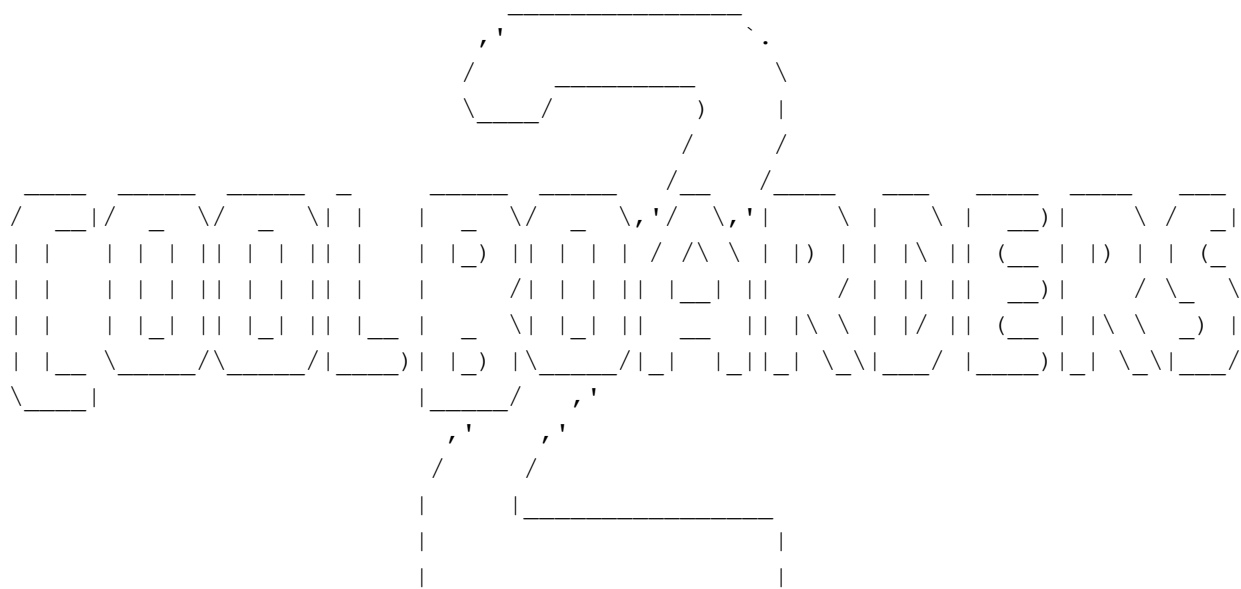


Cool Boarders 2 FAQ/Walkthrough

by arminjewell

Updated to vFinal on Apr 10, 2004



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ASCII Art by Osrevad
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|                                     |
|           Game: Cool Boarders 2    |
|           Platform: Sony Playstation |
|           Genre: Winter Sports     |
|           Producer: Sony Computer Entertainment America |
|           Developer: UEP Systems   |
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|           Version: Final           |
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TABLE OF CONTENTS
=====

- 1.0 Copyright Information
- 2.0 Revision History
- 3.0 Introduction
- 4.0 Controls
- 5.0 Moves
- 6.0 Characters
 - 6.1 Yaggi
 - 6.2 Jin
 - 6.3 Cindy
 - 6.4 Irin
 - 6.5 Boss
 - 6.6 Snowman
 - 6.7 Gray
- 7.0 Boards
- 8.0 Courses
 - 8.1 Big Air Mode

8.2 Freestyle and Competition Mode
8.3 Other
9.0 Walkthrough
9.1 Freestyle (Under Construction)
9.2 Competition
9.3 Half-Pipe
9.4 Master Big Air
10.0 Music
11.0 Secrets
12.0 Thanks

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1.0 Copyright Information
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2.0 Revision History
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Final Version - April 10, 2004

Finished up the Freestyle section.

Version 2.5 - February 15, 2004

Fixed up the stats of characters and boards (forgot the boards in the last update), got a beautiful new ASCII, and I finished up to Take it Easy.

Version 2.4 - February 14, 2004

I updated Bear in the Forest, and changed the Contributor name.

Version 2.3 - January 31, 2004

Changed the formatting a lot.

Version 2.2 - November 3, 2002

A added a new title. Hope you like it. Edited the Table of Contents a little bit.

Version 2.1 - July 20, 2002

Finished the half-pipe section as well as the master big air section. Finished Sunset Downhill in Freestyle mode.

Version 2.0 - July 12, 2002

Sorry for the long pause in the updating, had stuff to do. Started the half-pipe section and the master big-air section. Updated the freestyle mode and competition mode (sorry for the bad information!) Edited some typos and such.

Version 1.0 - June 26, 2002

Started my first FAQ! Created a basic shell for all the things I want to put in it. Finished Moves, Controls, Characters, Boards, Courses, Music, and Secrets and Shortcuts. Started the walkthrough.

=====
3.0 Introduction
=====

This is my first FAQ for an outstanding game in Cool Boarders 2. It is quite possibly one of the best snowboarding games in terms of quality of gameplay. It is a little lacking in the graphics department, but it is understandable as it came out in 1997. If anyone has any questions about the game, or suggestions on how I could improve this FAQ or what I could add and you will get proper credit.

=====
4.0 Controls
=====

The controls in this game are very easy to get used to, unless you have played other snowboarding or trick-related games very recently. Even so, it will only take about 5-10 minutes to get the basic idea of what controls are important and are used a lot.

Turn - D-pad left/right

- The basic turning control. It will only slow you down a little bit.

Sharp Turn - Square + D-pad left/right

- A sharp turn that will slow you down greatly, and is needed in many parts of the game.

Jump - X

- The basic jumping control. Keep in mind that you can't move once you press and hold X. The longer you hold it, the higher you will jump.

Weight Shift - D-pad up

- This will make it so you don't jump with moguls, but you will slow down very slowly.

Tuck Position - D-pad down

- This is very useful in the game as it sometimes makes the difference between you going faster than the opponent or going the same speed.

Change Stance - L1/R1

- Will change your stance from goofy to regular or regular to goofy. Not very useful in the game except when you must perform a fakie trick, which is when it is opposite of the rider's preferred stance.

Change View - Triangle

-This will change the camera angle. There are two angles, one is behind the boarder, the other is the rider's point of view.

Rail Slide (Grind) - R1/L1

- This will grind your board on to a rail, which can lead to combos, but you lose a lot of speed on the rails. To keep your balance on the rails and when being bumped by another player, press left and right on the d-pad to balance yourself. Grinding rails is also useful when taking shortcuts in Pipeline Canyon and other levels as well.

=====

5.0 Moves

=====

Moves are the biggest part of the game obviously. Doing moves by themselves is simple enough, but putting them together into combos gets trickier. When you see an arrow connecting two buttons that means you have to press and hold the first button and then press the second button. Here is a simple list of the grabs, spins, and flips you can do.

~~~~~  
Grabs  
~~~~~

Shifty - L1
Lien Air - Down + R1
Indy Grab - Up + R2
Mute - Up + R1
Stalefish - Down + R2
Method - Down + L2
Nose Grab - Tap Up + Hold Up + R1
Tail Grab - Tap Down + Hold Down + R2
Shuffle - L1?L2
Indy Nosebone - Up + R2?L2
Tweak - Down + R1?L1
Stiffie - Up + R1?L2
Melancholy - Down + R1?L2

~~~~~  
Spins and Flips  
~~~~~

- Spin right/left - When holding down X to jump, hold down right/left on the D-pad. When you jump, release X and keep on holding the D-pad right/left to spin in that direction.

- Front/Back flip - When holding X to jump, hold down up/down on the D-pad. When you jump, release X and keep on holding up to front flip or down to back flip.

- Misty - When holding X to jump, hold down a diagonal on the D-pad. For example, hold down, right-down, right-up, left-down, or left-up. When you jump, release X and keep on holding the diagonal on the D-pad to do a misty.

=====

6.0 Characters

=====

The characters in this game are very well done, and they a character for every type of gamer. At the beginning you start out with four characters. One of them is good at tricks, one has a lot of speed, one has a lot of balance, and

the last one was a little bit of everything. There are three secret characters and they are well worth getting. All characters will follow this format:

~~~~~

Name

~~~~~

Description

Stats

Rank - The best being 1, and the worst being 7.

/6.1 Yaggi\

Description: Yaggi is a trickster with good jumping and technique. He is also pretty quick and accelerates pretty fast on his board. He lacks some balance and power, and has a low top speed. He is very good for beginners.

-Stats-

Jump: | | | | | |

Balance: | | | |

Technique: | | | | | | | |

Quickness: | | | | | |

Power: | | | |

Maximum Speed: | |

Rank: 3/7

/6.2 Jin\

Description: Jin is very strong and has lots of power and rises up to a high maximum speed. He can perform pretty good tricks, but his balance prevents him from landing any of them. Only experts should use him.

-Stats-

Jump: | | | |

Balance: |

Technique: | | | |

Quickness: | |

Power: | | | | | | | |

Maximum Speed: | | | | | | | | | |

Rank: 6/7

/6.3 Cindy\

Description: She is, I think, the worst player in the game. She is well rounded in all categories, but that means she lacks in all categories. Her strongest stats are technique, quickness and maximum speed, which makes her a tough opponent when she is a CPU since she has pretty good acceleration and top speed. She is easy to handle and is good for beginners.

-Stats-

Jump: | | | |

Balance: | |

Technique: | | | | | |

Quickness: | | | | | |

Power: | | | |

Maximum Speed: | | | | | |

Rank: 7/7

/6.4 Irin\

Description: She has lots of balance and has a reasonable amount of technique,

which makes her a good rider to learn the game with. Eventually though, her lack of power and max speed get exposed, and new characters with much higher technique come in, making her yesterday's news. She is the best player for beginners.

-Stats-

Jump: | | | | |
Balance: | | | | | | | | | | |
Technique: | | | | | | |
Quickness: | | | | | | | | | | |
Power: | |
Maximum Speed: | |

Rank: 5/7

/6.5 Boss\

Description: The best player in the game, and usually the second secret character that people earn. BTW, all secret characters have their own boards except for Boss. For information on how to get Boss, look in the Secrets section. Anyway, he is basically an advanced version of Cindy. He has good stats all around and he can make the score light up. He is good for intermediate players because his power can be mishandled and if the beginners are used to people like Irin or Cindy, than they will have a slightly harder time changing to him.

-Stats-

Jump: | | | | | | | | | | |
Balance: | | | | | | | | | | |
Technique: | | | | | | | | | | |
Quickness: | | | | | | | | | | |
Power: | | | | | | | | | | |
Maximum Speed: | | | | | | | | | | |

Rank: 1/7

/6.6 Snowman\

Description: It looks so much like a woman with a bow, but they called it a snowman anyway. He is usually the first secret character people get. Check the Secrets section for information on how to get him. This character is all about speed. Her board is a frying pan. I'm a big fan of tricks and not too much a fan on speed, so that's why he is ranked lower than Yaggi. You will be lucky if you land a 360. That's how bad he is at tricks. This character is also hard to control because he can get up to monstrous speeds. He is very useful for trying to get the time gold trophy in Freestyle mode.

-Stats-

Jump: | | | | |
Balance:
Technique: | |
Quickness: | | | | | | | | | | |
Power: | | | | | | | | | | |
Maximum Speed: | | | | | | | | | | |

Rank: 4/7

/6.7 Gray\

Description: Probably the hardest to get secret character, but definitely well worth the effort. Check the Secrets section on how to get him. He is an alien with a UFO for a board and he is all about tricks. You thought that pulling off an 1800 was a miracle, wait till you see Gray pull off a 4500. Because of

that, he makes up for his lack in power and maximum speed. He is good for all players.

-Stats-

Jump: | | | | | | | | |
Balance: | | | | | | | | | | |
Technique: | | | | | | | | | | |
Quickness: | | | | | | | | | | |
Power: | |
Maximum Speed: |

Rank: 2/7

=====
7.0 Boards
=====

One of the best parts of the game is the boards. You can choose from three different types of boards to suit your needs. Freestyle, All-Around, and Alpine. There are also three different kinds of boards within these categories that you can pick their look from several choices. Or, you can make your own board, which is really cool. The boards have three different stats. Maximum speed is obviously how fast it goes. Response is how well your board with react and when doing tricks, or how cooperative it is. Stability affects how you land, or when you get pushed over. And yes, there are secret boards. To find how to get the secret boards, look in the Secrets section.

Freestyle

As you can tell by the name, these boards are designed to do tricks and consequently are not very fast.

Type 1 Stats

Maximum Speed: |
Response: | | | | | | | | | | |
Stability: | | | | | | | | | | |

Type 2 Stats

Maximum Speed: |
Response: | | | | | | | | | | |
Stability: | | | | | | | | | | |

Type 3 Stats

Maximum Speed: | |
Response: | | | | | | | | | | |
Stability: | | | | | | | | | | |

Special

Maximum Speed: | | | | |
Response: | | | | | | | | | | |
Stability: | | | | | | | | | | |

All-Around

Again, the name tells all. It is a mix between a freestyle and alpine board. It is pretty much a little bit of everything, and they are key to winning in a competition.

Type 1 Stats

Maximum Speed: | | |
Response: | | | | | |
Stability: | | | | |

Type 2 Stats

Maximum Speed: | | | |
Response: | | | | |
Stability: | | | |

Type 3 Stats

Maximum Speed: | | | | |
Response: | | | |
Stability: | | | |

Special

Maximum Speed: | | | | | | | |
Response: | | | | | |
Stability: | | | | |

/Alpine\

Alpine boards are just fast, they don't have much response or stability, and they are made for race, not for tricks.

Type 1 Stats

Maximum Speed: | | | | | |
Response: | | |
Stability: | |

Type 2 Stats

Maximum Speed: | | | | | | | |
Response: | |
Stability: | |

Type 3 Stats

Maximum Speed: | | | | | | | | |
Response: |
Stability: |

Special

Maximum Speed: | | | | | | | | |
Response: | | |
Stability: | |

=====
8.0 Courses
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~~~~~  
8.1 Big Air Courses  
~~~~~

These courses are available in the big air contest and in competition mode.

Stadium Kicker

Length: 333 ft.
Maximum Slope: 20.0 degrees
Description: The standard big air jump. It is hard to get a lot of points on it, but practice makes perfect.

Ice Fang

Length: 666 ft.
Maximum Slope: 37.0 degrees
Description: A very good jump to practice your tricks. If you move slightly to the left at the beginning of it then you can jump off the higher part of the jump and get more air.

Titan's Toe

Length: 500 ft.
Maximum Slope: 48.0 degrees
Description: It is a half-pipe jump, and you can get some huge air and spins off of it. I once got a 5400 with Gray on it. But you have to jump at the right time to get the maximum amount of air.

~~~~~  
8.2 Freestyle and Competition Courses  
~~~~~

This is where you will spend most of your gaming time. There are nine regular courses and one secret course. The nine courses are unlocked by playing them in competition, so they aren't really secret. The tenth one is secret. Look in the Secrets section to find out how to unlock it. (BTW, the lower the number for the difficulty ranking, the easier it is)

White Resort

Length: 8809 ft.
Maximum Slope: 28.4 degrees
Average Slope: 10.8 degrees
Official Time: 1'45"000
Description: The first course and definitely an easy one. Lots of time to prepare for the jumps most of the time, and lots of straight and relatively flat ground. The only problems someone might have are in the sharp turns

halfway through the course.

Difficulty Rank: 1/10

Sunset Downhill

Length: 9803 ft.

Maximum Slope: 32.2 degrees

Average Slope: 10.8 degrees

Official Time: 2'00"000

Description: A fairly easy course, and definitely getting harder. It is a big jump from White Resort, but it should be pretty easy to handle. Watch out for the ice which makes you go faster but it makes turning harder.

Difficulty Rank: 3/10

Bear In the Forest

Length: 10400 ft.

Maximum Slope: 49.6 degrees

Average Slope: 29.4 degrees

Official Time: 1'53"000

Description: Almost everyone can agree that they hate this course. With the unpredictable trees everywhere (it is actually the same every time but hard to memorize ALL of it) and a very intimidating cliff. It is a very hard course because not only do you have to dodge the trees, but you also have to go off the jump, and sometimes you don't see it until you are already off of it. Also, the cliff after the first set of trees kills many people's attempts at beating the time record, or winning a race. It is a very difficult course for early off.

Difficulty Rank: 7/10

Railroad Trip

Length: 9233 ft.

Maximum Slope: 34.0 degrees

Average Slope: 23.5 degrees

Official Time: 2'14"000

Description: This level is fairly easy, but it adds some places that are hard. You are warned somewhat about that jumps, and it is fairly easy turning. Remember to jump over the gaps that don't have a bottom and not just ride the jump over it because you will fall in.

Difficulty Rank: 4/10

Take it Easy

Length: 5580 ft.

Maximum Slope: 34.9 degrees

Average Slope: 22.6 degrees

Description: Do as the title says, because this one is pretty easy for the later levels. Not much turning done, the straight downhill can cause some problems with the narrow sides, but that's about it. Getting through the trees at the bottom is super easy if you beat Bear in the Forest.

Difficulty Rank: 4/10

Pipeline Canyon

Length: 12833 ft.

Maximum Slope: 41.3 degrees

Average Slope: 30.8 degrees

Official Time: 2'30"000

Description: This is where the levels start to get a little harder. There are a lot more turns, a lot less time to think about what you are going to do and there are a lot of obstacles in the way. There are also a lot of cliffs. It might sound bad, but it is not as bad as it sounds and it is still pretty easy.

Difficulty Rank: 6/10

Freezing Point

Length: 12246 ft.

Maximum Slope: 49.8 degrees

Average Slope: 40.1 degrees

Official Time: 2'08"000

Description: Good luck with this one. This is in my opinion the hardest level in the game. It is so fast and it has many sharp turns and cliffs. Everything is ice and the jumps come up on you almost instantly. It is really hard, and it takes A LOT of practice to go down the course and get the medals. See if you can go down the course without falling. Good luck.

Difficulty Rating: 10/10

Winding River

Length: 9833 ft.

Maximum Slope: 34.7 degrees

Average Slope: 29.6 degrees

Official Time: 1'55"000

Description: This level is actually pretty easy for a higher level. Not many sharp turns, lots of open terrain, and pretty good warning on the jumps except for one especially in the tunnel. The trees also can complicate things, but all in all it is fairly easy.

Difficulty Rating: 6/10

Snow Ruins

Length: 8880 ft.

Maximum Slope: 62.7 degrees

Average Slope: 46.2 degrees

Official Time: 2'06"000

Description: This is the highest level except for the secret one, so you've got to expect it to be challenging. Keeping that in mind, it is a frustrating course. It doesn't look that hard, but looks are definitely deceiving. There are many, many steep drops that require precise turning. It is pretty easy to do tricks, as they are set up at the end of long flat parts of the run. All in all it is a tough course, but very do-able.

Difficulty Rating: 9/10

Dive Into The Cave

Length: 4316 ft.

Maximum Slope: 58.5 degrees

Average Slope: 30.2 degrees

Official Time: 1'05"000

Description: This is the secret level. By the way, you don't play this level

in Competition, but you play it only in Freestyle. It is actually pretty hard, but once you can beat the level it becomes a lot of fun, to see how many points you can get off of the last HUGE ass jump!! I have gotten 1842 with Gray, so try to beat that!

Difficulty Rating: 8/10

~~~~~  
8.3 Other  
~~~~~

Half-Pipe

Length: 800 ft.

Inclination: 20 degrees

Width: 83 ft.

Wall Height: 20 ft.

Transition: 26 ft.

Description: It is obviously not that hard to complete the level, but to - beat- the level is very hard. The way to beat the level is to get the secret character from it by scoring a certain amount of points, which can all be found in the Secrets section. The difficulty would be 10/10, but you can complete the level by just riding down the middle.

Difficulty Level: 7/10

Board Park

Length: 7833 ft.

Maximum Slope: 36.0 degrees

Average Slope: 12.4 degrees

Description: The beginner's course. You should go here only if you want to get mad air for fun, or if you are beginning and want to try out the controls. A very good course for learning, and it is super easy and it doesn't go very fast, with a slope of only 12.4.

Difficulty Rating: 0/10

=====
9.0 Walkthrough
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This is probably what you've all been waiting for, and is the bulk of FAQ. I will give hints on how to complete each of the levels, as well as my advice on who to use and what board to use. You can choose to take my advice or not, I don't care, but I will give you it if you are struggling in the game.

~~~~~  
9.1 Freestyle Mode  
~~~~~

This mode is for people who want to do the levels on their own and race only the clock and...the point totals. Or, it's for people who want to complete the game. This is the place to explore the levels before you do them in competition, but it is also a place to unlock a character, and unlock all of the other boards. BTW, the gold medal for trick and total is the same for every level. I will still post it on every level, but keep that in mind.

White Resort

Gold Medal in Time: Better than 1'45"000

Gold Medal in Trick: Better than 2500

Gold Medal in Total: Better than 5000

Shortcuts: No

Personally, I would go first and get Boss from competition mode, because it becomes so much easier to complete the levels. But if you can't do that, then start out with Yaggi on the first run. Depending on what metals you are going for read on accordingly:

*** Gold Medal in Time ***

Here are the basic rules for racing for time medals. Rule one: NEVER jump unless there is a cliff with no bottom. It slows you down too much. Second rule: Hold "Down" on the D-pad as much as possible. It will make a big enough difference to maybe even win or lose. But, the problem with that, is that you must keep on holding down. If you quickly let go and press it again during the jump, he will try to do a back flip. So avoid changing your grip on it during a jump. And finally rule 3: never press up. Never, there is not a time were you would need to do that. There might be sometimes were it is nice, but you don't need to. Keep your finger away from that button.

I would use Yaggi and an Alpine board type 1 for the first time medal. As soon as you see Yaggi at the gate hold down so you can get lots of speed. Remember not to jump of the first jump, and ignore the announcers jeering. Keep going straight until you turn, you might have to let up a little on the down button to get the turn, and make sure you don't hit the walls here. Once you pass the second checkpoint, it will get narrower, but it is no big deal, just keep on following the path left until you see your path going into a wall.

At this point, let go of the down button and move towards the right hand side of the screen so you don't hit the corner. Quickly sharp turn left, then right, and the jump should be in front of you. But you aren't jumping off it of course. Keep holding the down button and hold down left to get into the tunnel with out scraping the outside wall. When you get to the tunnel, you might have to let go of down for a few seconds turning right. Once out of the tunnel only a jump stands in the way of you completing the level, and hopefully breaking the time record.

*** Gold Medal in Trick ***

It is pretty easy to get a gold medal in trick, seeing as it is the first level. You start off and immediately press X and left or right to spin to get ready to jump. You won't hit the tree. When you jump, you should get at least a 540, and try to add two tricks, no matter how bad, it helps a lot. You should get from 500-600, depending on how good your grabs are. Now hold down and gain as much speed as you can. As soon as you see the next jump, and you are lined up, you should hold X, because hopefully, you can do a misty, or even two misties if you have Boss. Your goal is to get about 900-1000 points.

The reason you need such high points is that basically there is three jumps you need to worry about in this level, in that two of them are very quick and sudden and take a lot of practice to get a good move off. But, to win, you do need about 250-350 points on the next two jumps. After the, hopefully, 1000 point jump, continue on until you get to the third jump, which is after the two sharp turns. All you need here is 250-350 points, so spin as much as you can and do a tweak or melancholy. A 360 melancholy would be great at this point. After that keep on going until you have your sharp turn right. Sharp turn so much that you almost stop close to the left wall. Quickly then, face the jump and hold X to get as much air as possible. If you fell, or got a low score on the last jump, here is a chance to redeem your self.

For the last jump, it depends on how well you did during the rest of the course. If you scored toward the lower end of my ranges, you need to get around 600. If you were at the higher end, you need a mere 300 points. For 600 points on a jump, I would do the same thing as the first jump, but with more spin or better grabs. For 300 points, I would spin and do a tweak or melancholy. With these guidelines, you can easily get up to 2500 points for the gold.

*** Gold Medal in Total ***

Getting a gold medal in total on the first level is very simple. Just go for tricks, but don't fall. Don't worry about the clock, it is your friend. Try to get around 3000 points in about 1'55"000 and you will get that gold medal. A way to get 3000 points would be to step up the performance in the two "bad" jumps, for example, get 450 on each instead of 300 and that's 300 more already. Also, instead of going for what you need on the last jump, go for 700 or 800. It very easy as long as you get lots of trick points.

Sunset Downhill

Gold Medal in Time: 1'48"000
Gold Medal in Trick: 2500
Gold Medal in Total: 5000
Shortcuts: No

*** Gold Medal in Time ***

This course is also very easy to complete. But, it is harder than White Resort; so don't get your hopes up. Again, unless you have any other secret characters, use Yaggi. Even though he isn't the fastest one, to me he is the easiest to control, and I got the most comfortable with him. That is very important. I would use an Alpine Type 1 board.

You start out going over a jump, then you get to a sharp turn up ahead, and this little section can really change your time. It is a sharp turn left, then right and then left again. If you do well here, you will do very well. To do this section well just TAP the square button in the direction you want to go and you should be able to make it through there without a scratch. Continue on until you get to the HIGH jump. Continue on top of the ice, and stay to the left, you will have to turn kind of sharply on the ice, so use the square button as appropriate.

When you get to the first logs, stay to the left and go through that opening. With the next set of logs, go over to the right through the opening, and jump over the single log. This is the easiest way for me. Continue on through the checkpoint and you will see a very steep cliff. Hold down and stay towards the middle, careful not to fall! After that, stay on the inside of the rising mound to insure that you don't fall off. Just keep on going through the rest of the course, turning regularly. You don't need to turn sharply, but you can let off of the down button to get the turn you need. You should be able to get it fairly easily.

*** Gold Medal In Trick ***

For the first jump, at the start of the run, hold down what you decide to do for a trick. It is very easy to do even a 750 off this jump, so shoot as high as you can, and restart if you fall. For the next jump, try to guess where the jump is going to be before you see it and hold X to get a better jump. This just comes with practice. You should get about 1000 points on this one, since it is high and gives you lots of prep time.

For the next jump, try to get around 500-600. After you do this, you are pretty much at 2500, so the next jump needs a 360 grab or something to get over 2500. This is a very easy course to get 2500 on.

*** Gold Medal in Total ***

Basically, go for the extra mile points wise. It is very easy to score upwards of 3500 points if you have Boss or even better Gray. If you get about 3250 and a decent time of about 1'55"000 then you should be fine for the total part of this course.

Bear In The Forest

Gold Medal In Time: 1'43"000

Gold Medal In Trick: 2500

Gold Medal In Total: 5000

*** Gold Medal In Time***

Using Yaggi is recommended again especially this time because you need lots and lots of control to be able to get through this course. I would again recommend an Alpine Type 1 board, but if you feel you can't control it, you can change to a board with more handling.

You start out in the beginning and you must turn right, then left to a pretty high jump. Again, like all times in this game, do not jump unless it is needed to get over a cliff or something like that. So then you will land and in front of you will be a sea of trees. This part is nothing compared to what is coming ahead. Carry on to the next section.

When you pass this first group of trees you will hear the announcer saying it's going to be a sharp turn. Indeed it is, and the alternative to not making it sharp enough is down the cliff, losing valuable seconds. So make sure you are careful. Once you pass that little corner you will just be going through many, many trees and many checkpoints. You will eventually come to a huge drop off, with ruins on your left as you land. This is a pretty big jump, but still you must ignore the temptation.

Continue right and go through the tunnel and here you might want to jump to avoid some trees. It is pretty random whether or not you will hit a tree, so just hope for luck. Continue down the right side to avoid another jump and continue into the finish line.

*** Gold Medal in Trick ***

This is going to be pretty darn difficult if you ask me, and you will probably have to restart this level many times just to get enough points on the first jump. Yaggi is recommended here at the beginning for his high statistics in Tricks. Remember to take your time, as you are not being timed for what you are doing.

Start out and try to get a line to the jump as far away as possible and try some things out. This is the first jump and it is very easy to restart and try again, so see what works and what doesn't to get you the maximum combo for the maximum amount of points. I would say you should do a trick combo of a minimum of 500, and I have gotten it up to 900 before so keep trying for that 700 to 800 range.

Once you complete that jump, you will have one jump before you pass the sharp right turning section, and it will be off to the right. There are several

jumps that are like this in this level, making it pretty difficult to get a good jump. The key to getting a good score on them is to do some very nice trick combinations with a fair amount spin to accentuate it so it generates as much points as possible. After that second jump continue on to the sharp right turn and past it to find another jump right after it.

On these jumps, if you can manage to get 450 to 500 you will be in great shape. There are three of these short dinky jumps, and around them will be tree after tree after tree...you get it. Continue on until you see a narrow drop off. This is really your big chance and your only chance to reach that 2500 mark. It is a very high drop, maybe the highest in the game, rewarding you for getting through the course. You need to get at least 750 points here, and that should be the bare minimum that you should end up with. If you prepare well enough for this jump, you will beat this level easily.

*** Gold Medal in Total ***

For this I would still use Yaggi, and the main thing to do here is to keep yourself going fast. Especially for this, points don't matter as much and you are better off with a faster time than a good trick score. So, in the end you ideally want to keep your time under 1'50"000, or even under 1'55"000, and you want your trick to be around 1750-2000.

Railroad Trip

Gold Medal In Time: 1'59"000

Gold Medal In Trick: 2500

Gold Medal In Total: 5000

*** Gold Medal In Time ***

Yaggi again here, because he is the best at being consistent and by now if you have been using him you should be getting used to his style. Continue on this easier course with an Alpine Type 1, to be able to smoke the competition. Actually the clock, in this case is what you are trying to smoke.

Start off in the beginning and go through the first couple corners, and then you will get to a jump at the beginning, and that's where you can get some time. Make sure you don't jump and continue on. You will continue and get to an icy section, which will straighten out to get to a nice big jump. Continue forward and you will get to a point where there is a log. I highly recommend against going on it, because if you fall its pretty much all over then.

Past the log, keep going left and make a nice sharp turn where it looks like it is sharp to continue on. Going over the next jump, land and quickly turn right so you can catch an edge on the ice landing. Continue and jump over the next pit, and continue from there. Continue around the corners and when you get to the next jump, you must do a jump, because you cannot fall here, and if you miss it you will be in trouble. So make sure you jump. Once you land that, continue forward into the finish line.

*** Gold Medal In Trick ***

Who should we use...hmm maybe Yaggi? From now on, I don't think I'll even need to say it again. Anyway, from the start, using Yaggi, on this jump it is very easy to get a good line, and if you mess up it is very easy to start over. As soon as you can set up a line and hold it with a spin. I'd recommend a spin, but if you feel brave, go for the flips. On this jump you should get anywhere from 600-900.

For the next jump, you won't have as much preparation time because of the ice

section before it. My advice now is to definitely use a spin with a couple tricks. Here if you get around 500-600, you will be in good shape. So far you will have about 1300 or so.

Next, you can do a pretty good trick here, but the jump itself isn't the biggest, so don't try for too much. You come upon it fairly nicely, fairly straight, so you shouldn't have trouble setting up a line. I would recommend maybe even a misty or something here, because if you can land one it would do much better than a spin. Either way, try to get around 600-800 points here.

On the next jump, it is kind of the same thing. You have plenty of room to set up, but the jump itself is lacking. It is after a steep ice section and you can set up carefully from far away. When you jump, you almost have to do a spin here because of the lack of room. If you get 400-500 here you are in great shape.

On this final jump, your main concern is getting a good spin off. You have much room to get there and a set-up like you could never hope for. If you jump at the right time you will have plenty of air, but not too much as usual. The best thing is to do a spin with a tweaked grab or a double regular grab. This should get you around 600-800 points, and that should get you the gold trophy.

*** Gold Medal In Total ***

For this, the main concern is definitely to get a fast enough time. If you can get 500 on each trick (there are 5 jumps) and still get a very good time you got it. This might be a little tough, so another way, is to get maybe 3,000 points which is very possible here, and get maybe a time of 2'05"000 at the most. Either way, you should get the gold.

Take It Easy

Gold Medal In Time: 1'05"000

Gold Medal In Trick: 2500

Gold Medal In Total: 5000

Shortcut: Yes

*** Gold Medal In Time ***

Yaggi with an Alpine Board anyone? Okay sounds good. This course is just as the name says, very nice and easy. But if you want the Gold, you can't take it nice or easy, and you have to finish this relatively short course in only a minute and 5 seconds or less. Let's get started.

From the start, ease around a couple of corners to get to the first jump. It is relatively big, but don't jump. Land and continue going right along the rocks. Make sure you give yourself enough room to maneuver along the side without hitting any of the rocks jutting out. Swerve left and keep going until the next checkpoint.

When you land the jump, stay to the left side of the hill so you don't fall down the endless cliff on the right side. Continue on the left side going right, and you will get to a small drop off with rock formations on both sides of you. Don't turn at all, unless you really have to, so that you don't hit the sides. Coming out of that do a square turn so you don't fall coming out.

Continue on and head over the next jump. There is a shortcut heading left into the trees, but I recommend against it, because if you miss the shortcut its pretty much all over. Continue, take the sharp turns as sharp as they need to be, and then go into the tunnel for the jump. When you land, avoid the trees

*** Gold Medal In Time ***

From the start, head down the beginning of the course staying in the middle of it. When you get to some vertical pipes, go in-between them, and then stay in the middle of the hill, as it gets narrow. On the other side is your first jump, and remember not to actually jump. From that jump, continue forward and follow the course. When you get to a right turn make sure you stay right, because you don't want to run into the pipe, not only will you fall, but also you will lose any momentum going over the hill. Continue on, turning when you need to and when you get to a series of three pipe, go in-between them as well instead of avoiding them, until you get to the next jump and the checkpoint.

From this jump, stay to the right to avoid the fence. You will then get to a huge drop off, and if you can grind on the snow-covered pipe, you will be taking the shortcut seen below. Anyway, jump down and head to the left as the sign says. Here make sure you stay in control because there are a lot of little turns to take, and at the end there is a sharp one, so be ready for it. After the sharp turn, keep going and you'll come up to another jump, very suddenly I might add.

From that jump, you will land, go forward and you will get to the long stretch with a huge mogul in the middle. The mogul is long and narrow down the middle, in essence cutting the course in half. What I think you should do to get the most speed here is to stick to one side so you can use the mogul to carve on and things like that. Once this section is done you will get to another checkpoint and a jump.

From this jump, head forward and eventually you will reach a part where there is a cliff in the right and pipes jutting out on the left. The key to going the fastest and not falling is to stay on the ice, but turn very, very early to get around the pipes, and you will be just fine. From there, to get the fastest stay to the right and go into the icy part, but make sure you don't fall. Keep on going and you will come to another checkpoint and this time you need to jump over the pit.

From that final jump, head forward, and you will face probably the hardest part of the course. You will get to an opening in the course, then it will close up and warn you of a sharp turn. I really don't know how not to fall here, as it is a jump right into a wall. Anyway, keep going from there, and it will open up again. Just stay focused and turn around it, and when you get to the next two pipes, turn right of the first and left of the second and through. From there, head down the course, being careful at the icy part, and going in-between the two huge pipes and into the finish.

*** Gold Medal In Trick ***

Whew, this is probably the first harder one of many to come. Getting tricks here require quick thinking and accurate skills. Anyway, get your best board and best rider and here we go.

For the first jump, there isn't a whole lot of time to get ready, but you need to take every inch of snow you can get. If you get a good line, go for a spin and a double grab. This is one of the harder jumps; so don't worry about acing it. Get around 500-600 points and you'll be fine.

For the second jump, you'll have much more prep time. You can fully execute a good spin, or even a misty if you feel lucky. Anyway, you can start a line as soon as you get past the three pipes in the way, or if you feel safe enough, you can get one before that. Whatever you do, you need to get some points here, and I would recommend around 600-800 points here.

For the third jump, landing it is hard to do. You are given maybe 20 feet of

From the first jump, head straight and you'll get to a three tiered jump. You can go on either of the three levels, but you just need to go over this one, so it doesn't really matter. From this jump, head forward and you'll go down four or five small jumps and then you'll make a nice sharp right turn into another jump. This jump goes over a river, so make sure you jump.

After this jump, you will hit a tree section, which is very, very easy to get through. After the tress section is a spot that is very annoying. It will look like a small jump into an incline. Either you jump, risk falling and going into the river, and land high enough where you make it, or you can not jump and hold down so you get as much speed as you can going up the incline. Whatever you do, make it up the jump.

After the incline, keep heading along the cliff edge and you will get to a jump, which you can just glide over. Right after that is yet another jump, which you can again just glide over. Then, the rest of the course is just turns, right down to the end of the course.

*** Gold Medal In Trick ***

The main problem with this is not hitting the sides of the cliffs when you do take your jumps. Many times you can align yourself up with the jump but will go right into the wall, lowering your score a lot. Make sure before you set up for your jump that you won't run into the cliff.

For the first jump, you will have very little if anytime to do anything to set up the jump. You should most definitely do a spin because you will not get a flip in. The main thing here is to get some good grabs in to make a good combination, since you won't be spinning nearly at all. If you get around 500 points you are decent, 400 is not so good, and 600 is great.

For the second jump, it is a little more prep time but even less room to make an error. The jumping area is very tiny, and your landing is big. For which of the three to choose, if choose the highest one, so you can get the most air. Getting 500 points here would be great.

For the third jump, you again don't get a lot of space to set up unless you know it is coming. This jump is much easier than the last one because both the landing and jumping areas are so huge. I'd say try to get around 500 here, and if you do you will be golden. The second jump isn't as important to get a lot of points in, but this one and the first one will make or break your level.

For the fourth jump you finally get something to work with. You can see it from relatively far away and you can judge where to line it up. Make sure again you don't run into the left cliff, because it is very easy to if you try to set up too early. You should be able to get around 700 points here because the jump and landing is so high.

For the final jump, it is even easier. Line it up from when you land the fourth jump and you will have an 800-900 point jump ready to go. Get some good grabs in there with a good spin and you'll get the trick total easily.

*** Gold Medal In Total ***

This is fairly easy to do. The best thing you can do is focus on time, and get a good score in the background. The easiest way is to zip through the first part of the course, not worrying too much about doing good tricks, and then when you get to the last two jumps you can unload and really get a good score. I'd say if you get a 1'50"000 and a 2000-2500 you should be fine.

Snow Ruins

Gold Medal In Time: 1'58"000

Gold Medal In Trick: 2500

Gold Medal In Total: 5000

*** Gold Medal In Time ***

This level is pretty darn tough compared to the last one, and you will find yourself falling a lot the first time or two that you try it out. Eventually, through this guide and experience, you will get to master this course.

Anyways, from the start head down the course, and you will eventually see a snow-covered rock in the middle of the course. If you head to the right, it will be slow and easy, if you go to the left it will be faster but more difficult. To get the time, go to the left, and you will get to a jump with a gap, so you must jump over it.

From the jump, continue forward around some corners, then suddenly on a right corner it will be a huge drop-off, a very steep part of the course that is very hard to get control in. The worst thing to do is fall always when going for time, so hold square or down and square to make sure you can get through. It will level out again and then it will split once again to the left and right of a rock, so go left again to go the faster way. There is a gap after the next jump, so make sure you are jumping over it.

After that jump, head down the next couple corners and again you will come to a huge drop-off where you have to make very quick reactions once again. Once you get through that section, you should get to a jump after a little straight away, and that has a gap underneath it. After that jump you will right away come upon another jump with a gap underneath it, then you can just glide down to the finish.

*** Gold Medal In Trick ***

For the first jump, it is fairly easy to get a good line off of it, and to get a decent spin with some grabs attached to it. To get a good set up, hold down X only when you are absolutely positive you will not hit something, because every jump in this level is important. I'd say that getting around 500-600 is a great range, but if you can get closer to 600 it will help you out later.

For the next jump, it is pretty much the same set up as the first jump, so look ahead and make sure you won't run into anything, and then make your best jump with about 600 points. If you can, try to have around 1100-1200 points at this point. The last couple jumps are really easy to get points off of, but you shouldn't have to rely on them.

For the third jump, you need a big point boost. You have this and one more jump to get the other 1300 points, and I would suggest going for it on this jump. I would still suggest doing spins unless you really know what you are doing and can time your misties right. You should get at least 700 points, and if you can get 800 points you will set yourself up great for the last jump.

This last jump can either be really nerve-racking or it can be very easy. Depending on how well you did on the last jump of course, you can take it easy, or go for it all. You basically need to make up for any points you didn't get here, so go for the gold and do a big spin with some good grabs to nab that trick total. This is a tough one to get, but stick with it and you'll succeed.

*** Gold Medal In Total ***

To get this total is going to be a little challenging, so has the rest of the level. The main focus for your total here should be getting a fairly decent

Stage 1

Big Air Course: Stadium Kicker
Racing Course: White Resort
Recommended Board: Freestyle Type 3
Recommended Rider: Yaggi

In competition mode, you can't use secret characters, so Yaggi is the best bet. Keep in mind, once you choose him, you can't change who you are later. Anyways, all I would do here is spin, but if you spin from the start, you will crash. So as soon as you can hear Yaggi's snowboard "wooshing" against the snow, hold down a directional button to spin. It is also when the beeper to start going stops. If you do it correctly, you should land and get a score of around 550, which is enough at this stage of the game. Also: DO NOT DO ANY GRABS. If you do, you will crash, even with just a shifty. You don't need to get first place, and if you are good enough, you can start in 4th place at the LEAST and still win. But if you did what I explained here, then you should be in first or second place at the start of the race. If you have any questions about this, email me.

Stage 2

Big Air Course: Stadium Kicker
Racing Course: Sunset Downhill
Recommended Board: Freestyle Type 3

In competition mode, you can't use secret characters, so Yaggi is the best bet. All I would do here is spin, but if you spin from the start, you will crash. So as soon as you can hear Yaggi's snowboard "wooshing" against the snow, hold down a directional button to spin. It is also when the beeper to start going stops. If you do it correctly, you should land and get a score of around 550, which is enough at this stage of the game. Also: DO NOT DO ANY GRABS. If you do, you will crash, even with just a shifty, because it always takes to long. I would aim for starting in the top 3.

Stage 3

Big Air Course: Ice Fang
Racing Course: Bear in the Forest
Recommended Board: Freestyle Type 3

A new big air place!! Yay! I really hate stadium kicker. But anyway, there is a secret here that is very easy to do. As soon as you see Yaggi and you can control him, hold down left and X. He should inch slightly left and eventually go off the higher part of the jump, and spin. You can also do grabs at the beginning of the jump, as long as you don't start your grabs too late. Doing this will ensure a start in first or second place.

SAVE POINT

Stage 4

Big Air Course: Ice Fang
Racing Course: Railroad Trip
Recommended Board: Freestyle Type 3

As soon as you see Yaggi and you can control him, hold down left and X. He should inch slightly left and eventually go off the higher part of the jump, and spin. Also, do grabs at the beginning of the jump, as long as you don't start your grabs too late. If you don't do grabs, your chances of getting first place are slim, as Boss is heating up now and doing well. Doing this will ensure a start in first or second place.

Stage 5

Big Air Course: Stadium Kicker
Racing Course: Take it Easy
Recommended Board: Freestyle Type 3

This is actually pretty hard. Boss is doing mad tricks of 750 off of the jumps now so you must compare. So that means you can't just spin anymore. Use the same strategies and spin, but you must also fit in two NORMAL grabs, like a Mute to a Stalefish. Trying to do a Mute to a Tweak or Stalefish to Indy Nosebone will result in a crash; you just don't have enough time to do three-button tricks (except for tail and nose grabs). You don't need to get first after the big air section, because it is a pretty easy course, and you should be able to move up one or two places in the race.

Stage 6

Big Air Contest: Titan's Toe
Racing Course: Pipeline Canyon
Recommended Board: Freestyle Type 1

A new board!! Crazy! You now need to change boards to the highest response and stability, because you have to be free to pull off whatever tricks you want to get the highest points you can. If you want to, you can try doing misties now. Remember with this board always do at least TWO grabs. The competition is getting fierce and you must do the same. Titan's Toe is a very easy course to get high points on. From the beginning, try to do a misty. You could be able to three misties if you jump off it right, but otherwise it will only be two misties. If you are good enough at this course, you can start in third place and still win easily.

SAVE POINT

Stage 7

Big Air Contest: Stadium Kicker
Racing Course: Freezing Point
Recommended Board: Freestyle Type 1

You do not know how frustrating this is. It is very nice of them to put the save point right before this because this takes lots of practice to get first in. First of all, on the jump, Boss and Irin are doing 800s, so you need to pull off something like a 1080 Method to Stalefish, which would be ideal in this situation. Remember to use the same trick that I told you about. For the second jump, try a misty with a grab. You can also practice on that course to get the timing right on your misties. You MUST get first in the big air section of this race. If you can get first, you can now start worrying about getting first in race. I know it is a tough course, and you have the slowest board for a reason. Anything faster for a beginner would be way too much to handle. For a professional at this game, you can use an alpine board, but good

luck getting first place after starting in eighth place. You get the point. Starting in first is very big on this course, and if you do that, just pray that you won't fall, too many times.

Stage 8

Big Air Course: Ice Fang
Racing Course: Winding River
Recommended Board: Freestyle Type 1

This level is probably the easiest of all other ones after the last save point. Many people I know have had problems with it, but for me, it is a cinch. You do need to get a good amount of points, not really a problem with a Freestyle Type 1, but you need to do good spins + good tricks to do well, maybe even do flips and misties, if you can time it right. If you can get in the top three, you should be able to get first.

Stage 9

Big Air Course: Titan's Toe
Racing Course: Snow Ruins
Recommended Board: Freestyle Type 1

The creators of this game give you a gift here. Sure, the course is hard and can cause lots of problems and can get frustrating, but the big air jump makes it MUCH MUCH easier to get first in this place. I consider this place an automatic first place with what you can do on the jumps. Just do misties and grabs like the other time you were on Titan's Toe. After this, if you got first, you will unlock all the courses and unlock the mirror mode in both freestyle and competition mode. Congratulations! You have just completed Competition mode.

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Half-Pipe Mode  
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Half-pipe is, in my opinion, the hardest part of the game. It took me soooooooooooooo long to finally get over 37.5 with a score of 38.2. You should be able to do from 8 jumps to 12 jumps in the course. You have to balance it out with several different categories in which you are judged on. You get scored from a rank of 1.0 to 10.0 with 10.0 being the best. Maybe in a future revision, I will create an ideal run for getting over 37.5. If anyone needs help and is stuck, e-mail me with questions. The categories that you get judged on and their descriptions are:

-Standard Maneuvers: This is basically doing the grabs. Technically, it is a technique that is not a spin of any kind. This forces people to use a variety of grabs. Repetitive grabs lower your points, and when you try to do the best trick, you usually go for the same grabs.

-Rotation: How much you spin. You can't do too much spin though; otherwise your score will go down. I don't recommend doing more than one flip, if that, because they don't help you much in rotation.

-Amplitude: How fast and how high you go. Try to go as fast and high as possible, all the time. This will give you a high score in amplitude, one of the easier categories to get 10.0 on.

-Landing: Obviously, how well you land. Basically, if you want to get over 37.5 you cannot fall. You might be able to fall once if you do everything else perfectly with lots of speed and height.

-Technical Merit: How accurate your jumps are. This one kind of confuses me, but just do well in all other categories and usually this one will follow also.

~~~~~  
Master Big Air  
~~~~~

Master Big Air is a good place to practice your tricks, with a little pressure, with a reward for doing over 100 tricks. You get a ranking for how many "cool" tricks you can perform. If you get over 100 you are a "Cool Boarder!!" There are other rankings too, and maybe I'll get around to those in a later revision. You automatically use Yaggi you don't have any choice. I think the board is Freestyle Type 1, because this is the only normal board that can do the tricks you need to do. The tricks vary in order, and I will try to list them all in as close of order as I can. For every trick that you do, you gain 10 seconds. A couple hints first though.

-Always do more than you have to on spins and misties. You never have to do double front or back flips. For example, a lot of times it says a 180 grab to grab. You can do an 1800 if you can and it will still count. Or for a misty 540, a misty 720 will work just fine.

-On the last tricks that require lots of spin or a 720 misty, don't be afraid to fall on purpose on a jump and get an "uncool." Falling down will usually slow you down enough so you can hold down X long enough to do a misty 720, or a big spin.

-It can get frustrating. Do not throw a fit. With practice, it will eventually work and you will get gray.

-When doing misties, if they don't tell you front or backside, it is a frontside because they will always tell you if it is a backside misty.

Here is a sample run. It varies the most in how much spin you must do. After 100 jumps, you can continue doing tricks, but they won't get harder. The trick after 100 tricks is that the trick will disappear after they show it to you, until you get another "uncool."

KEY

F__=Frontside (how much spin)

B__=Backside (how much spin)

Bflip=Back flip

Bmisty=Backside Misty

*=Shows you how to do the trick before you attempt one.

**=The clock starts at the start of this jump.

-Shifty*

-Lien Air*

-Indy Grab*

-F180*

-Mute Grab*

-Stalefish*

-Method*

-B180*

-Shuffle*

-Fakie to Shifty*

-Flip**
-Bflip
-Misty 180
-Nosegrab
-F180 Shifty
-Tail Grab
-Indy Nosebone
-Tweak
-Fakie to Stiffie
-Melancholy
-F180 Mute Grab
-B180 Indy Grab
-F180 Lien Air
-Fakie to B180 Stalefish
-Bflip Indy Grab
-F180 Method
-BFlip Indy Grab
-F180 Method
-Flip Mute Grab
-Misty 180 Lien Air
-Flip Nose Grab
-Misty 180 Lien Air
-Flip Nose Grab
-F180 Nose Grab
-B180 Tail Grab
-Bflip Tail Grab
-F180 Indy Nosebone
-B180 Stiffie
-Flip Melancholy
-Bflip Shuffle
-Bmisty 180 Melancholy
-Shifty to Mute Grab
-Stalefish to Shifty
-Mute to Indy Grab
-Shifty to Lien Air
-Lien Air to Mute Grab
-Method to Mute Grab
-Mute Grab to Lien Air
-Stalefish to Method
-Lien Air- Stalefish
-Stalefish to Mute Grab
-Indy Grab to Mute Grab
-Shifty to Tweak
-Mute to Indy Nosebone
-Indy Grab to Stiffie
-Stalefish to Shuffle
-Stalefish to Tweak
-Nose Grab to Shifty
-Tail Grab to Stalefish
-Nose Grab to Indy Grab
-Tail Grab to Mute Grab
-Nose Grab to Lien Air
-Tail Grab to Method
-Indy Grab to Melancholy
-Mute Grab to Tweak
-Stalefish to Indy Nosebone
-Lien Air to Stiffie
-Method to Stiffie
-Method to Melancholy
-B180 Shifty to Indy Grab

-F180 Shifty to Method
-Fakie to Flip Mute Grab to Shifty
-F180 Mute Grab to Stalefish
-F180 Indy Grab to Stalefish
-Misty 180 Method to Indy Grab
-Fakie to Bflip Indy Grab to Lien Air
-F180 Stalefish to Method
-Bflip Method to Stalefish
-B180 Indy Grab to Shuffle
-Flip Mute to Indy Nosebone
-Bflip Shifty to Melancholy
-F180 Stalefish to Tweak
-B180 Stalefish to Melancholy
-Misty 180 Method to Tweak
-F360 Nose Grab to Method
-Flip Nose Grab to Stalefish
-Misty 180 Tail Grab to Shifty
-B180 Nose Grab to Mute Grab
-Bflip Tail Grab to Indy Grab
-Bside Misty 180 Tail Grab to Lien Air
-Flip Indy Nosebone to Shifty
-F360 Melancholy to Mute
-Misty 180 Stiffie to Indy Grab
-B1260 Tweak to Mute Grab
-Bflip Melancholy to Method
-B540 Indy Nosebone to Mute Grab
-Fakie to Bside Misty 180 Tweak to Method

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10.0 Music
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Here is a list of all the song titles. I couldn't find the artist and if someone has them please email them to me and I will give you full credit for it.

Big Born
The Red Hot Mamma
Lynch Law
Fast N' Loose
Say A Cut Rank
Mr. Rain
Diatomic Power
That U Scream
Tranzy
Rambling Low
Make A Cool Trick
Trickee
Go Teke Go

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11.0 Secrets
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This section will tell you how to unlock all secrets in the game. There is only one button code for this game, which will give you new outfits for some of the players.

-To unlock the special freestyle board, you must earn 5 gold medals in freestyle mode for trick points.

-To unlock the special alpine board, you must earn 5 gold medals in freestyle mode for time.

-To unlock the special all-around board, you must earn 5 gold medals in freestyle mode for total.

-To unlock the Snowman, either complete Competition mode on hard, or you must get a gold medal in all 10 courses for time, trick and total in freestyle mode.

-To unlock Boss, you must first get first place in competition mode on normal, then you must ALSO place in first on mirror mode to get him.

-To unlock Gray, either get a score of 37.5 or higher on the half-pipe, or complete 100 tricks on Master Big Air.

-To unlock the extra levels, you must place first in Competition mode.

-To unlock the secret level Dive Into The Cave, you must get a gold medal for time, trick, and total in all nine regular levels.

-To unlock new outfits, at the main menu press: Down-R1-Up-R1-Down-R2-Up-R2-Up-Up-R1-Down-Down-R2. You should hear "Here we go" if you did it correctly.

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12.0 Thanks
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-Thanks to Sony for a great game

-Thanks to UEP systems for developing the game

-Thanks to Tom Hayes for the shortcuts

-Thanks to RedLoser@aol.com for stats for Gray and help on describing the characters.

-Thanks to osverad for a great ASCII art at the top. Here is his AIM(nahuwe) and Email(omohas(SPAM)iosrevad@hotmail.com) and that if anyone wants him to do some ASCII for them, just ask him.

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