous one

-Challenge 3: No Wipeouts

Details: Hit all the Smashables on this track

Cash Earnings: 1000

Go slowly and you shouldn't have to wipeout.

-Challenge 4: No Airtime

Details: Total no more than 22 seconds of Airtime to the finish line

Cash Earnings: 1000

Don't do very many jumps and you shouldn't get much airtime.

-Challenge 5: Minimum Speed

Details: Maintain a minimum speed of 25MPH to the finish line

Cash Earnings: 1000

Just stay above 25MPH and you'll win \$1000.

-Challenge 6: 4x Combo

Details: Complete a 4x Combo in this area

Cash Earnings: 1000

Near the end of the Full Pipe is a steep slope, use that slope to do a big jump then do your combo there.

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- Ruthless -
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- Event -
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Backcountry

Race your rival to the finish line winning the race earns you cash.

Another Rival Challenge, but unlike last time, this one is the mountains previous champion. I can't really give you any strategies on winning since it's all just skill, but I can tell you how to go through it:

When you start you will see your rival zoom away, start your run and go over the jump, dodge the rocks, trees and bushes while using some Boost to get ahead. Continue dodging it all while going over the jumps doing tricks to get more Boost. That's about all for the track, keep using Boost, this track may take a while to master and win.

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- Big Challenges -
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-Challenge 1: Time Challenge

Details: Race to the finish line in 3:15 or less

Cash Earnings: 2000

Basically the same as the Rival Challenge, just go faster.

-Challenge 2: Fill Super Uber

Details: Complete 5 Super Uber Tricks before the finish line.

Cash Earnings: 2000

Keep doing tricks to fill up the Boost Bar then do some Uber tricks to fill it all up. This one can be quite difficult, and it takes much practice.

-Challenge 3: Snowflakes

Details: Collect all snowflakes on the track

Cash Earnings: 1000

- 01. On the left near a tree
- 02. In the air above a rock next to the first one
- 03. On the right near some trees
- 04. On the right in-between some trees and a rock
- 05. On the left near the rock wall in the air
- 06. On the left of a large rock
- 07. On the left of some trees
- 08. In the left archway
- 09. In-between some trees
- 10. In the air above a jump

-Challenge 4: No Wipeouts

Details: No Wipeouts before the finish line

Cash Earnings: 1500

Don't do much and you should finish this one.

-Challenge 5: 8x Combo

Details: Complete an 8x Combo in this area

Cash Earnings: 2000

Use the small jump ahead to do a few tricks then land on the railings jump into the air do some more tricks then land on the next railings, go into the air and do some more tricks.

-Challenge 6: Smashables

Details: hit all Smashables on the track

Cash Earnings: 1000

01. In the middle path
02. Behind the previous one
03. Behind the previous one
04. Behind some trees
05. Behind the previous one
06. Behind the previous one
07. On the right path
08. Behind the previous one
09. Behind the previous one
10. Behind the previous one
11. Behind the previous one
12. Behind the previous one
13. On the left near the rock wall
14. Behind the previous one
15. Behind the previous one

Congratulations!
You just finished the game.

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-----5. Multiplayer-----
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-----5.1 Multiplayer Mode-----
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SSX 3 features a multiplayer mode, in which you can play tracks from the main game against a friend.

Sorry, I do not know much else of this feature. If you do know something about the Multiplayer mode please contact me, my contact is in the Guides disclaimer section.

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-----5.2 Nintendo GameCube Link-----
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Using the Nintendo GameCube and GameBoy Advance versions of SSX 3 you may exchange cash earned from either game to the other in order to buy everything in both games.

Connecting the Nintendo GameCube and the GameBoy Advance

What You Need	Amount
Nintendo GameCube.....	1
Nintendo GameCube Controller.....	1
GameBoy Advance/SP.....	1
SSX 3 Game Disc.....	1
SSX 3 Game Cartridge.....	1
Nintendo GameCube GameBoy Advance Cable.....	1

Connecting the systems

1. Properly insert the Game Disc and Memory Card into your Nintendo GameCube system and turn the power ON. Press START/PAUSE on the title screen to access the File-Selection screen.
2. After you begin playing, insert the Nintendo GameCube GameBoy Advance Cable into Controller Socket 2, 3 or 4 of the Nintendo GameCube.
3. Connect the cable to your GameBoy Advance and turn the GameBoy Advance ON.
4. Select GBA Link Up and now you have the option to exchange money.

Notes About Linked Play

The following actions may cause communication or control failures:

- Using a cable other than a Nintendo GameCube Game Boy Advance Cable.
- Improperly connecting the Nintendo Game Boy Advance, Nintendo GameCube and Nintendo GameCube Game Boy Advance Cable.
- Disconnecting the Nintendo GameCube Game Boy Advance Cable during data transmission.
- Turning the Nintendo GameCube OFF or resetting the Nintendo GameCube during data transmission

Tips

- Don't worry - it's OK to turn the Game Boy Advance OFF while playing. Please read the above notes concerning this.
- While you are using the Game Boy Advance, it will consume battery power. Be sure to turn the power OFF when you no longer need to exchange cash and after you finish playing.

Disclaimer

- If connecting does not work please refer to the Nintendo GameCube instruction booklet.
- If something is to go wrong I am not held responsible for it.
- If something does go wrong please contact your local Nintendo facility; they should be able to help and/or fix your problem.

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-----6. Extras-----
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-----6.1 Moves List-----

Super Uber:

Hold R+L+A+B for the Super Uber move.

Uber:

Hold L or R then press A or B along with a direction.

Combos:

Combos can be easily achieved by doing more than one trick at a time e.g. BS 180 Frontflip: Jump+<, ^ - Jump then hold Left, then while in air hold up, you can do combos with all the other moves. You can also do multiple combos if you have enough air.

Below is a list of all moves I have found and recorded. Of course there are more moves, if you find any that are not listed here please e-mail it to me.

NOTE: The BS and FS moves may have a large amount of spins, so I will only input 180. The other spins I have found are: 180, 360, 540, 720, 900, 1080, 1260 and 1620. To be able to do the other spins you must hold Left or Right longer.

NOTE 2: Each move is in the air unless specified otherwise. The word Jump means to be in the air to do the trick. The word Jump will not be in it if I don't have enough room to put it in.

Name	Buttons	Description
Backflip	Jump+\//	Jump then hold Down
BS 180	Jump+>	Jump then hold Right
BS 180 Indy	Jump+L+A+>	Jump then hold Right
BS 180 Seatbelt	L+A+>+\//	Jump then hold L,A, Right & Down
Canadian Bacon	Jump+R+A+^	Jump then hold R, A and Up
Chicken Salad	Jump+R+B+^	Jump then hold R, B and Up
Clean Sweep	???	???
Extended	???	???
Flying Squirrel	L+A+^	Jump, hold L, A and Up
Frontflip	Jump+^	Jump then hold Up
FS 180	Jump+<	Jump then hold Left
FS 180 Seatbelt	L+A+<+\//	Jump then hold L, A, Left & Down
Grinding	-	Board over some railing
Iguana	Jump+L+B+^	Jump then hold L, B and Up
Melancholy	Jump+R+A+\//	Jump then hold R, A and Down
Misty Back	Jump+^+<	Jump then hold Up and Left

Psymon

Board: Attributes:
Loose Cannon.....+5% Boost
Heateee.....+5% Speed
Evil Eye.....+5% Spin
Mayhem.....+5% Edging
Biohazard.....+5% Tricks

Zoe

Board: Attributes:
Misfit.....+5% Boost
Digits.....+5% Speed
Chaos.....+5% Spin
Latency.....+5% Edging
Iridium.....+5% Tricks

Griff

Board: Attributes:
Groove.....+5% Boost
Cool.....+5% Speed
Happy.....+5% Spin
Collector.....+5% Edging
Sweet.....+5% Tricks

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- Outfits -
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Mac

Outfit: Attributes:
Vested.....+5% Boost
Bomber.....+5% Speed
Clubbin.....+5% Spin
Camos.....+5% Edging
Digital.....+5% Tricks
Special.....+10% All

Elise

Outfit: Attributes:
MXDanger.....+5% Boost
Cat.....+5% Speed
Drift.....+5% Spin
Powder.....+5% Edging
Summers.....+5% Tricks
Special.....+10% All

Moby

Outfit: Attributes:
Denin.....+5% Boost
Statement.....+5% Speed
Jacks.....+5% Spin
Flames.....+5% Edging
Non Desert.....+5% Tricks
Special.....+10% All

Nate

Outfit: Attributes:
Black Vees.....+5% Boost
Shaded.....+5% Speed
Chopper.....+5% Spin
Desert Camos.....+5% Edging
Mountains.....+5% Tricks
Special.....+10% All

Viggo

Outfit: Attributes:
Lemoned.....+5% Boost
Surplus.....+5% Speed
Cranburied.....+5% Spin
Air Tight.....+5% Edging
Quick Exit.....+5% Tricks
Special.....+10% All

Kaori

Outfit: Attributes:
Lady Camos.....+5% Boost
Happy Joy.....+5% Speed
Racers.....+5% Spin
Cotton Candy.....+5% Edging
Stripes.....+5% Tricks
Special.....+10% All

Allegra

Outfit: Attributes:
Tank.....+5% Boost
Scorched.....+5% Speed
Olive.....+5% Spin
Absolute.....+5% Edging
Natural.....+5% Tricks
Special.....+10% All

Psymon

Outfit: Attributes:
Shattered.....+5% Boost
restrained.....+5% Speed
Jean.....+5% Spin
The Executive.....+5% Edging
Venom.....+5% Tricks
Special.....+10% All

Zoe

Outfit: Attributes:
Banger.....+5% Boost
Puzzle Pant.....+5% Speed
The Unusual.....+5% Spin
Blank Tank.....+5% Edging
Busters.....+5% Tricks
Special.....+10% All

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- E-Mailing Me -
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- No Spam/flaming/pathetic hacking attempts
- Must not be answered in the Guide already (Make sure you look carefully)
- Make sure it's about this game. I have enough Spam as it is.
- Using proper grammar and spelling might enhance your chances of being answered.
- Comments/Criticism/Something that should/needs on the guide be changed are allowed.

My E-mail: Devis0r@hotmail.com

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- Credits -
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- Electronic Arts for making the game.
- Steven Abreu for finding a missing BIG challenge.