

Snowboard Kids 2 FAQ/Walkthrough v1b

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SNOWBOARD KIDS 2 FAQ/Walkthrough

Version 1b now Version 1

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A few notes before this FAQ, this is now version 1, not 1b anymore. I forgot to put a number of things. Now, I put a short cut in Ice Land with a few mistakes on that track and what the Secret Channel movie is. Enjoy!

1. Introduction

The game is snowboard kids. What I like about it? Well I think its pretty fun and the in-between cinema scenes they make are fun to watch. I am a fan of snowboard kids and I am not afraid to show it. Snowboard kids series were popular games, I think. The game sounded like it should be played by little kids. It was over looked. The Simplicity of the game makes this game fun for people who like simple games, especially the tricks. Well that's not the point. You remember the saying, "Don't judge a book by its cover? Well this is it. Even though I don't own this game, I am considered a pro in this game because I beat the game for my friend. If you like kind of don't like sports games, but like games like Mario Kart, then say no more my friend and pick this game up! Please this is my first FAQ so cut me some slack on this will you?

2. Story

(Note: This Story is mainly all I can remember from the manual so it may have some fake story in it)

One day Slash and Jam were walking around until they see this flying saucer in front of them.

Slash: What's that?

Jam: I don't know

Then a mysterious figure came out from the Flying Saucer and Slash and Jam start to get nervous

Just then, a girl pops out and Linda beside her.

Slash and Jam: Huh?

Linda: In case you haven't noticed this is my new friend Wendy

Wendy: Hi

Slash and Jam: HI

Tommy and Nancy come and say "Nice to meet you"

Wendy: I just moved in from New York, and I love snowboarding just as much as you guys do.

Wendy: I have a new invention that make you go faster on your boards!

The rest of the Snowboard Kids: Cool, let's try it out!

The entire sudden, a little mischievous person pops out.

The Mischievous Boy: (Laughs) I am Damien and I am here to conquer Snow town!

Nobody listens

Damien: I am very strong you know!

Nobody still listens

Damien gets mad and goes crazy

3. Basics

What's a good snowboarder who doesn't know how to turn? Sounds stupid doesn't it? Well I am here to teach you the basics needed to play the game.

"Jumping or the Ollie"

If you don't know how to Ollie, you won't get a fast start, or otherwise, go to some shortcuts in the game. It's relatively simple. You just tap the "A" button. To do a higher Ollie, Hold the "A" button and then let go when you want to jump. Ta-da, you did an Ollie. Don't tilt the analog to the left or right when jumping, especially when you

are holding the button down. You might do a 360 spin when you don't want to.

"Turning"

Turning, of course, is the most important thing in the game. Without it, well, the walls are being your best friend. To turn, you tilt the analog stick either left or right.

"Cornering"

For some reason, this skill is not as important as it was in the first Snowboard Kids. You still should learn it though. For the people who don't know what this is, it's turning sharp. To do this, you tilt your analog stick to the bottom left or right corner. Don't hold it too long; you'll come to a complete stop if you do. If you stop on an alpine or speed board, you'll put your board in reverse which makes you go INSANELY SLOW.

"Shooting"

Pretty much, you won't usually win without a helping of Items. Remember you can only get items if you have any money. It is 100G for one item. All you do is press the "Z" or "B" button to shoot depending on what kind of item you have. To shoot red box items, press "Z" and vice versa. Some items, you can't shoot but they affect other players.

"Gold"

Gold is very important. You need it to buy numerous of stuff in the game like an upgrade of your board. You also need it to get items on the track which is quite important you see. Do as much tricks as you can on the track to get gold.

"Chairlifts"

The only way to the next lap in a race, the signs at the bottom of the hill tell you where the lift is. Sometimes they can be on the left hand corner, the right hand corner (Usually it's the right hand corner", and the center. You can't enter while the light on the chairlift is green. You'll just crash.

"Item Boxes"

The only way to get items, the items boxes always appear on the track. They re-spawn when someone picks up an item so don't worry about not having an item. There are red boxes and blue Boxes. The contents on the red and blue boxes differ from each other so there is a difference. It costs 100 gold to get an item so if you don't have money, you can't buy any items.

4. Tricks

What kind of snowboarding game does not have any tricks? Anyone? Of course there's not, if you don't include the games that are Olympic products, such as Nagano 1998 Winter Olympics. I am listing the regular tricks and the tricks I made up. Enjoy! (Remember, you get gold by landing the trick, not falling on it.)

"REGULAR TRICKS"

360 Spin, Flips, Misty Flips, etc.: To do a 360 spin or Flip and you get the point, hold the "A" button down. Then hold any direction (Each direction is a different trick.) on the analog. When you want to do the trick, release the buttons.

Infinite Spins, flips, etc: To do this, master the trick/s above first. Once you have done so proceed here. To do this, follow the above instructions. Then let go of all buttons, EXCEPT FOR THE ANALOG! Hold the analog stick in another direction you want to do the other spin/s in the air. Tap "A" for every additional spin now. Remember timing is everything to do this. If you miss a step, you will stop and will not be able to spin no more.

Grabs: They are easy. Just tap any C button. Unlike Spins, you can keep doing them anytime in the air.

Board Slides: This is a hard trick to do and you can only do it when you see a rail. When you see a rail, straighten yourself up so that you are inline with the rail. Then jump onto, not into, the rail. If you did it right, your character should say "I did it", "Bravo" and etc.

"MY TRICKS"

Caution: Master the tricks above before these ones. They are either very easy or hard so please master the ones above. If you have any tricks of your own. I would like to hear about it.

Switch Spin: 360 to the left, then 360 right.

Switch Flip: Same as above, only back then front or whatever.

Switch Misty: By now, you get the idea, same as above, only misty, and rodeo flips.

Hula Dance: Keep alternating the left and right c buttons.

Helicopter: Keep doing 360 spins in one direction over five times.

Around the World: I think this trick is impossible in this game but here it is anyways (unless you have a dragon board), You do 360 right, then right rodeo flip, back flip, left rodeo flip, then 360 right, misty flip left, front flip and then a misty flip right.

That's all I have....for now

5. Characters

This chapter will give you information about each character. It tells pretty much everything, even a little bit about them!

"Regular Characters"

Slash Kamei: A peppy and naughty boy, Slash was pretty much prophesized to be the fastest snowboarder in Snow Town. Out of all the beginning boarders, he is the most balanced.

Speed: 3

Turning: 3

Trick: 3

Jam Kuehnemund: This guy's a Rap freak. Whenever he gets a chance, other than snowboarding, he turns on his stereo full blast to Rap music. He then dances to it. Jam, like Slash is another all around boarder. I am not sure but, I think he had the same status in SBK. This guy overall is my favorite boarder.

Speed: 3

Turning: 4

Trick: 4

Linda Maltinie: Guess what? You know what she has a lot of? Hint: We all wish we had a lot of this. IT'S MONEY! She is stinking rich. One thing is for sure, she is also loses her temper quite easily. She is

the second fastest boarder in the game and the second worst at turning.

Speed: 4

Turning: 2

Trick: 2

Wendy Lane: (I do not know her last name, I think it's either "lane" or "rain") She is an inventor. Every time she invented something, she would invite her friends over and test them. One of the inventions she has made was that rocket power up in the game. Wendy, I think, is the best trickster out of all the non-secret characters.

Speed: 1

Turning: 5

Trick: 5

Tommy Parsy: Yeah, he's the fastest non-secret character, but Jam says, "He's the fastest because he eats too much" I would think so too. All he eats is burgers. Anyways, he is the fastest out of the non-secret characters.

Speed: 5

Turning: 1

Trick: 1

Nancy Neil: She's a caring person for one thing. She is also very sensitive also. For example, in SBK's ending cinema scene, she went after Slash for eating Tommy's Hamburger. She is the direct opposite to Linda in snowboarding. (I think also in personality too)

Speed: 2

Turning: 4

Trick: 4

"Secret Characters"

Damien: The mischievous brat from the under world (That's what the manual says) He wants to conquer Snow Town but no one listens to him.

"Sigh" He is the most balanced boarder in the game. He's the Shinobin of this game, except without the new boards. You unlock him by beating the game.

Speed: 4

Turning: 4

Trick: 4

Coach: I would think he coaches the snowboard kids in training mode. In my opinion, I think he is a showoff when he does his tricks. This guy has got to be the most tricked out person in the game. To unlock him, beat him in training mode in 1st place. Not last place but 1st.

Speed: 0.5

Turning: 5.5

Trick: 5.5

Mr. Dog: Mr. Dog owns the snowboard and paint shop in Snow Town. He is a kind and gentle person who also loves snowboarding. In SBK, he was known as the legendary boarder who could go down a slope in seconds flat. When you snowboard with this guy, I warn you, this guy sucks at turning, unless you have a trick or Starboard. To unlock him, beat the shot cross game without missing once, or I heard you can get him by beating speed cross which I don't think it's true.

Speed: 5.5

Turning: 0.5

Trick: 0.5

6. Boards

What's a snowboard game without snowboards? Here are the boards, each with a little bit of a description.

Trick Boards: Trick boards also known as freestyle boards, are good at turning, but they are really slow. Good for the speedsters who can't turn and tricks. The best out of all the regular boards I think is the trick board level three. The stats are almost the same as the Starboard.

Level One

Speed: 2

Turn: 5

Jump: 5

Level Two

Speed: 4

Turn: 5

Jump: 5

Level Three

Speed: 6

Turn: 5

Jump: 5

Balance Boards: Balance boards, mainly good only for the people who are very balanced such as Slash and Damien. They are balanced in all stats. The balance boards seem useless when you get into the harder races though unless you want slightly more speed than the trick board.

Level One

Speed: 3

Turn: 4

Jump: 4

Level Two

Speed: 5

Turn: 4

Jump: 4

Level Three

Speed: 7

Turn: 4

Jump: 4

Speed Boards: Speed boards, also known as alpine boards, are speedy, but you don't have much control. Great for people like Nancy and Wendy, but I suggest you don't arm speedsters like Tommy and Linda with them. Well of course if you're on Sunny Mountain that's a different story.

Level One

Speed: 4

Turn: 3

Jump: 3

Level Two

Speed: 6

Turn: 3

Jump: 3

Level Three

Speed: 8

Turn: 3

Jump: 3

"Special Boards"

These boards, you can only get by completing Story Mode in Expert Mode. You have to beat certain courses to get certain boards. I am listing them in order which you get them from courses.

Poverty Board: This board is quite useless. I do not know why you would want to race with this board. When you use this board, you lose money every second in the race. Well I guess you could use this as a handicap board if your friend is a worse player than you are. You get this board from SUNNY MOUNTAIN.

Speed: 3

Turn: 4

Jump: 4

Feather Board: The board from SBK makes a returning appearance. This board is really good for tricks. I made like 10 flips in the air with this. It's a good board for tricks, but it's not really meant for racing. When you race with this, every time you jump, you would slowly drift down to earth and waste time. You get this board from TURTLE ISLAND.

Speed: 6

Turn: 10

Jump: 10

Ice board: This board also makes a returning appearance from SBK. Like the ice board from SBK, it SUCKS! Every time you turn, you'll slip and put your board in reverse. I don't know why you want to waste your time for this board. You get this board by defeating the JINGLE TOWN BOSS.

Speed: 7

Turn: 1

Jump: 4

Star Board: This board also makes a returning appearance from SBK. Like the original, this board turns well, can jump high (not as high as the feather board), and is fast. This board is probably also the hardest board to get, since you are racing against Tommy, or Linda who is armed with this board. You get this board from WENDY'S HOUSE.

Speed: 8

Turn: 5

Jump: 5

Rich Board: This board is pretty self explanatory. You earn money every second in the race. It's also one of those handicap boards on the game. The board is pretty much like in between a level 2 and level 3 balance boards. You get this board from LINDA'S CASTLE. (The board matches the track, doesn't it?)

Speed: 7
Turn: 4
Jump: 4

Dragon Board: Another one of those hard boards to get. This board is the fastest in the game. You get infinite supply of rocket power on your board and wings. The two downsides are one: This board can't turn very well and two: When you go onto the chairlifts and miss the gate to it because a certain someone budged in line, you will hit the wall, and go through the course backwards which is something nobody wants to do. You get this board from the CRAZY JUNGLE BOSS.

Speed: 10
Turn: 1
Jump: 10

Ninja Board: Probably one of the easiest boards to get, the Ninja board makes you invisible for the whole race so no one and I mean no one can hurt you unless they use rats, ghosts, and rocks. The only downside to this board is that it goes really slow. The speed on this board has a rating of 1. Quite slow so avoid ghosts if you can. You get this board from STARLIGHT HIGHWAY.

Speed: 1
Turn: 5
Jump: 5

Charm Board: This board is ok. It's not the best but at least it stops you from getting possessed by ghosts. The speed is at least faster than the Ninja board. You get this board from HAUNTED MANSION.

Speed: 7
Turn: 4
Jump: 4

High-tech Board: This board is sort of easy to get. All you do is, you take the ninja board and....I won't tell you now, but later in another chapter. With this board, you get infinite fan power. This board turns better than the Dragon Board though. You get this by DEFEATING DAMIEN IN "ICE LAND".

Speed: 9
Turn: 4
Jump: 4

7. Items

In snowboard kids, there are items which make this game unique. If I am missing any items, please let me know. Here, I will list the items there are.

"Red Box Projectiles"

These items need to be aimed for them to work.

Bombs: These are really effective. They blow the person you threw the bomb at back. They are also really good if in front, or behind you there are a group of people. Of course, like a real bomb, they have a

blast radius. If you are too close to someone when you throw it, you'll be in the blast radius therefore; you will be hit by your own bomb. This is the only item you can shoot backwards. You look and shoot backwards with the bottom C button; hold back on your analog stick; and shoot. This item pops up a lot when you are in first place.

Ice: This item is sort of good in a way. When you hit someone with this, they will freeze temporarily. Good when you have a person who is in first and you want to stop him. The only downside to this weapon is if you shoot it and it rebounds.....boy that would suck. Also, if you miss with this weapon, it will start to bounce off the walls. You can still get hit by rebounding items. This is another weapon you find a lot when you're in first place.

Snowmen: This is probably the most useless weapon unless you know how to use it well. When you hit someone with this, he or she will be turned into a snowman and will not be able to turn. Good for the times when you have to jump over a cliff, that person will tumble down into the pit. Otherwise, if you use it, usually that person will escape. Like ice, this item bounces off walls so watch out. This is another weapon you'll find a lot when you are in first place.

Tornado: This weapon, when you get hit with it, will spin you into the air and land you flat on your back. When you get up, you will lose one of your items if you have any. A downside of this weapon, like the ice and snowmen, will rebound off walls. This weapon is hard to find.

Slapstick: A little hand that can make you rich, this is a very accurate and fast weapon. Pretty much my favorite weapon, when you hit someone with this, he or she will lose money which you can pick up.

Parachutes: This weapon is also quite useful. When hit by this, you will be shot up into the air and parachuted down, slowly. Never use this in a room with a low roof. If you do, this weapon, pretty much has no effect.

"Blue Box Items"

Blue box items do not have to be aimed at a person for them to work.

Speed Fan: This is a speed boost. It lasts longer than a rocket, but it is slower. There is nothing else really to say other than please don't use this on sharp turns.

Rocket: This is also a speed boost. The duration time is shorter than the Fan, but it is faster than the speed fan. Like the speed fan, don't use it on sharp turns.

Pans: The best weapon in the game, this attacks everyone except you when you use it. The best part is you don't have to aim. You can't avoid it unless you are invisible or you are on the chairlift. The best place to use it is when everyone is about to go jump over a gap. They get hit and fall in the gap. This item is found usually when you are last.

Rocks: This is really useless unless you know how to use it properly. Anyone who hits a rock, trips, and falls flat on their face. This also affects people who are invisible. Use it just before the chairlift, after the chair lift when you just get off and behind item boxes. This item is usually found when you're in first. This is the most common item found in item boxes.

Wings: This is, I think, the most useless item out there. Whenever you use this, it makes you jump higher, but it seems like you also lose speed. Good for earning money because you can jump high, but bad in races. This is the second most common item found in item boxes.

Invisible: This is a really self explanatory item. Yes, it makes you invisible so you can't get hit by weapons. Need I say more? The only downside to this item is that you can still trip on rocks and get affected by ghosts. I am not sure about this, but it feels like when you use this item, you also lose a bit of speed.

Ghosts: This item makes it so that the person who is in the lead slow down. You can't avoid this unless you have the charm board. If you're in first and you have this item, it will affect the second place person.

Three Ghosts: This item is the same for the regular ghost, except this attacks all racers except you. This item is found usually when you are in first.

Rat: This item steals all the gold from the leading person. This item is great when you are poor and the leading person is filthy rich. The downside to this is that this item is usually not found. This item is quite useless if the person has a rich board.

Super Rat: This item is the same as a Rat, but this item goes for all the other racers. This item again is rarely found.

8. Tracks

Well, this is the tracks section. Without tracks, this wouldn't be a racing game. Well here they are.

"Easy Tracks"

Sunny Mountain: This course is straight forward. It has no shortcuts and sharp turns. You can't get too much air here, so don't try to do too many fancy tricks. The cave is a great place to place rocks since its dark. There are three very tight jumps at the end so be alert. That's pretty much all.

Turtle Island: Boy, did they defy the laws of physics here. It's you can still go the same speed as you did on land...there are more things, but this isn't science class isn't it, so here's the info. This course is the first course to have short cuts. The narrow bridge at the beginning of the course is a great place to drop rocks, just don't trip yourself. Do the same with the water just before the waterfall. The water fall is a big jump, so do a fancy trick, not one of mine though, not enough air, unless you have a feather. There is a place where there is a fork in the road, the left is a shortcut and the right is the long way. The short cut has more coins, plus it's narrower. The last part, on the home stretch, there are reefs so try to avoid them as much as possible.

Jingle Town: The first place where you can fall into a hole. Well it isn't that bad, usually. Anyways, when you jump of the first jump, there are trees, avoid them and here comes the jump with a hole. Jump across it and hope no one pans you on the way across. When you get into Jingle town, the left way is shorter, I think. It has a lot less

traffic though, since the computer never goes there. After you pass through jingle town, there are rabbits on a straight way, avoid them. One thing I hate about this is that they are more annoying than the penguins in the first Snowboard Kids. That's all to it!

"Moderate Tracks"

Wendy's House: The creators sure have gone insane! Racing through a house, you got to me kidding me. Well they did so here's the info. When you first start, the first jump should be made for a huge trick since one wrong jump can land you rolling down to the hard wood floor below. Do one or two tricks, but not more than that. You'll land on computer paper which goes down like stairs. Then, there's a jump to a piano, don't go on the chair or you're going off the track. After that, there will be a grandfather clock you have to pass through. Carefully and swiftly try to predict where the swingy thing is going and pass AROUND IT! After that, there will be some grains of cereal about to crush you so avoid the killer cereal! After that, there is a mouse hole you have to go through which has a fork in the road. I'm not sure which way is the short cut, but I think that the left side is shorter. After the mouse hole, you're home free!

Linda's Castle

Linda, as you already know, is a rich person...that's probably why she has a castle. Anyways, you have to race through yet another unrealistic place. Okay, when you first jump off, it's a small slope. Be sure to make it over the next jump, it's a gap. In the room after the gap, avoid the tables and jump off the next jump. There is a short cut here, but it's not recommended since it's hard to get to plus, it isn't worth it. It cuts only a short turn. Okay, now after the long twisting hallway, there is another gap to jump. Then there is a fork in the road which doesn't matter which one you take, it's the same length...I think. Next dodge the upcoming sheep which cross the road. (Curses, why don't they have a traffic light sometimes here?) Then afterwards is a narrow hallway after the sheep. I suggest you put rocks here, it's really narrow. At the end of the hallway, get ready to jump with a trick. Afterwards is the end. Jump onto the island where your chair lift is and hope no one hits you on the way across since it's a gap. Personally, I hate this course the most because of all the gaps.

Crazy Jungle

From Snow town to the tropics once again, you're in a jungle with a ruin near the end. Well, get ready to go...dirt boarding? Anyways, you start out with some easy turns. Then after a few turns, there is a short jump then a waterfall. The waterfall is the highest jump in the game other than the one on Snowboard Street. Do some mondo tricks on it, you'll get a lot of money on it. (My record, on a normal level 3 board is 600 g)After that, there is a fork in the road. To the right is a short cut, but you have to board slide a rail to get across. The left way has a lot of hair pin turns, but it's easier to get through. My advice to you? I like the long way better because the right way, you have two rails to grind. You miss one rail and you're done for. Then after that, there is a pond you go through. Avoid the crocodiles in the pond and then go into the ruins. The ruins have has a face that shoots bombs. Avoid them as best as you can. I suggest you save your invincibility for this part. Then there is a jump and a home stretch. That's all.

"Hard Tracks"

Starlight Highway

In space, no one can hear you scream when you get hit by a bomb...or something like that. Anyways, the physics are unrealistic here since you cannot float up like in space. Anyways, here the info you've all been waiting for. Firstly, this track has no short-cuts...darn! Secondly, you can fall to your doom here. That's all. Okay now, after you start, you go through some normal stuff...until you reach a jump into a spaceport. Be sure not to miss the entrance since it's narrow. (Rocks anyone?) Then you go into this tunnel where you get automatic rocket. You'll rocket through the tunnel and come out into a jump. Once you jump, you'll land on an asteroid. Go through it and the jump off the asteroid is a doozy. You have to hope the two comets that are between the jump and you don't hit you. You'll also want to make sure that the blast of the comets doesn't hit you. After this, you'll go through some more normal stuff for a few turns. After that, you'll jump and land into a bumper field. Avoid them since hitting one will make you go through the course backwards. If you do hit one, keep jumping towards the next area of the race. Once you make it through the bumpers, you will come out to a star way which looks like glass. There are a lot of turns on this part so watch out! After that, the space station is back, except this time this is the finish line. Keep in mind that THE CHAIR LIFT ENTERANCE IS IN THE MIDDLE OF THE FINISH LINE! That's all!

Haunted Mansion

Haunted...no, Annoying...yes, most of the time. This is probably the hardest track in the game, well to me. This can be very annoying because of all the obstacles you need to get through. Well here's the info. When you start, right away when you enter the house, there is a fork in the road. Left will make you go through two rails. If you are not Wendy, the CPU Wendy will always go through there. It's a short cut, but again it's not worth it, you'll fall into lava if you don't make it. The right contains one jump and a left turn. When you are out of one of the forks, they will come together and a jump will appear. Then after the jump, I think, is a room with floating chairs. This has ghosts in it and if you run into one, you will get possessed by a ghost. Not good. Try to avoid them if you can, but the ghosts flash so it is hard to spot them. Next after a few turns is a pumpkin which will shoot ice. If you run into one, you will freeze. After that, there is another ghost room and a jump. After that, you have a maze of VERY sharp turns. Then you will enter a cave. There is a jump and you will enter a lava room. Don't worry, you can't fall in. If you have a fast board or a speed item (such as a rocket) there will be small cave to your left. This is a short cut. It is a little hard to spot so be alert. Go through it if you can since it goes up hill. If you take the long way, there is a little curtain. Beyond the curtain there is a jump. Then after that is a straight way to the finish! Whoopee!

Ice Land

Oh boy, this isn't that hard. Anyways why do they call this ice land? Well you're back on snow once again here. Well no time for questions, let's start the FAQ for this track. (Hey I rhymed) When you start, you will be on a wooden platform. Just when you start, there is a jump also. Then there is a left turn. Don't turn to your left too much or you'll fly off a cliff. Then after the left turn and passing by Damien's house, there is a jump. Then after the jump, there are Giant snowballs rolling across the track. Avoid them, and then there is a straight way. After the straight way, then there is a sharp right turn. There is a short cut just before the sharp turn. It is sort of camouflaged with the hill. If you look carefully to your right, there is a slightly lower part of a wall just before you turn. It is a steeper ramp to your right and it's a small shortcut. Never hurts to

have a small short cut! Go through it and there's a short cut. Then there is a wide open area just before a jump which helps you speed up if you need to. Afterwards there is a jump and a grinding pole to your right. Don't do it because it's not a short cut. You don't need it anyways. After that, there is a narrow "S" curve. Rocks are great here. Heck, if you can, just shoot someone who is in front of you. They'll tumble to their doom! Remember, just hope they don't rebound it or you'll be the one to tumble to your doom! After that there is a big open space where you can roam free. It has nothing in the clearing. When you see a wall that splits the road, go left since it's shorter. Then there is a jump and a left turn. After that, there is a straight way to the finish line. REMEMBER THAT THIS COURSE'S CHAIRLIFT ENTERANCE IS IN THE MIDDLE!

"Secret Tracks"

Snowboard Street

Go through Snow Town in this race. You can find everyone's house here. Everyone's head is shaped like their house. Well here I go. When you start, there are two bridges to cross. Put rocks there since the rocks camouflage with the bridges. After the two bridges, there is a small jump. After that, the wide open spaces of Linda's house are here. You don't go through it though. After you pass by, there is a jump over water. After you clear the water gap (Slush cup?) you go through this mega huge mountain on an automatic rocket. After it slings you up, do some mondo tricks! After that, there is another one of these. Then there is a long right turn. It is very sharp. Or if you decide, go through the trees! After the jump, go straight into one of the sections of the trees which you first see when you land. Go right into them and you will pass by Damien's house. This is a short cut. Then you will go through snow town which is a maze! There are a lot of sharp turns. After like about 4 or 3, there is a small bridge jump. Jump it and go through a little opening. Then you will see the rest of the town with a road going through it. It's very wide so it's hard to pass anyone here and this straight way through snow town goes to the finish line. The finish line is right at a school. Well you are done your tour of snow town!

X-Course

Finally, a realistic course! Okay, this place is no real brainer other than sharp turns before the first of the three big jumps. Just do tricks and all the straight ways are wide. After the third big jump, the finish line is downhill from there. That's all!

9. Bosses

This is odd for a racing game to have bosses. Well this game does...

The Snowman: Jingle Town

You're racing through Jingle town in this boss level. Story? Well Wendy made an automatic snowman maker. She presses a button on the remote in front of her friends and a snowman drops from the sky. Then for some strange reason, it came to life. Well here's how to defeat the boss. You have to destroy the snowman with weapons before it reaches the finish line. There's a trick though. The snowman is invincible after you hit it momentarily. To be exact, you can't destroy it when its head is not on. So first of all, you run into the power-ups on the track. Each bomb power-up gives you ten bombs. You have speed fans if you're falling behind. Remember, the snowman can shoot snowmen so be careful

or you'll be turned into one. Don't follow too close neither, but just far enough that you can avoid snowmen and through bombs without getting in the blast yourself. Don't be a machine gun and fire all your bombs at once. Remember, like I said earlier, the snowman is invincible every time you hit it until its head is back on. I suggest a person like slash or Jam here because they can easily avoid snowmen and at the same time, they don't have so much speed that they'll hit the snowman. When you open expert mode, though, he's a little harder. In expert mode, he also shoots ice. EEEKK! Just stay calm and get a speed boost if you're trapped in ice.

The Dinosaur: Crazy Jungle

Okay, in this race you aren't beating the day lights out of the boss; you are trying to beat him to the finish line. The only really annoying thing here is that the dinosaur lays eggs. They are like rocks, only bigger. They are in the middle of the track. You can smash the dinosaur with pans which is fun to see. Be sure to grab speed boosts. I really suggest you go through the shortcut way here through the rails because you don't have to trip through eggs going through here. In expert mode, you really should go through the rails. Have the high-tech board in expert mode with slash or jam, not Tommy because then he'll crash into walls. The dinosaur moves faster in expert mode too so it can be a pain. *Tip, don't give up!*

Damien: Ice Land

Arguably, this is the hardest boss in the game. You try to smash the robot Damien is in to pieces. Just like the snowman, Damien has weapons and an invincibility point. Every time you hit him, gears and bolts come out which you can trip on. He shoots pretty much any kind of weapon in this game except pans which is a relief. Every time you hit him, he stands on one leg out of balance; he is invincible in this state. After ten hits on this guy, the robot is destroyed...or is it? He comes out in a smaller robot. CHEAPO! Hit him five times here. At least as a small robot, he can't hit you with anything, except his occasional dropping of rocks. The smaller robot is faster so watch out! In expert mode, it is impossible if you use a regular board here because he shoots at you like a machine gun. What you really need is a ninja board. Just get speed boosts every once in a while since this is a slow board.

10. Skill Games

This mode is unique to Snowboard Kids. You need to win them all in order to open up the track Ice Land.

Trick Game

This is probably the easiest of all games. Just be sure to land all your tricks and to do combos. Not grab combos but spin and flip combos with grabs to end it with. The track here is the X-Course

Shot Game

You are a delivery boy or girl and have to deliver all the Newspapers in a certain amount of time. You have a limited amount of newspapers, 2 minutes and 30 seconds. You shoot the newspapers into the mail boxes by each house. The time ticks faster than you think sometimes, but just enough if you don't keep bumping into anything. Use a trick board to go through it so you can turn through the course with ease. Don't go too slow though. Be sure to remember to deliver a newspaper through Damien's house in the short cut. The track is Snowboard Street.

Speed Game

This has got to be the hardest game if you don't have a special board that is. You try to get to school on time and, I think you have five or three minutes to do so. Grab all the speed boosts on the way or you'll never make it. Go through Damien's house short cut to make it easier. The track here is Snowboard Street.

11. Tips and Tricks

- * As you get higher into the game in levels, the competition will get fiercer. They will reflect shots that you shoot at them.
- * Remember, to reflect shots, do a trick, any trick, as long as you don't fall.
- * Use pans when your opponents are jumping a gap.
- * In expert mode, your opponents will reflect many shots. To hit them, almost guaranteed, shoot all your items at the same time. You may waste your money on this tactic though.
- * When you see an exclamation mark on your head, there is an item coming. If it is blinking, you have better jump, become invisible, or reflect the shot.
- * Look behind you when shooting bombs. You don't want to end up shooting yourself.
- * Put rocks and rows of them on bridges, behind shops, or before and after chair lifts.

12. Secrets & Codes

To get all Boards and Characters, press: Z, B, Top C, Down on the control pad, Left on the control stick, Right on the control stick, Up on the control pad, R, Z, and A on the title screen. If you entered it correctly, Damien will laugh and twirl off the screen.

To get Damien, beat story mode on Normal.

To get Coach, beat him in Training Mode.

To get Mr. Dog, beat Shot Cross without missing any Mail boxes and using only one Newspaper for each box.

To get a secret channel in Wendy's Internet in Story Mode, beat the game on Normal.

13. Cut Scenes/Cinema Scenes

*WARNING, SPOILERS IN THIS CHAPTER. IF YOU DON'T WANT TO KNOW WHAT HAPPENS IN STORY MODE, DO NOT READ THIS CHAPTER!

Sunny Mountain

Damien Rises up from the under world and sees the kids. The Gang is watching Wendy testing out the rocket for a snowboard. Everyone seems happy. Damien then takes out a bomb and tries to throw it at the kids. He throws it, right in front of himself, only to get blown up by it. Damien now sees stars, or birds and is knocked unconscious. Everyone then snowboards pass him with Tommy dead last.

(After winning first place in this race)

Everyone is snowboarding past Damien once again. Then Damien gets up and gets mad.

Turtle Island

The kids are now on Turtle Island including Damien. Damien punches a crabs head and the crab walks off into Slash while the kids are talking. Slash touches the crab and he gets pinched by the crab. Jam then starts laughing. Linda is then seen out in the ocean "Surfing" on her snowboard. Jam then insists that they all race on Turtle Island. The kids leave without Slash. Slash then finally gets the crab off by throwing it and he gets mad. He catches up with the kids. Then the crab flies and clamps Damien in the head.

(After winning first place)

The boys think they found treasure in a Treasure chest they found. Slash shakes it and Linda wonders what is inside it. Slash shakes it again. Linda thinks there is nothing inside it. Slash gets mad and kicks the chest and it lands on Damien. The chest opens up and out comes the crab.

Jingle Town

The kids are building snowmen. The boys built a mini snowman and are proud of it. Then Linda laughs and evil laugh and it turns out that the girls built a Goliath sized snowman. Jam gets mad and slash gets his snowboard with a bomb and blows the snowman up. Linda gets mad and declares a race, or battle.

(After winning first place)

The Kids finished a race and are wondering were Wendy went. It turns out Wendy made another giant snowman. Wendy pushed a button on her remote and out of nowhere came a snowman head and landed on the body. The Snowman came alive and started wrecking havoc.

(After beating the boss)

All that's left of the snowman is the head and it slowly fades away. The kids surround it, except Wendy, and are now in relief. Wendy builds another snowman with the remote and everyone except Wendy runs away scared.

Wendy's House

Wendy is working on an invention on shrinking people when the kids arrive at her house. They come in and Wendy shows them her invention. It looks like a flashlight, but it's not so the kids are wondering what it is. Wendy shrinks the gang and then shrinks herself. Then Wendy said they should have a race and the kids agree.

(After beating the boss)

Now the kids are wondering how to become normal sized again. Tommy found cheese on a mouse trap while thinking and ran after it. He tries to get the cheese and pulls as hard as he can. He can't lift it and is scratching his head. All the sudden the trap clamps on him head. Slash and gang come to the rescue and pull him out. Tommy said sorry and then they laugh.

Linda's Castle

It's Linda's birthday and the Nancy and Wendy give her presents. Linda doesn't notice until now that the boys and Damien are pigging out on the food. When Linda notices, the Slash and Jam taunt Linda. Linda gets mad and tries to hit Slash and Jam on her snowboard. Slash and Jam run

away and instead, Damien gets hit by her. He flies and hits the ground and Wendy and Nancy wonder who he is.

(After winning first place)

Linda goes berserk because after the race, the party was ruined. Slash and Jam still taunt Linda and laugh. Linda gets really mad and starts chasing after Slash and Jam. Tommy is still eating. He is eating cake and the cake is on top of Damien. Nancy and Wendy are still wondering who Damien is.

Crazy Jungle

Nancy, Tommy and Wendy talk about a golden butterfly or the legendary butterfly. Nancy sees it and runs after it but she can't. Linda sees Nancy upset and wonders what is happening. Nancy tells Linda and Linda says they can use her Helicopter to chase after the butterfly. When chasing the butterfly, Slash and Jam see the Helicopter Linda is piloting. They wonder what they are doing so they chase the helicopter. They follow the butterfly all the way to a Jungle.

(When winning first place)

Nancy finds the butterfly and is happy. Then some sort of earthquake happens. The kids find out it's not an earthquake, but a dinosaur. Slash and Jam get defensive because the Butterfly flew away.

(When beating the boss)

The Dinosaur runs away. Then Nancy is re-united with the butterflies.

Starlight Highway

Wendy is loitering around the town when the kids come. Wendy shows them her invention, the flying saucer. Wendy insists that they go into the ship. They go in the ship, along with Damien and fly to a planet in space.

(When winning first place)

Damien is trying to find the ship to get back to earth. When Damien looks up, he sees that the ship leaves without him. Then he cries "NOOOOOOOOOOO!"

Haunted House

It's Halloween night, Slash and the gang are trick or treating. Slash and Jam want to go in the house and ask Nancy and Tommy if they want to go in. Tommy and Nancy turn away the offer and Slash and Jam go in. Then Ghosts come in and startle Slash and Jam. Linda, with Wendy, starts laughing at Slash and Jam. Slash gets mad and wants everyone to go in the house. Everyone except Nancy and Tommy who are being pushed in by Jam are now in the house. Damien sees them and laughs. He runs into the house and the doors shut.

(When you win first place)

The gang runs out of the house screaming and then Wendy locks the door with a pad lock. The gang then goes off trick or treating for the rest of the night. Damien, who is still in the house is locked in and can't get out.

Ice Land

Nancy and Wendy say hi to Damien but then leave Damien, laughing. Damien then sighs and is depressed. Slash and Tommy are then, running from Linda's rage, with Tommy running into Damien, tackling him. Then when they come back the other way, Linda tackles into Damien. Damien is then furious and runs after the kids. Then he declares a battle.

(When winning first place)

The Kids are wondering what Damien is doing around here. While pondering, Jam notices a giant mech headed straight towards them. Damien runs into the middle of the group and laughs.

(When beating the game)

Damien cries in front of the kids because his plan failed. After a while of crying, Slash makes friends with Damien. They start laughing and Damien gives the kids a present. The kids open it with Damien stepping back. When the kids open it, the present turns out to be a bomb and blows in their faces. The Kids then chase Damien and that is the end of the Snowboard Kids 2 game.

Trick Game

Coach is showing off his tricks at a trick festival. Everyone applauds. Then Slash and Tommy want to show of their tricks. They run off to get their boards. Then when they snowboard in front of their friends, Tommy and Slash run into each other.

Shot Cross

Jam is delivering newspapers in front of his friends. He gets the paper in the mail box. Then Slash comes up and tries to throw it in the box, only to hit Linda. Linda gets mad and chases after Slash with her snowboard.

Speed Cross

The Boys try to run after a school bus because they're late for school. The school bus out runs them and the girls run after the bus using rockets on their boards. They still couldn't catch up to the bus. The boys try using speed fans to get to school then.

Secret Channel Movie

Slash is riding on his snowboard. Tommy, who is eating like ten burgers (What a pig man!) gets tackled by Slash on his board and a burger goes flying. The burger hits Linda in the face while she is drinking tea. Slash stops, and laughs and goes off snowboarding again. Linda, in rage, tries to throw her tea cups at Slash. Jam is dancing with his boom box when he hears Linda. Slash zooms past Jam and he catches the tea cups Linda threw. Linda threw more tea cups and they hit Jam in the head. Wendy, who is busy making final adjustments on her robot, finally finishes it. Slash comes to the scene and tackles the robot my accident. It chases after Slash and then Damien appears. Damien now sees the robot after him also, so he runs. After a few runs of getting chased, he rides out of the path of the robot, leaving Damien getting chased. Slash has not comment and he rides off on his Snowboard once again.

14. Credits

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My friend who got me this game
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To Game FAQs for a great site

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