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INSTRUCTION BOOKLET

1080° TenEighty™ SNOWBOARDING

NINTENDO 64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the 1080° (Ten Eighty) Snowboarding™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE E CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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CONTENTS

Ski Lodge

The Nintendo® 64 Controller	2
Are You Ready?	4
Options/Saving	6
The Riders	8
The Boards	10

Get Ready to Shred!

Match Race	12
Time Attack	14
Trick Attack	15
Contest	16
2P VS	17
Tricks	18
Warranty & Service Information	24

Photo: Aaron Sedway

The Nintendo® 64 Controller

Control Stick Function:
The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center®.



Holding the Nintendo 64 Controller

While playing the 1080° (Ten Eighty) Snowboarding game, we recommend you use the hand positions shown at the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Two players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.



You must use two controllers in order to play the 2P VS game mode.

Photo: Aaron Sedway

SKI LODGE

Are You Ready?

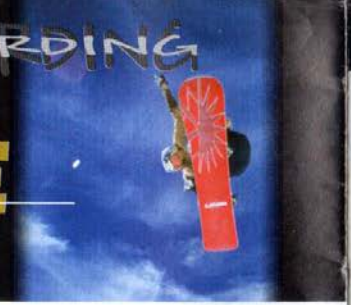


Photo: Aaron Sedway

◆ Starting the Game

Correctly insert the 1080° (Ten Eighty) Snowboarding Game Pak into the Control Deck and move the POWER switch to the ON position. When the game is powered up for the first time, the Language Select screen will appear (the Language Select screen can be accessed any time afterward on the Option Menu). Select the desired language, English or Japanese, then press START on the Title screen. The Mode Select screen will appear.



Language Select screen

On each screen during the game, press START or the A Button to confirm choices. Press the B Button to cancel a command and return to the previous screen.

Match Race P12

Challenge a computer-controlled opponent!

Time Attack P14

See how fast you really are in this 1-player game!

Trick Attack P15

Master the tricks of the trade for a super high score!



Mode Select screen

Contest P16

Compete in five events for a high score!

2P VS P17

Challenge a friend and make him eat your snow!

First, select Game Mode.

Select game mode, rider (p. 8) and board (p. 10). Select difficulty level first (p. 12) when playing Match Race.

1080°SNOWBOARDING

◆ Training

Before tearing up the slopes, it's a good idea to undergo a little training to become familiar with your snowboard. Press the C ▷ Button and the names of all the tricks will appear. Select the desired trick, and press the A Button. The instructions on how to execute it will appear in the top-left corner. Once you correctly execute a trick, the next trick will appear.

To pause, press START. To restart, select RETRY when paused or pass through the golden gate. If you select QUIT, you will return to the Title screen.



● Free and Half-Pipe courses.

Training is divided into two courses.



FREE

This course for beginners has lots of jump-boards. It's a great place for learning basic maneuvers.



HALF-PIPE

This course is great for practicing the more difficult tricks (p. 23).

See page 6 for Options.



Rumble Pak™

The 1080°(Ten Eighty) Snowboarding game is compatible with the Rumble Pak accessory. Before using, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

When you use a Rumble Pak, be careful with the following:

- Before use, make sure you carefully read the instruction booklet included with the Rumble Pak.
- Remove and insert the Rumble Pak only when the POWER switch is in the OFF position.
- Use care when handling the batteries.

SKI LODGE — OPTIONS / SAVING

◆ Option

Select Option on the Mode Select screen to view game records or change game settings.



Option screen

Records

Here, you can view the best times and scores for each game mode. Use the Control Stick to highlight the desired record and press the A Button.



Replay

If Ghost Data is saved, you can view the ghost race on the Demo screen. When you replay a race, switch the camera operation from auto to manual by pressing the C△ Button.

Auto	Manual
Auto switches to pre-set camera angles throughout the course.	The camera angle will be behind the rider. Zoom in and out by pressing ▲ and ▼ on the + Control Pad. Use the Control Stick to change camera angles.

Sound

You can adjust the volume of the background music, sound effects or voices during the game. You can also select between Stereo, Mono or Headphones sound modes. The Headphones mode gives you a more natural sound.

Language

Select English or Japanese text.

Erase Data

Here, you can erase the best times and scores for each mode. You can also erase the Ghost Data.

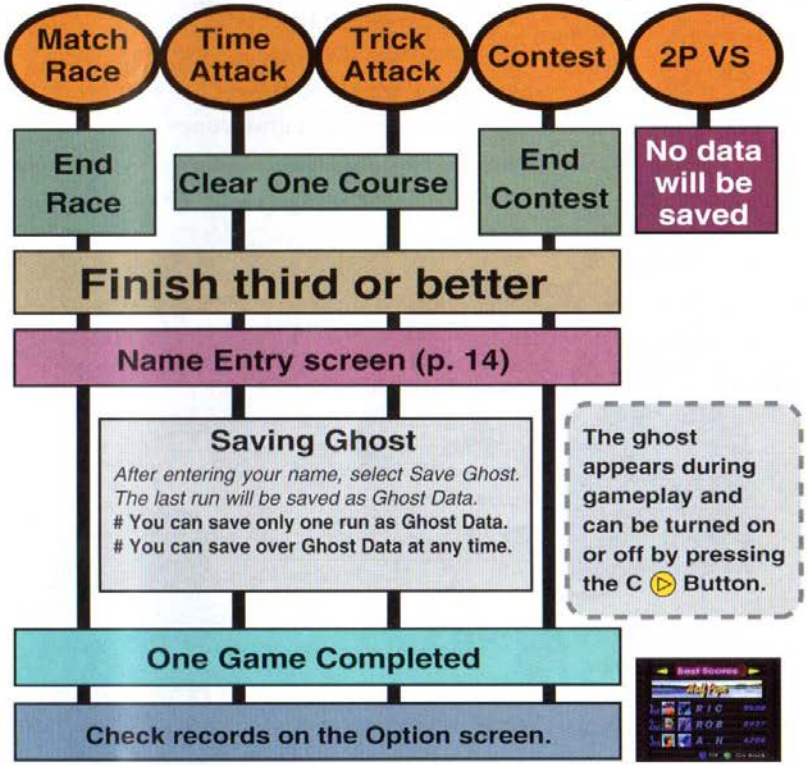
Select All Data to erase everything. Remember, once you erase your data, you can't get it back!

1080° SNOWBOARDING

◆ Saving

Times and scores ranked third or better will be saved directly to memory for all modes except 2P. The records can be viewed on the Option screen.





● About the Ghost

The Ghost is only partially visible. If you snowboard with the Ghost, you may be able to shorten your time or improve your score. Keep in mind that you cannot save Ghost Data if you do not complete the course, take more than 3:30 to finish or snowboard recklessly.

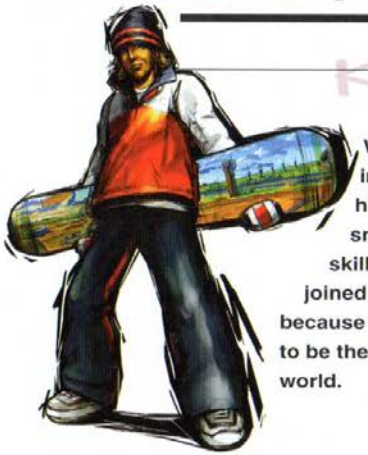
SKI LODGE THE RIDERS

Introduction

Viewing the Data

Technique
Max Speed
Balance
Power
Jump

The larger the meter, the more skilled the rider is in that category. Balance and Power have to do with stability and endurance (or damage).



Kensuke Kimachi

Born: Japan / Age: 19

Technique
Max Speed
Balance
Power
Jump

Well-known in Japan for his snowboarding skills, Kensuke joined the team because he wanted to be the best in the world.



Rob Haywood

Born: USA / Age: 20

Rob joined the team through Ricky's father. He's a skilled snowboarder, but still has a lot to learn.

Technique
Max Speed
Balance
Power
Jump



Akari Hayami

Born: Japan / Age: 17

Akari is new to the sport, but a hard worker. Her technique and jumping ability could make her a valuable asset to the team.

Technique
Max Speed
Balance
Power
Jump

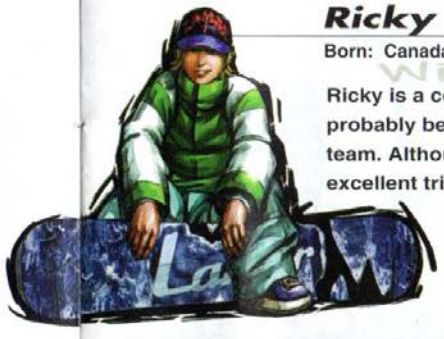


Dion Blaster

Born: England / Age: 28

Technique
Max Speed
Balance
Power
Jump

Dion is one of the best overall snowboarders on the team. However, he doesn't excel when it comes to tricks. This makes him impatient and irrational at times.



Ricky Winterborn

Born: Canada / Age: 14

Ricky is a cocky little kid. That's probably because his dad founded this team. Although he's not strong, he has excellent trick technique.

Technique
Max Speed
Balance
Power
Jump

These five snowboarders have all joined together to become the best in the world and to conquer Mt. Legend!

SKI LODGE THE BOARDS

◆ The Boards

Viewing the Data

Edge Control
Acceleration
Response
Stability
Flex

The larger the meter, the stiffer the board and the faster you can reach maximum speed. Turning ability and board stability will also be greater.
Flex indicates board stiffness. The higher the number, the harder the board.



Edge Control
Acceleration
Response
Stability
Flex

Tahoe 151



Edge Control
Acceleration
Response
Stability
Flex

Merlot 147



Edge Control
Acceleration
Response
Stability
Flex

B-Line 149



Edge Control
Acceleration
Response
Stability
Flex

Scout 156



Edge Control
Acceleration
Response
Stability
Flex

Tahoe 155

High numbers don't necessarily mean one board is better than another. It all depends on the character you choose.



Edge Control
Acceleration
Response
Stability
Flex

Scout Limited 162



Edge Control
Acceleration
Response
Stability
Flex

Merlot 143

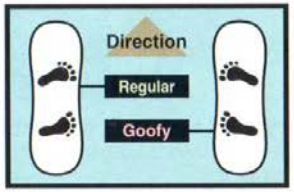


Edge Control
Acceleration
Response
Stability
Flex

B-Line 154

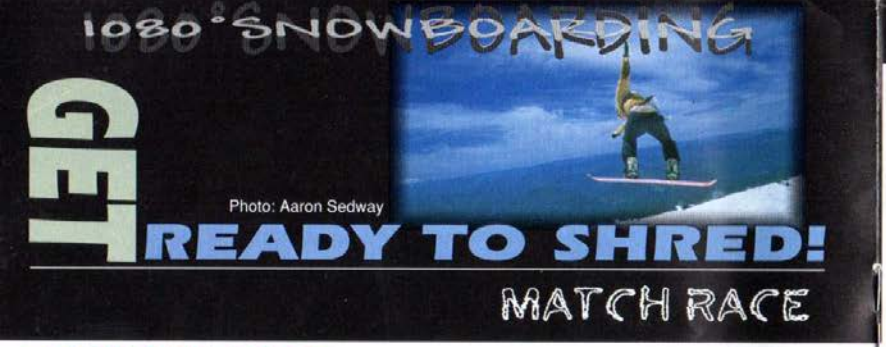
● The Stance

The choice of stance comes after selecting a board. Regular stance is with the left foot forward. Goofy stance is with the right foot forward. Use the Control Stick to select your stance.



These boards are '99 models.
The capability and performance of the game boards are not necessarily identical to the actual boards.

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MATCH RACE

◆MATCH RACE

You will race one-on-one with a CPU-controlled rival rider. If you defeat the rival, you will advance to the next course. The course and rival will depend upon the difficulty level you choose.

● Difficulty Level

Although there are three difficulty levels, you can select only Green Circle (Normal) at first. After you clear Green Circle, you'll be able to select Blue Square (Hard).

● Green Circle	Normal	4 Courses Total
■ Blue Square	Hard	5 Courses Total
◆ Black Diamond	Expert	6 Courses Total



Level Select screen

● The Green Circle Courses


Crystal Lake


Crystal Peak


Golden Forest



?

● RULE

Defeat the rival rider and you'll advance to the next course. If you retire or lose, you will lose a board. When the number of remaining boards is zero, the game is over.

◆The Game Screen



Total Time Elapsed

Speed

Damage Meter

If you fall or get hit, your damage meter will become red. When the meter is completely red, you'll retire and lose one board.

Course Radar

The yellow mark indicates the player, and the red mark indicates the rival. Your own rank will be displayed on the course map as "1st" or "2nd."

Rival Check Mark

When your rival is right behind you, a yellow triangular mark will appear.

Remaining Boards

This is the number of remaining boards. You start with three. When you retire or lose to your rival, you will lose one board.

● Pause Menu

Press START during the game to pause and select from the following options:



Continue	Continue racing.
Restart	Cancel the race and lose one board.
Retry	Re-start the race from the beginning. If you're up to the third course, you'll return to Crystal Lake.
Quit Game	Quit and return to Title screen.

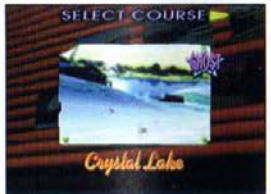
If you finish in third place or better in Match Race, you can enter your name on the Name Entry screen (see p. 14).

◆ TIME ATTACK

In this mode, you will snowboard the course by yourself to log your best time. If Match Race is giving you trouble, try practicing on the Time Attack.

● Selecting a Course

After you select a rider and a board, select a course with the Control Stick. At the beginning, you can only select three courses: Crystal Lake, Crystal Peak and Golden Forest. Once you advance to a new course in Match Race, you may choose any course you like.



Course Select screen

● Name Entry

If you finish the race in third place or better, you can enter your name in the Name Entry screen. Use the Control Stick to scroll through the letters, and confirm by pressing the A Button. Press the B Button to cancel.

※The Name Entry screen is available in each mode.



Name Entry screen

● Options once the race is over:

Retry	Retry the same course.
Replay	Watch the replay from a different camera angle.
Ghost Save	Save Ghost Data.
Course Change	Return to Course Select screen.
Board Change	Return to Board Select screen.
Rider Change	Return to Rider Select screen.
Quit Game	Quit game and return to Title screen.

◆ TRICK ATTACK

In each course, you will compete for points by performing tricks. No points are earned by just snowboarding. You need to be aggressive by performing tricks and taking advantage of jump-boards and half-pipes.

● Selecting a Course

After selecting a rider and a board, select your course. Besides the three courses you can select in Time Attack, there is an Air Make and a Half-Pipe course available. If you advance to a new course in Match Race, that course will also be added.

● Viewing the Screen

Time Remaining

When the timer reaches zero, the race is over (Time Out). Even if you had a great score, it will be lost. You don't get anything for timing out.

Total Score

The current score, including bonus points.



Speed

Check Point

If you go through the Check Point, you will receive a time bonus. To avoid timing out, try going through all the Check Points.

Course Radar

■ Pointers for Trick Attack

If you keep doing the same tricks, you'll get fewer points. Try different combinations of tricks for a Combo Bonus (p. 19).
If you lose your balance and fall during a trick, you'll get no points for that trick. Since there is no damage meter, you can't Retire.

For more information on tricks, see page 18 or the attached Operation Card.

◆CONTEST

Contest Mode consists of three slalom courses and two special courses for tricks. Your objective is to compete for the high score.

● Total points for the record!

Reach the goal within the allotted time and compete for the high score. Your record will be the total score for the five rounds (if you Time Out in the middle of the game or if your total score is third place or better, the current score will be recorded). On the Record screen, you can see your current score and the score for each round.

■ Check Flag

In Rounds 1, 3 and 5, red and blue Check Flags will appear. If you snowboard to the left of the red flag and to the right of the blue flag, you will earn two seconds of bonus time for each move. For each flag you pass consecutively, you can earn up to 500 bonus points.



● The flow of the five rounds

Round 1/Crystal Lake (Slalom)

To score well, be aggressive and perform tricks as you clear each Check Flag. Try this method with the other two slalom courses as well.



Round 2/Air Make

Take advantage of the jump-board and execute tricks in the air. Check Flags do not appear in Air Make.



Round 3/Crystal Peak (Slalom)

Round 4 / Half-Pipe

If you use the walls to your benefit, you can grab some serious air and execute great tricks. There are no Check Flags in Half-Pipe.



Round 5 / Golden Forest (Slalom)

See p. 18 or the attached Operation Card for more information on tricks.

◆2P VS

Take on a friend and see who's the king of the slopes! Two controllers are required.

● Starting the game

In this mode, both players can select the same riders and boards. Players can select from the three Time Attack courses at the beginning. By advancing to new courses in Match Race, more courses will become available.

The rules are simple: whoever reaches the goal first is the winner. If you retire, you lose. Each time a race is completed, the past VS scores will appear.



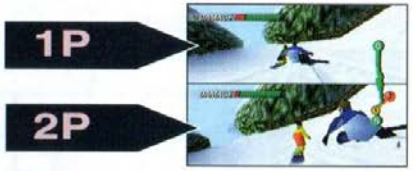
Scores from 2P VS will not be saved.

● Handicap:

After selecting a rider, each player can turn the Handicap on or off. Turning the Handicap on slightly increases your speed when a rival passes you. This gives you an advantage.



● The Screen



Note

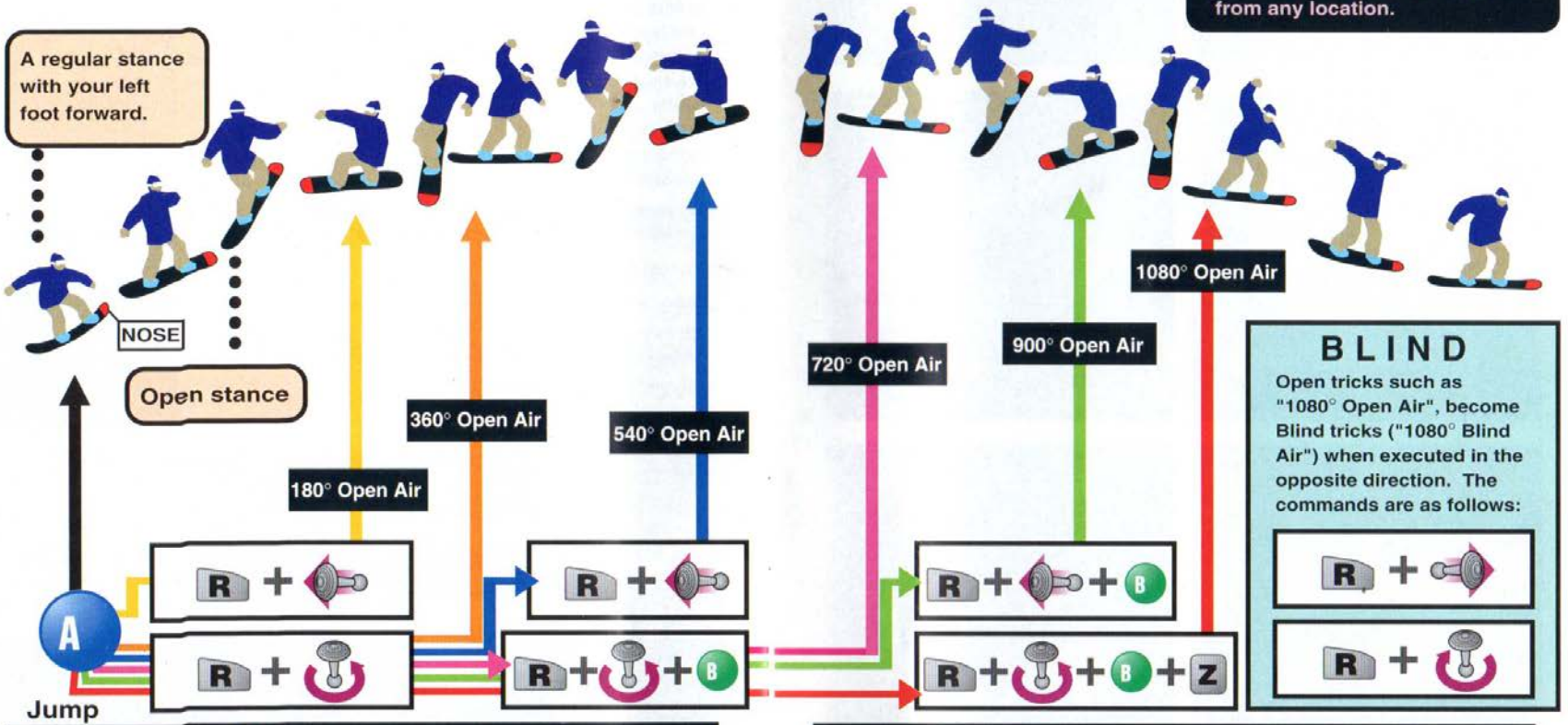
- When starting, press ↑ on the Control Stick for a quick start.
- Press the C △ Button to change camera angles (three total).
  Press the C ▽ Button to see behind the rider.

READY TO SHRED!

TRICKS

◆A Brief Introduction

The direction you are facing is called OPEN. The direction behind you is called BLIND.



Do the tricks quickly before you land.

◆Combo Bonus

If you execute a command for one trick while executing another, the two tricks can be connected. This is called a COMBO BONUS and will give you a better score.



Move the Control Stick and press each button simultaneously.
You can rotate the Control Stick from any location.

BLIND

Open tricks such as "1080° Open Air", become Blind tricks ("1080° Blind Air") when executed in the opposite direction. The commands are as follows:

For more information on tricks, please see the accompanying Operation Card.

GRAB TRICKS

In the half-pipe or on the jump-board, tricks in which you grab part of the board with one or both hands are called GRAB tricks.

"Melancholy" and "Lien Air"+ "Indy" and" Tweak" use the same controller commands. The tricks will be different depending on the rider.

INDY + B



This is one of the most basic grab tricks. Grab the board between the front of your feet with your right hand (regular stance).

INDY NOSEBONE + B



Grab the board and lower the nose. Stretch the front leg.

MUTE GRAB + B



With the front hand, grab the edge of the toe side.

STIFFY + B



Stretch both legs and grab the board.

TWEAK + B



Grab the board with the front hand and twist the upper body.

NOSE GRAB + B



Grab the nose of the board with the front hand.

TAIL GRAB + B



This is a difficult trick, because you must grab the tail of the board with the back hand.

MELANCHOLY B



With the left hand (regular stance), grab between the heels. Your front leg should be stretched.

METHOD + B



Bend both legs, point them to the back side and grab the heel with the front hand.

LIEN AIR B



With the front hand, grab the edge of the heel side, then turn the body to the nose side. Make sure to swing the back hand.

STALEFISH + B



With the back hand, grab the edge between both heels. The back leg should be stretched.

Each rider has certain tricks he or she can perform. See the chart on the right for more information.

 # Every rider can execute spin tricks.

In addition, there are also hidden tricks. If certain conditions are satisfied, those trick commands will appear in the Training Mode trick list. Try different techniques to find these hidden tricks.

	Dion	Kensuke	Akari	Ricky	Rob
MELANCHOLY	×	○	○	×	×
LIEN AIR	○	×	×	○	○
METHOD	○	○	○	×	×
SHIFTY	×	×	×	○	○
INDY	○	○	×	○	×
TWEAK	×	×	○	×	○
NOSE GRAB	○	○	○	○	○
TAIL GRAB	○	○	○	○	○
STIFFY	○	○	○	○	○
MUTE GRAB	○	○	○	○	○
STALEFISH	○	○	○	○	○
INDY NOSEBONE	○	○	○	○	○

◆SNOWBOARD MEMO◆

■The Parts of the Board



EDGE:
The metal part that is attached to both sides of the sliding surface. Pressing the edge toward the snow and standing is called EDGING.

DECK:
The surface of the board (where you stand).

SOLE:
The back of the board. The sole touches the slope.

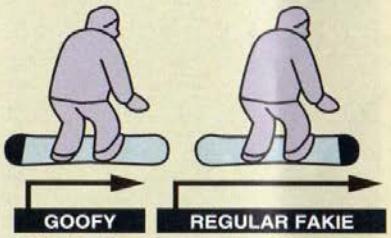
WEST:
The center (narrow) part of the board. Free style boards, which are best for tricks, have a thicker west than racing boards.

■STANCE

Remember, regular stance is left foot forward. Goofy stance is right foot forward.

■FAKIE

When you move to the opposite direction of your stance, that is called FAKIE. For Regular Fakie, proceed with your right foot forward. Goofy stance may be a little confusing since your right foot is already forward.



The direction you are going is the same (black is the tail).

■Slope terminology

STEEP:
Steep slope.

BUMPS:
Bumpy area.

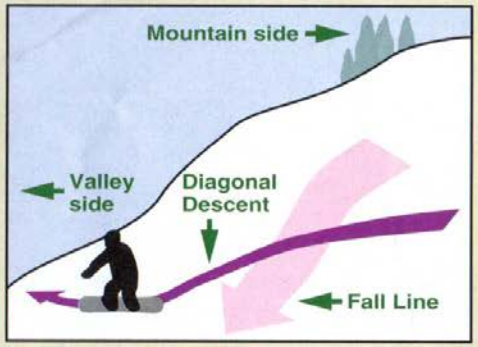
FALL LINE:
The direction you are going on the slope without any force being applied to the board. The steepest direction.

SIDE SLIP:
A technique in which the board is perpendicular to the slope. In other words, snowboarding sideways.

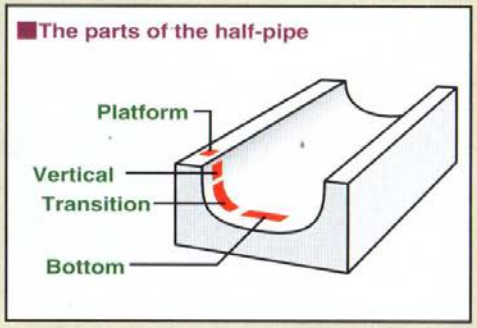
SLIDE:
Snowboard as you shift.

STRAIGHT DESCENT:
Slide straight down the hill.

DIAGONAL DESCENT:
Sliding diagonally down the slope (aka TRAVERSE).



■The parts of the half-pipe



IMPORTANT

REV-B

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REV-J

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