

# 1080° Snowboarding Guide/FAQ

by Delta

Updated to v1.0 on Jan 8, 2001

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~BEST VIEWED IN NOTEPAD/WORDPAD, COURIER NEW, 10PT, 800x600 RESOLUTION~

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By danzdelta@aol.com   | | | | | | > _ < ' | | | |      / 1080 Snowboarding \
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##
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## permission first. I will say yes if you ask, otherwise if you ##
## don't ask, I will take action, and sue you for a fair amount ##
## of money. Sorry to those who check out my FAQs for great info ##
## on great games, but it had to be said. ##
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| 1) INTRODUCTION /
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1080 Snowboarding has got to be the most realistic snowboarding game, better than those on the PC even. I snowboard quite a lot myself so I'd know. The tricks are great, and also very realistic. Handling, and everything else is great. The graphics are mind boggling, and the game never slows down, not even in two player. This is one of Nintendo's greatest, and is up there with Perfect Dark and Zelda. Anyone here played Cool Boarders for the Playstation?? What a joke that game is compared to this. You can not be called a master until you have completed the 1080 spin on the half pipe or the Big Air course. Along with hard secrets to get, plenty of boards and tricks, six luscious courses this is the ultimate snowboarding game.

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|  2) CONTROLS      /  
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The controls are unique, and suit very well to the game. Although the tricks are very hard to pull off, the way the control are for making them happen are the best you can get on a N64 controller. Although the playstation controller would be ten times worse. Listed are not all the controls, but the main ones you will use.

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#### Z-TRIGGER

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The Z-TRIGGER is one of the most used buttons in ten-eighty because you will have it held down 90% of the time your racing. When held your character will crouch down gaining a lot of speed because of less wind resistance. When crouched however you will not be able to perform any tricks when your in the air if you hold the Z-TRIGGER. About a few split seconds before you will touch the ground after performing any jump, press and hold Z. If done correctly your player will bend his knees when he lands and keep on going without losing any speed. However, remember your board must be level with the ground. Do this by moving the control stick until it is on the same slope as the ground you will land on. If you land without positioning yourself you will wipeout. Use the Z TRIGGER as much as you possibly can because when facing tough opponents they will be using it a lot and will leave you behind if you don't. The Z-TRIGGER must also be used for the more complex spins.

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#### A-BUTTON

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The A-BUTTON is the jump button, the longer you hold the higher the jump will be, however, if you hold the jump button for too long your player will get tired and stand back up. Use the jump button on the edge of jumps for longer distance, and height on the half pipe. Also use it too jump over obstacles and fallen players so that you won't fall down with them. Tapping the A-BUTTON quickly will result in nothing at all happening but a very slight jump which won't get you anywhere.

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#### B-BUTTON

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The B-BUTTON is used for tricks. For example to do any of the grabs you must hold a direction and press or hold the B-BUTTON. You will also need to use the B-BUTTON for some of the more complex spins. If you do a grab and hold the B BUTTON you will get more points for holding the grab, but you must let go of the B-BUTTON to stop the grab, you must stop the grab before you land or you will wipeout.

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#### R-BUTTON

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The R-BUTTON is used for all the spins. You press, hold, and tap it to do various different spins. A list of tricks are at the near bottom of the document.

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## C-BUTTONS

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As you should know, there are four C-BUTTONS. Below are what each button will do when pressed.

C-UP - This is used for changing the views. There are three views, the default one is the middle zoom and is behind the boarder. The next one is the one zoomed all the way out and kinda like the default one only higher up, this is the best one to use cos you can see the obstacles ahead. The last one is first person view which can be good for cornering but not for enough else, steer far away from this one.....

C-DOWN - This is used like a rear view mirror. Hold the button and you'll look directly behind you.

C-RIGHT -

C-LEFT -

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| 3) BASIC INFO /  
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## Landing

The basic thing is that when you land your board must be level with the ground. Second thing is to press Z just before your board touches the ground. The third and most complicated thing is to do with the tricks you do before hand. If you go to do a 360 spin. Then you rotate the control stick once. If you do it twice then the computer will think you want to do two 360's, this means that if you don't get in another 360 before you land you will crash. So you will have to make sure you control your fingers, and what they're doing.

## Cornering

Ever went round that corner and not quite made it? Thats probably because you were holding Z or it was a really tight turn. If you can't quite turn enough on a corner then take ya finger off Z and hold whichever way turning and back as well. You'll slow down a lot but you'll avoid crashing into a wall.

## JUMPING

Jumping is used on every jump to get the highest and furthest. You will also have to use it to get to ledges and over small walls. When you hold down A your player will crouch down on their board. The longer you hold down the button the higher and further you'll jump once you let go of the button. However your player will get tired after a few seconds and stand back up again. They will sigh when they get tired. The stronger the player is the longer they will stay down.

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| 3) CHARACTERS /  
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The character you choose plays a big part in how good you do. For example, you

should choose Dion Blaster for Time Trials because he has the best max speed. And you would choose Ricky Winterborn for Trick Attack because he has the best jump. Each character comes with a small description followed by their stats from the game. Note that the = equals one mark, like the coloured bar in the game. Each number is just the stat out of 10.

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KENSUKE KIMACHI

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Kensuke's your average all rounder. Good at pretty much everything, just not hugely so. Kensuke's a good choice for most modes and is perfect for the 1080 novice.

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TECHNIQUE (8)	
=== === === === === === === ===	
MAX SPEED (8)	
=== === === === === === === ===	
BALANCE (6)	
=== === === === ===	
POWER (7)	
=== === === === === ===	
JUMP (6)	
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RICKY WINTERBORN

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Ricky is the stunt master. Use him for Trick Attack, especially on the half pipe. He has the best jumping ability, meaning he can jump higher than the rest and you can hold A for longer before a jump.

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TECHNIQUE (8)	
=== === === === === === === ===	
MAX SPEED (4)	
=== === ===	
BALANCE (7)	
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POWER (4)	
=== === ===	
JUMP (8)	
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AKARI HAYAMI

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Akari has good technique and jumping as good as Ricky Winterborn, but quite poor top speed and strength. Shes good for zipping down the race slopes as she can slip round corners easily, but she gets battered by the other players.

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TECHNIQUE (8)	
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MAX SPEED (5)	
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BALANCE (9)	
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POWER (3)	
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JUMP (8)	
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ROB HAYWOOD

Rob's probably the best to use until you get the secret characters. He's a bit faster than Kensuke, and his balance is better as well. After you get the hang of the game, move onto Rob except for Trick Attack and Time Attack.

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TECHNIQUE (8)
=== === === === === === ===
MAX SPEED (9)
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BALANCE (7)
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POWER (6)
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JUMP (6)
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DION BLASTER

British boy Dions the choice for most Time Trials because of his unbeatable speed. However, I don't recommend using him for anything else unless you can use his pathetic handling and jumping skills. Avoid him like the plague for most things.

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TECHNIQUE (4)
=== === ===
MAX SPEED (10)
=== === === === === === ===
BALANCE (5)
=== === ===
POWER (8)
=== === === === ===
JUMP (4)
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PANDA BEAR

The Panda Bear is not an ultimate rider, but hes good at tricks. He has an extra four moves he can use. The front and back flips. Panda Tweak and One Foot.

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TECHNIQUE
??? ??? ??? ??? ??? ??? ??? ??? ???
MAX SPEED
??? ??? ??? ??? ??? ??? ??? ??? ???
BALANCE
??? ??? ??? ??? ??? ??? ??? ??? ???
POWER
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JUMP
??? ??? ??? ??? ??? ??? ??? ??? ???

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SILVER ICE MAN

The silver Ice Man is the first of the ultimate riders. He takes less damage than any of the other riders, Has great speed, and so on. See the secrets section to see how to unlock him.

TECHNIQUE
??? ??? ??? ??? ??? ??? ??? ??? ???
MAX SPEED
??? ??? ??? ??? ??? ??? ??? ??? ???
BALANCE
??? ??? ??? ??? ??? ??? ??? ??? ???
POWER
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JUMP
??? ??? ??? ??? ??? ??? ??? ??? ???

GOLD ICE MAN  
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The Gold Ice Man is THE ultimate boarder of them all, he takes even less damage than the Silver Ice Man, and is faster than any other rider, even Dion Blaster. He also has better technique, balance, power and jump than any other rider. To see how to unlock him check out the secrets section.

TECHNIQUE
??? ??? ??? ??? ??? ??? ??? ??? ???
MAX SPEED
??? ??? ??? ??? ??? ??? ??? ??? ???
BALANCE
??? ??? ??? ??? ??? ??? ??? ??? ???
POWER
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JUMP
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,=====,  
| 4) BOARDS /  
'====='

The boards don't make much a difference to how good you are, except the penguin board. Usually the default one is the best one to choose because it is suited to that player. Each board comes with a small description followed by their stats from the game. Note that the = equals one mark, like the coloured bar in the game. Each number is just the stat out of 10.

B-LINE 149  
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Reasonable at everything. Better edge control than most, so it's a good choice if you're tackling a course with tight bends.

EDGE CONTROL (8)
=== === === === === === === ===
ACCELERATION (7)
=== === === === === === ===
RESPONSE (6)
=== === === === === ===
STABILITY (6)
=== === === === === ===
FLEX (6)
=== === === === === ===

B-LINE 154

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Same stats as the other B-LINE but this one has a different design. Pretty good, but stick with the Tahoe's or Penguin Board.

EDGE CONTROL (8)	
=== === === === === === === ===	
ACCELERATION (7)	
=== === === === === === ===	
RESPONSE (6)	
=== === === === === ===	
STABILITY (6)	
=== === === === === ===	
FLEX (6)	
=== === === === === ===	
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MERLOT 143

Reasonable, but nothing special in any way. There are better boards to go for, so steer clear.

EDGE CONTROL (5)	
=== === === ===	
ACCELERATION (6)	
=== === === === ===	
RESPONSE (5)	
=== === === ===	
STABILITY (6)	
=== === === === ===	
FLEX (4)	
=== === ===	
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MERLOT 147

You'd think they'd make there boards a bit better than this, because th Merlots are just both rubbish. Steer far away from both of them.

EDGE CONTROL (5)	
=== === === ===	
ACCELERATION (6)	
=== === === === ===	
RESPONSE (6)	
=== === === === ===	
STABILITY (6)	
=== === === === ===	
FLEX (5)	
=== === === ===	
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SCOUT 156

A very good board in the first three stats especially, a good choice, especially if your boarder is good with it.

EDGE CONTROL (8)	
=== === === === === === ===	
ACCELERATION (8)	
=== === === === === === ===	

RESPONSE (8)
=== === === === === === ===
STABILITY (7)
=== === === === === ===
FLEX (7)
=== === === === === ===

SCOUT LIMITED 162

This is basically the same as the other Scout except its Flex stat is almost full. If your boarder is good with the scout use this, because it is the better out of the two.

EDGE CONTROL (8)
=== === === === === === ===
ACCELERATION (8)
=== === === === === ===
RESPONSE (8)
=== === === === === ===
STABILITY (7)
=== === === === === ===
FLEX (9)
=== === === === === ===

TAHOE 151

This is a very decent board, only outdone by its superior model and the Penguin board. If you choose this, you won't be making a bad choice because there isn't much difference between the 151 and 155.

EDGE CONTROL (9)
=== === === === === === ===
ACCELERATION (10)
=== === === === === ===
RESPONSE (10)
=== === === === === ===
STABILITY (9)
=== === === === === ===
FLEX (7)
=== === === === === ===

TAHOE 155

The best board without counting the Penguin board. Excellent in every way and perfect in two. Once again there is not much difference between its older model.

EDGE CONTROL (9)
=== === === === === === ===
ACCELERATION (10)
=== === === === === ===
RESPONSE (10)
=== === === === === ===
STABILITY (9)
=== === === === === ===
FLEX (8)
=== === === === === ===



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PENGUIN BOARD

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The ultimate board, perfect in every way, I think. Check the secrets section to see how to unlock the Penguin Board.

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EDGE CONTROL	
??? ??? ??? ??? ??? ??? ??? ??? ??? ???	
ACCELERATION	
??? ??? ??? ??? ??? ??? ??? ??? ??? ???	
RESPONSE	
??? ??? ??? ??? ??? ??? ??? ??? ??? ???	
STABILITY	
??? ??? ??? ??? ??? ??? ??? ??? ??? ???	
FLEX	
??? ??? ??? ??? ??? ??? ??? ??? ??? ???	

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,=====,  
| 5) COURSES /  
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This section covers all the courses apart from the Half Pipe and Air Make, they are covered in the Tricks section. This section covers the Match Race, Time Trials, and Trick Attack section.

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\*\*\*\*\*CRYSTAL LAKE\*\*\*\*\*

One of the best courses because it is short and is quite realistic. There is one shortcut after the big jump. Look for the last cabin on the right, there will be a ramp to the left of it. Go over this ramp to get to the almost straight run. There are a few ramps near the end for tricks.

<>TIME ATTACK<>

This is the quickest way to get through the course. When you start off don't go over either of the two jumps, so stay to the right of the run. then when you go through the sort of valley area try to stay on the inside of the turns. On the jump, don't press the A BUTTON, but just let go of Z and press it just before you land again. Now go towards the last house on the right and go over the ramp. Now follow the narrow run half way down, but then go up on the left, and stay in the middle without falling down to the left or right. Drop off the end and stay in the middle. Dodge the two piles of snow. And go through the hole on the left. Stay on the left of the ramps, and when the next two pile of snow comes go through the middle of them and you've finished. You can get a time under 1 minute doing it this way.

<>TRICK ATTACK<>

This can be hard to get a good score if you crash, because you'll end up racing towards the checkpoint missing out on all the jumps. When you start, go for one grab and a few spins on the first jump. Then go through the first checkpoint and pull off a few spins on the jump. Now go straight until you get to the end of the cliff on the left, go up the side and jump. Here you can pull off another grab and a few spins. Go through the next checkpoint. Going through these turns you can pull off some 540's on the ground. Now comes the big jump, You can do 2 grabs, followed by a few spins, try and get a 13,000 combo on this for a good score. Now follow this run doing small jumps off the sides of the run. Don't go through the shortcut this time, but go left because you get a sort of half/quarter pipe here. You can pull off a few 8,000 combos here. However, it can be very hard to land here. Get through the next checkpoint, and now jump the

pile of snow on the right to get a 5,000 or higher combo. Go through the gates and you have another few chances on the ramps for a high combo, and then finally the piles of snow at the end, where you can pull off a small combo and go over the finish line.

-----  
\*\*\*\*\*CRYSTAL PEAK\*\*\*\*\*

My worst course. I can't explain why, I just hate it. So don't expect my walkthroughs here to be the best, but I'll give it my best try in anyways.

<>TIME ATTACK<>

When you start out steer clear of the small hump in the snow, because you will fly high if you hit it. Stay on the right here, over the ramp. Jump the next small ledge on the right to get up. Don't go up the massive ramp but instead go to the right of the ramp. Now this bit can be tricky if you hold Z constantly. So turn then hold down Z. After these steep turns you'll go through a pipe kinda thing. Just try and stay in the middle of it to get through quickest. Now you can go right or left. Go left through the ice part. If you are slipping a lot then go to the left in the corner and there will be snow that you can turn on a lot easier. Out of this bit there will be another ledge you will have to jump on to. Stay to the left and dodge the trees. On the next corner you will have to turn hard left, so you don't slip down the rock and into the fence. After the rock part you will have to try and not crash while going over loads of little lumps. Try and stay all the way to the left or right to dodge them all together. After this bit you will have to turn left and go through some gateways, go left through them. Now stay on the left to dodge the three ramps. Go through the middle of the last two piles of snow to end the course.

<>TRICK ATTACK<>

Use the lump ahead of you for a big jump pulling off a grab and then some spins. Now go up the ramp on the right and pull off some tricks. Next, jump off the massive ramp and pull off at least an 8,000 combo. Go down the next few steep turns as fast as you can. Go through the next checkpoint and after the half pipe go right through the narrow passageway. Dodge the trees and pull off a small and quick combo. Now you'll have to turn hard right to stay on the slope. Next are the loads of small lumps. You can pull off a 13,000 combo here, so try and pull off at least a 5,000 combo. After the gateway you'll have two small ramps where you can pull off 5,000 combos on each one. Now is the biggest jump. Stay on the middle of the big ramp and then you'll have the chance to pull off at least a 13,000 combo. If you've got more time then you can pull off a 540 off the ground.

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\*\*\*\*\*GOLDEN FOREST\*\*\*\*\*

One of the best courses because of the different ways you can go. And there are a lot of nice jumps you can pull off, which means better tricks, which means better points. Excellent!

<>TIME ATTACK<>

This can be a fast course depending on which route you take, but heres the route I take. I reckon its the fastest route. When you start off keep going until you see two trees on the left, jump through the middle of these at an angle, so that you don't hit the tree in the middle after the first two. Jump over the log on the ground. Now you will have to dodge a few trees, change to the first person view to make it easier. Stay to the left so that you'll only have to jump one log. Now there are more trees, try and stay to the left of the slope. When you come to the junction turn left, and make sure your ducked down (Z) so you miss the log above you. When you come back out go as fast as you can and around the corner is a large log, go to the left of it. Round the next corner there is a frozen river to the left some trees in front of you, and some more trees in between the both of them. Thats where you want to head. So go left and about where in the middle of the trees is, go through them. You'll see a log, so go over it, and once over, stay on the left near to the wall, until you are down at

the same level as the rest of the slope. Next, stay to the right of the big pile of snow and make your way down the rest of the slope, until you've dodged the second rock, drop down below and when you see the slope curving off to the right at the end, you will have to take ya finger off the Z trigger and turn hard right. Now race down to the finish line.

<>TRICK ATTACK<>

When you start you can jump on the really small lumps to get a small combo. When you get to the trees on the right, try to jump through them without getting hit and pull over a huge combo at the same time. Hop over the log, then keep on going through the trees pulling over some small spin combos. Jump the next logs and then go straight through the trees again doing spins as you go. At the junction, if you can, jump on to the snow above and then go right, jump off the top at the end for quite a big combo. If you can't get on then just go right or left, either way is ok. Next, go round the corner and if you can get on top of the log and jump off at the end of it for a good combo. At the next junction take the icy river way, and at the end of it jump off for a huge combo, I've got a 20,000 combo on this jump before. Turn left off the icy river and go to the left of the snow pileup, then jump off the top of it to the right so you don't crash. The next two small rocks down the rest of the course can be used as massive ramps, allowing you to pull off a grab and a 1080 spin, on each one. After the second rock, just ride straight to the end for a good time bonus.

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\*\*\*\*\*MOUNTAIN VILLAGE\*\*\*\*\*

Remember that you can ride just as easily on grass and concrete as snow, but remember that on roads and concrete you will slip and slide, so your turning will suffer. Near the end you will find a lot of black and yellow barriers, you can use these as ramps sometimes. This course has the biggest jump on the game.

<>TIME ATTACK<>

When you start off keep following the track until you get to a way to go left. Take this way but don't drop down to the concrete below, or the snow below on the right. But instead, stay on the top in between both ways, until you see the cabin ahead of you. Head towards the cabin and jump off the end of ramp. Don't do any tracks in case they mess up your landing. Now go through the middle of all these large rocks. Go to the left of the last one and fall over the edge. Now stay next to the wall on the left until you get into the cave. Take the first right. At the last junction go right but stay as far to the left as you can, so you don't fall down to the exit of the cave. Once you are past that you will see another cave exit, go through this one and drop down with a good landing. Stay on the left but don't fall down to the road below. At the end of the higher ledge, jump off, and over the road below you. Go to the left of the huge mound of snow. Go left at the house and left of the barrier. Go straight until you see a pavement in front of you. Follow this pavement to the end. Then you'll have a wide run to the finish line.

<>TRICK ATTACK<>

This is a long course with plenty of jumps, however the time can be tight if you want to go over all the jumps. This walkthrough will get you a load of points with time to spare incase you crash. When you start out follow the run until you get to the choice, go right, make sure you've got quite a bit of speed and go up the left hand side snow wall as if it were a half pipe. You'll go over the snow and on to the concrete, which means you'll have a BIG jump, you can pull off a 8,000 combo easily. Keep going until you get to the cabin, go through it and jump off the massive jump. I've pulled off a 20,000 combo here a few times, so its possible. Just really hard. Weave in and out of the large rocks until you get to the last one. Go through the checkpoint and jump off the end for a 8,000 combo. Get into the cave and as usual take the first right and then take the right again but stay all the way on the left so you don't fall down. Now here is another big jump where you can get another 8,000 combo. Jump the logs and then jump down over the road doing a 5,000 combo in the process. The next checkpoint is on the very big pile of snow. This can be easily used for

the venue of a 13,000 combo. However I can only get an 8,000 combo here, no matter how hard I try. Go up the slope to the green pipe but don't go on it. Just jump off it to the left of the house for another 8,000 combo. Now go for the barrier, which will give you a high jump, for a high scoring combo. Now when you go through the next checkpoint you will see a red car, this is a ramp. Go up it and you'll get some good air. A decent 5,000 combo is what I usually get. Now just get to the end, using the last two barriers for you tricks, however, they usually can't be jumped. Race to the finish.

-----  
\*\*\*\*\*DRAGON CAVE\*\*\*\*\*

Dragon Cave is a great course for jumps, high speed racing and shortcuts. There are many different routes to take and you can even jump off the mountain at the beginning to get to the bottom, however you may take quite a bit of damage going down that way!

<>TIME ATTACK<>

This is the fastest route that I can find. When you start off keep going straight but pay attention to the poles on either side of the run. When it gets to the last set of poles go up into the deep snow on the left. Keep to the left wall and you will see a opening in the fence, jump down here and land carefully. Keep going down the mountain slopes until you get to near to the next curve, but, instead of going through the bend, just skip the whole turn by turning left and going down a bit of the mountain and then onto the snow again. Now head straight for the bridge, and when you get to it try and not hit the sides, which is extremely difficult. After the bridge part you must stay on the top snow slope, so don't fall down in other words. Take the left at the first junction and then left again at the next junction. When you see the cave across the other end in the wall, so must jump right at the end of snow to get in. Now go speedy through the tunnel, and stay in until the end, so don't turn out of it at the right because you'll lose the lead you will gain from going into the cave. Now when you come out you will hit the ground and the front of your board will probably rise up a lot, so, hold up on the control stick until it is level with the ground. Now go to the left of both rocks, and then stay on the left wall until you get to another bridge. Try not to hit these sides either. When you come out of the bridge there is a jump. Now stay to the right, then jump then stay in the middle. Keep going until you see a cabin, now go to the right of the cabin and keep on going straight until the finish line.

<>TRICK ATTACK<>

A great course for tricks. When you start off keep going till the last pair of poles, then go off to the left and stay to the left wall until you see the opening in the gates. Jump over here, and pull off a big combo, land carefully though because it can be hard to land here. You will have to stay on course here so you don't miss the checkpoint. Try to pull off a small combo before you go through the bridge. After the bridge take the first right then take the left and jump through the ring of flames for a huge combo. The next section of course has a few ledges that can be used to jump off for small combos. After that jump off the top of the sloping hill for another combo. Take the left opening and in front of you will be two rocks. Go up the left rock and you can pull off a huge combo, but make sure you'll have time left to position your board. Go around the next massive rock and then through the bridge. At the end of the bridge there is another jump for a 5,000 combo. If you stay to the right then you'll have another jump, and then stay to the left for another 5,000 combo jump. After you go past the TV's go through the cabin, and then onto the pipe. Don't try to do any tricks on the pipe because you will fall. After the pipe comes a massive jump, you can pull off a 20,000 combo here. Then just go over the finish line in style with a 540 or something else similar.

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\*\*\*\*\*DEADLY FALLS\*\*\*\*\*

Deadly Falls is the favorite of so many people, it is very realistic and if it was real then everybody would be wanting to get there, especially me, if you've

ever snowboarded then just imagine what you would do in real life.

<>TIME ATTACK<>

Since there is so many routes to take there is a lot of fast routes to take, however this is the route that I take, and it is full off jumps, and is very fast. At the beginning ride off the rock, then stay to the right of the wide run. Go to the right of the rock in the middle then stay to the right wall again. Kepp riding and when you see the edge stay at the middle of the edge, and ride off. Land well and keep on going forward until you see another edge, but this edge should have some rock at the end, go over the rocky edge and then land carefully at the bottom. Go through the icy half pipe, however you can not do tricks up the side, so don't even try. When you come out of it, stay to the left and then jump over the next small edge, and then try and land in between the two rocks, so as not to crash. Now you will have a choice of where to go. Go in between the two bunches of trees but stay nearer to the left bunch. When you have past the few trees keep going through the two walls. Stay to the left of the edge you jump over. Now comes the hard part. Go to the left of the centre one and to the right of the other pillar. Don't go up the snow ramp, but stay right next to it so you don't crash into the next rocky pillar. Now its a straight run to the finish line.

<>TRICK ATTACK<>

This can be hard because of the checkpoints. When you start off jump off the ledge for a small combo. In the middle of this run there is a lot of small lumps that you can jump off for a 5,000 combo each. Now, go to the left of the tall rock. Through the checkpoint, then jump off the next edge for a 13,000 combo at the least. After this, jump off the rocky edge for another 13,000 combo. Go through the icy half pipe and then go through the checkpoint. Jump off the edge for a 8,000 combo at the most, because you have to level your board with the ground. Go through the middle of the two rocks. Now at the tree area, try to pull off a few small combos from the sides. Go through the checkpoint then get past the central pillar and go up the snow mound for a checkpoint and a large 8,000 combo jump. Now try a 1,500 combo, then cross the finish line for a relatively good time bonus.

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| 6) TRICKS /  
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THE MOVES  
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There are a load of grabs and also spins, also, each spin has a reverse one, which means instead of moving the control stick left, you'd move it to the right. Instead of clockwise, anticlockwise. And so on..

-GRABS-

- Lien Air.....B.....100pts
- Melancholy.....B.....100pts
- Shifty.....B+Left.....300pts
- Method.....B+Left.....300pts
- Indy.....B+Right.....300pts
- Tweak.....B+Right.....300pts
- Nose Grab.....B+Up.....200pts
- Tail Grab.....B+Down.....200pts
- Stiffy.....B+UpLeft.....250pts
- Mute Grab.....B+UpRight.....250pts
- Stalefish.....B+DownLeft....250pts
- Indy Nosebone..B+DownRight...250pts

-SPINS-

180: R+Left/Right.....100pts  
360: R+Rotate Clockwise/Anticlockwise.....200pts  
540: R+Rotate Clockwise/Anticlockwise  
R+Right/Left.....250pts  
720: R+Rotate Clockwise/Anticlockwise  
R+B+Rotate Clockwise/Anticlockwise.....300pts  
900: R+Rotate Clockwise/Anticlockwise  
R+B+Rotate Clockwise/Anticlockwise  
R+B+Right/Left.....500pts  
1080: R+Rotate Clockwise/Anticlockwise  
R+B+Rotate Clockwise/Anticlockwise  
R+B+Z+Rotate Clockwise/Anticlockwise...1000pts

-PANDA MOVES-

Front Flip: R+Up.....100pts  
Back Flip: R+Down.....100pts  
Panda Tweak: R+Rotate control stick  
R+Right/Left.....300pts  
One Foot: B+Down.....400pts

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HALF PIPE  
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The Half Pipe is my favorite thing. Mostly because I like snowboard tricks, and since I can't do them in real life yet, a game letting you do the most difficult tricks with the press of a few, or load, of buttons. Doing a 1080 on the Half Pipe looks so impressive, that I'm tempted to go out and do one myself! Below are a few tips and tricks used in the Half Pipe along with some good combos and my Top Score.

-TIPS AND TRICKS-

You can't just do one 1080 because it would only get you 1500 combo, which sounds like a lot, but its really nothing. One thing to remember as well is that you can't do the same trick in a row or you will lose a move to your combo. Which usually means no combo. You can do a spin followed by the same spin, but reversed but not the exact same spin. The best way to get around pulling off a big combo is probably getting some big air, to give you more time. Then do 2 or three grabs, depending on how high your jump is, then a series of spins. The easiest series of spins is; 180, 360, 540, 180. In conjunction with your three grabs, you'll have a high score, plus a combo bonus of 20,000. Plus if you can get one more trick in you'll get the biggest bonus which is 30,000. Now, if you can get that many points on one jump, your looking at about 10 jumps. Takeaway 2 incase your unlucky and crash. Now you have;  $30,000 \times 8 = 240,000$  points. But your not very likely to get that many points, well I haven't been able to yet. But if you can get over 100,000 points all together your a pro. Don't worry if your first score's only something like 10,000 because practice makes perfect.

-TOP SCORE-

This is my Top Score, if you want yours here then send it by email with proof, ie. with a picture or something.

MY HALF PIPE SCORE - 120,962

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AIR MAKE  
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Air Make ican be very annoying when you crash after a really good combo that you'll never be able to do again. The trick to landing is very simple. I've explained in the basic info section, but I'll repeat it again. The basic thing is that when you land your board must be level with the ground. Second thing is

to press Z just before your board touches the ground. The third and most complicated thing is to do with the tricks you do before hand. If you go to do a 360 spin. Then you rotate the control stick once. If you do it twice then the computer will think you want to do two 360's, this means that if you don't get in another 360 before you land you will crash. So you will have to make sure you control your fingers, and what they're doing, (some dirty memories are floating round in my head!). Anyways here are some tips....

-TIPS AND TRICKS-

I'm not exactly that good at Air Make myself but I've picked up a few tricks on the way. Firstly, when you start you want a head start, then hold Z until you get near to the ramp. When you get near the ramp hold down A and release it just when you come off the ramp. You'll be high in the air. Now you'll need to do your combo. Start off with two grabs, then bring out the spins. Remember to control your control stick, and not to rotate it to many times. Once you've finished your combo, line up your board and press and hold Z. If you were lucky you'll land perfectly and get your points. The highest I've ever got is a 20,000 combo because I never actually play on the Air Make course. I prefer the Half Pipe, because you don't have to think about landing perfectly.

-TOP SCORES-

This is my Top Score, if you want yours here then send it by email with proof, ie. with a picture or something.

MY AIR MAKE SCORE - 23,451

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| 8) SECRETS /  
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There are not many secrets in the game, however they are well good. The board is a lot better than the others, and the Gold Ice Man is almost perfect. The Panda has his own specialist tricks.

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Penguin Board  
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To get the Penguin Board you must perform all the tricks in the Training Mode, apart from the Panda tricks. Once you have completed them all go to the Tahoe 151's stats and hold C-Down and press A. You'll start off the next race with the Penguin Board.

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SILVER ICE MAN  
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The Silver Ice Man is stronger and faster than the other normal characters. To get him complete the Expert Mode with any player. Then select Akari Hayami and hold C-Left and press A.

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GOLD ICE MAN  
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The Gold Ice Man is better at everything than everyone else. To get him you have to complete Match Race on Expert Mode with the Silver Ice Man. Then select Kensuke Kimachi and hold C-Up then press A.

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PANDA BEAR  
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The Panda has his own four moves that no other character can do. To get him can be the trickiest thing, because you will have to to be first, second and third

on every single Time Attack, Trick Attack, and Contest Mode. Once you have done that, select Rob Haywood and hold C-Right then press A.

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TRAINING TRICK  
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If you are having trouble getting the Penguin Board use this. Select a trick that you can do easily then when you are in the air, do that trick then press C Right for the Trick List and select the trick you can't do. If you land correctly the computer will think that you have done the harder trick even though you done an easier trick.

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,=====,  
| 9) OTHER STUFF /  
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Here are things that don't have much to do with the game, but more this Guide/FAQ.

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Version History  
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1.0 - 8/1/01 - First release

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Credits  
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Me - For writing this FAQ  
Nintendo - For 1080  
GameFAQS - For being such a great site  
Papa Roach - For making great music that I listened to while I wrote this and other FAQs.

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Emailing Me  
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Want some explained in greater detail, I've made mistake you want to tell me about? Anything to do with this FAQ put 1080 as the title because otherwise I am likely to not read it. My email address is 'danzdelta@aol.com'.

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