PlayStation

NTSC U/C

PlayStation®

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00645
BASSX



bigair™

"...killer snowboarding action..." - GamePro

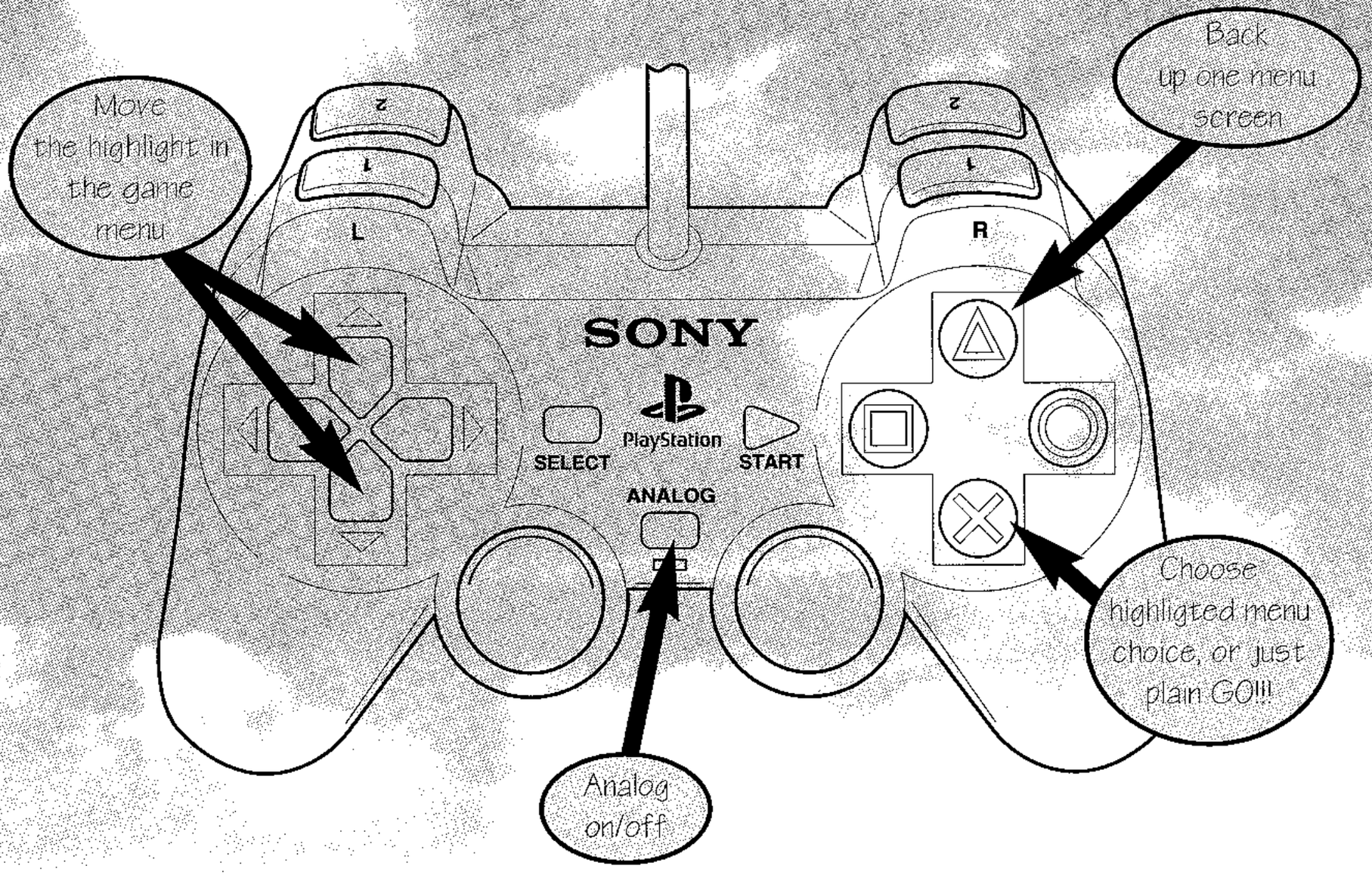
ACCOLADE

Table of Contents

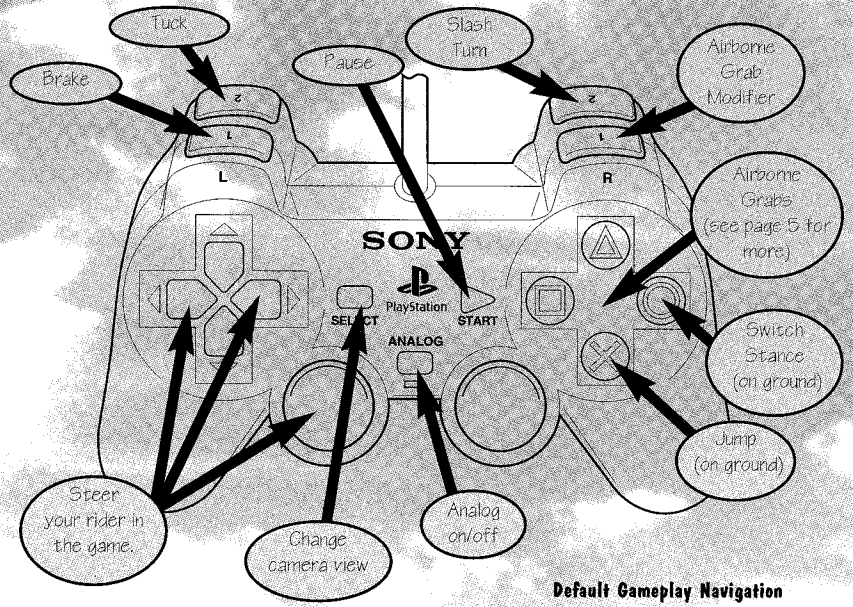
Console Setup	2
Menu Navigation	3
Gameplay Navigation	4
Airborne Moves	5
World Tour & Training	7
Game Type	9
Options	11
Memory Card	13
Scoring	14
Glossary	15
Contacts	16
Credits	18
Customer & Technical Support	20
Legal Stuff	Inside Back Cover



Default Menu Navigation



Get a handle on your controller.



Default Gameplay Navigation

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Airborne Moves

Grabs- While in Air

▲	Nose Grab
■	Frontside Air
✕	Tail Grab
●	Backside Air
R1+▲	Indy
R1+■	Mute
R1+✕	Lien Air
R1+●	Stalefish

Spins-While in Air

Frontside	Degree	Backside
L,L,*	180°	R,R,*
L,L,*,R	360°	R,R,*,L
L,L,*,R,R	540°	R,R,*,L,L
L,L,*,R,R,R	720°	R,R,*,L,L,L
L,L,*,R,R,R,L	900°	R,R,*,L,L,L,R
L,L,*,R,R,R,L,L	1080°	R,R,*,L,L,L,R,R

L= Left Directional Button, R = Right Directional Button, or Left/Right on left-hand Analog Joystick.

Spins With Grabs

* To do a spin with a grab, Press R,R or L,L then perform a grab (▲, ■, ✕, ● or R1+▲, R1+■, R1+✕, R1+●),

For example, if I wanted to do a frontside 540° with a Tail grab I'd do it by pressing L,L,✕,R,R. Better yet, if I wanted to do a backside 900° Indy, I would grab air and press R,R,R1+▲,L,L,L,R.

Flips

Up, Up, ▲	Front flip
Up, Up, ■	Frontside Rodeo
Down, Down, ✕	Back Flip
Down, Down, ●	Backside Rodeo

ACCOLADE



Navigate the screen using the up and down Directional Buttons. Highlight what you want, and like it says on the screen, press the ✕ button to get it.

NOTE: Two Players is greyed out unless there is a controller plugged into Controller Port 2.

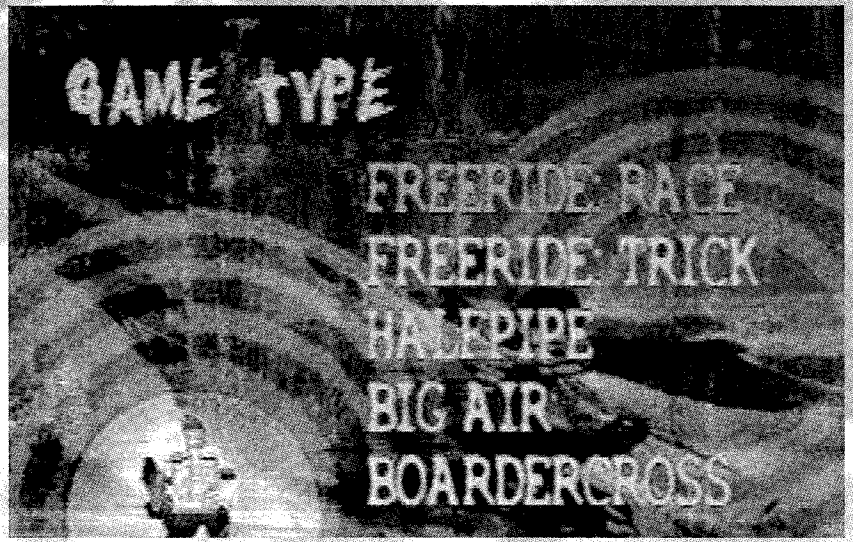
WORLD TOUR: World Tour consists of Freeride and Boardercross races through the six countries of the Tour: USA, Switzerland, Japan, Scotland, Germany and France.

As a beginner in World Tour, you race in USA, Switzerland and Japan in Easy Mode. The first race you must win is USA. Between each race is a trick event, randomly either Big Air or Halfpipe. Score 1000 bonus points to advance to the next World Tour Race. If you succeed in winning all three races, you will face a boss rider on the Japan course. Beat him, and unlock the Scotland course and Medium difficulty mode. At this time, you will be given the opportunity to save your game.

During your second World Tour in Medium difficulty, you advance similarly, except that in each trick round, you must score 2000 points in order to advance. Once you beat the boss rider in Scotland, you will unlock Hard difficulty mode and the Germany track. Once you have made it to this point, save your game and all the tracks unlocked so far will be available to you.

Race all six tracks of World Tour in Hard difficulty, make 3000 bonus points in each trick event to advance to the next race, and face down the final boss rider in the ultimate test of skill. Upon winning, the France track will be unlocked.

TRAINING: Need some practice on an easy, straight course with some radical jumps? Pick your rider, clothes and board, hit the slope and perfect your technique.



Navigate the screen using the up and down Directional Buttons. Highlight what you want, and like it says on the screen, press the ✕ button to get it. If you don't like any of the choices, press the ▲ button to go back a screen.

Game Type

FREERIDE: RACE -- Race against an opponent for best time. No points are awarded for tricks performed.

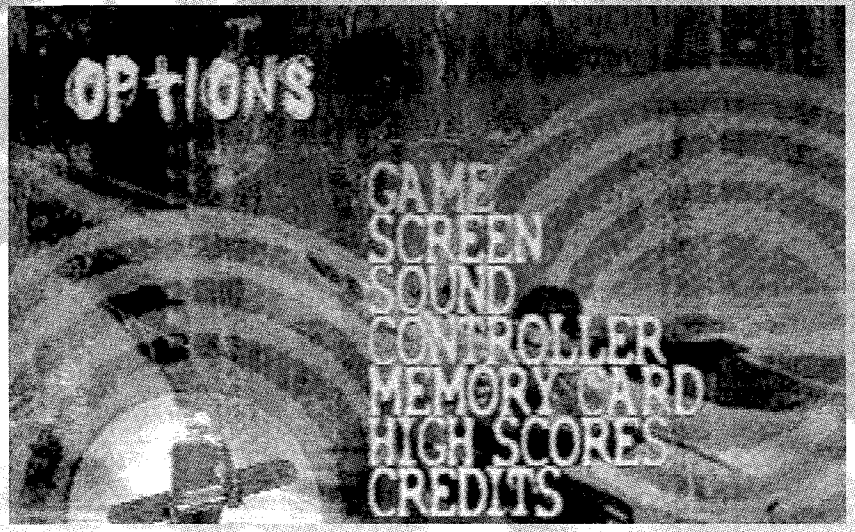
FREERIDE: TRICK -- Competition points are awarded based on race time remaining and tricks performed.

HALFPIPE -- This is a trick-based competition held on a U-shaped man-made course. Snowboarders ride up and down each side of the course to keep momentum while performing tricks. Points are awarded based on the difficulty of the tricks performed.

BIG AIR -- Points are awarded based on a rider's successful tricks – the more difficult the better. The track is a long, straight downhill with one amazing jump at the end.

BOARDERCROSS -- This is a race against multiple riders on a course containing jumps, turns and obstacles.

NOTE: When you choose your Game Type, before you race, you can pick a rider, clothes for the rider to wear, and a board for the rider to use. Choose a rider by scrolling through your choices using the right/left Directional Buttons and press the ✕ button to choose. Choose a brand and use the right/left Directional Buttons to pick clothes (up/down will toggle between jacket and pants). Choose a board manufacturer and scroll through your choices using the Directional Buttons. Rotate each board with the ● button or the ■ button.



Navigate the screen using the up and down Directional Buttons. Highlight what you want, and like it says on the screen, press the ✕ button to get it. If you don't like any of the choices, press the ▲ button to go back a screen.

Options

Game: The sub-menu allows you to set various parameters for gameplay. Toggle the options using the right/left Directional Buttons:

- **Difficulty:** Three settings, Easy, Medium, and Hard. Choosing a harder difficulty setting will make the opponents more aggressive, and tricks more difficult to accomplish. This option is not available in World Tour.
- **Speed Mode:** Changes between MPH/KPH.

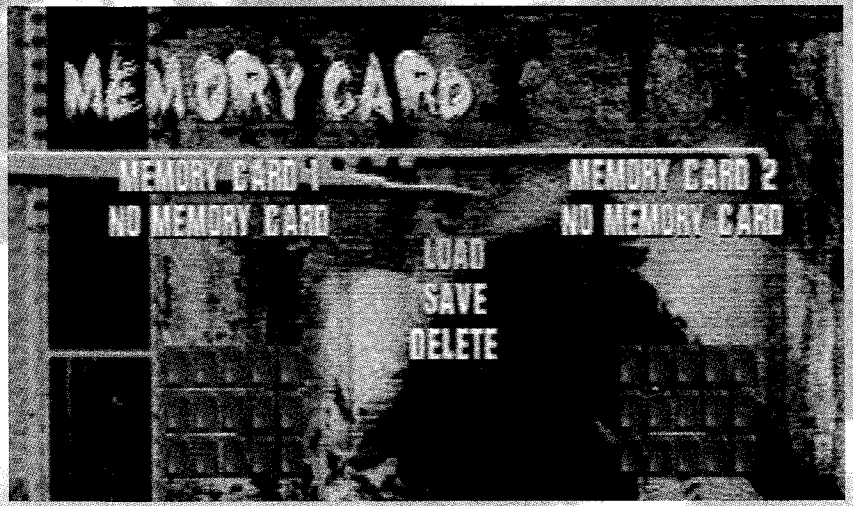
Screen: Use the Directional Buttons to center the game screen.

Sound: Modify the settings for game sounds.

- **Sound FX Vol:** This sets the default sound effects volume when you race.
- **Music Vol:** This sets the default music volume.
- **Music Track:** Listen to alternate music tracks.

Controller: Alter the contoller settings from the game defaults.

- **Controller:** Choose one of four controller settings.
- **Analog:** Calibrate Analog Controller or reconfigure the sensitivity.
- **Analog (Dual Shock):** Adjust Controller sensitivity, and vibration on/off.
- **Deadzone:** Set Deadzone to a low number if you want a small amount of motion off-center to cause a response. Set Deadzone to a high number if you want a larger amount of motion off-center to cause a response.
- **Sensitivity:** Set Sensitivity to a low number if you want a large stick motion to turn the rider on the screen; a high number if you want a small stick motion to turn the rider on the screen.



Navigate the screen using the up and down Directional Buttons. Highlight what you want, and like it says on the screen, press the ✕ button to get it. If you don't like any of the choices, press the ▲ button to go back a screen.

Memory Card

Select this option from the Main Menu to access your Memory Cards that are plugged into the PlayStation® game console. The Memory Card sub-menu is detailed below. Use the Directional Buttons to select an option and then press the ✕ button. Press the ▲ button to go back one menu.

NOTE: Do not remove a Memory Card during a Load or Save.

LOAD: Select the Load icon to load the current state of all aspects of the game. This includes the bonus tracks you have unlocked, your game settings, and all your high score information. Follow the on-screen instructions to load a game.

SAVE: Select the Save icon to save the current state of all aspects of the game. This includes the bonus tracks you have unlocked, your game settings, and all your high score information. Follow the on-screen instructions to save a game.

DELETE: Select the Delete icon to delete a saved game. Follow the on-screen instructions to delete a saved game.

HIGH SCORES: Select this option to view the High Scores table. The five best times are listed by name, location, and type of course.

CREDITS: Select this option to learn a little about the people who brought you Big Air.

How to Score

Grabs - This is the base points awarded. The user can get more points by holding onto the grab longer.

Nose Grab - 200
Tail Grab - 200
Frontside Air - 250
Backside Air - 250
Indy Air - 300
Mute - 250
Stalefish - 250
Lien Air - 300

Spins – The point values for each spin, front side and back side.

Degree -- Points
180° – 350
360° – 700
540° – 1050
720° – 1400
900° – 2000
1080° – 2500

Combo Bonus (Grabs Only) This can consist of only grabs (e.g., nose grab + tail grab = Combo bonus of +200)

2 moves + 200
3 moves + 500
4 moves + 1000
5 moves + 1500

Spins with Grabs – This is the formula for score of each grab and spin. (e.g., 360° Nose Grab 700+200+400= 1300)

180° Grab – 350 + Base Grab points + 200
360° Grab – 700 + Base Grab points + 400
540° Grab – 1050 + Base Grab points + 600
720° Grab – 1400 + Base Grab points + 800
900° Grab – 2000 + Base Grab points + 1000
1080° Grab – 2500 + Base Grab points + 1500

Combo Bonus (using at least 1 spin or flip) – In order for this bonus to be used at least one flip or spin must be done (e.g., 360° + Mute + Stalefish = Combo bonus of +1000)

2 moves + 500	4 moves + 1700
3 moves + 1000	5 moves + 2500

Glossary

Backside Air: Any air performed towards the heelside edge of the board.
Frontside Air: Any air performed towards the toeside edge of the board.
Indy: Air performed backside with the rear hand grabbing between the bindings on the toe edge while the rear leg is boned (held out straight).
Lien Air: Grabbing the heel edge of the board with the front hand while the body leans out over the nose.
Mute: Grabbing the board with the front hand at the toe edge either between the toes or in front of the front foot.
Nose Grab: Grabbing the nose of the snowboard with the front hand.
Rodeo: An inverted 540°
Stalefish: Grabbing the heel edge of the board behind the rear leg and in between the bindings with the rear hand while the rear leg is boned.
Tail Grab: Grabbing the tail of the snowboard with the rear hand.