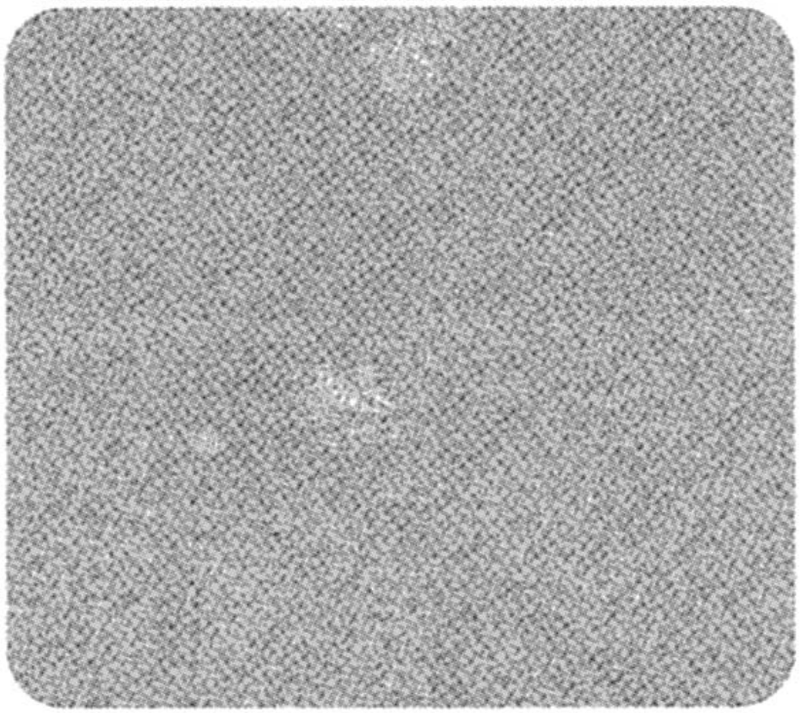
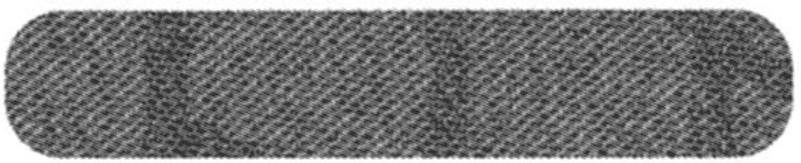

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94559
989 STUDIOS
CoolBoarders 4

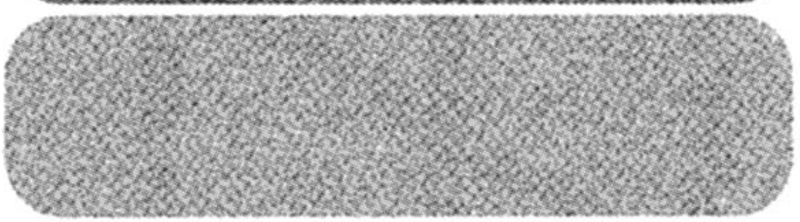
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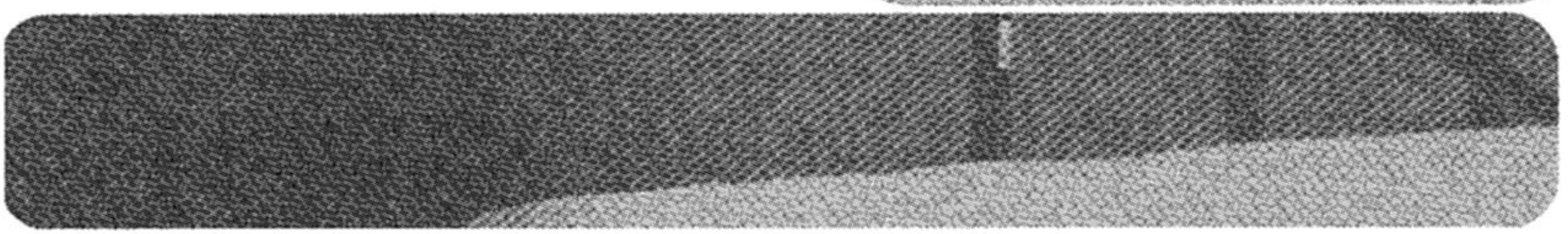
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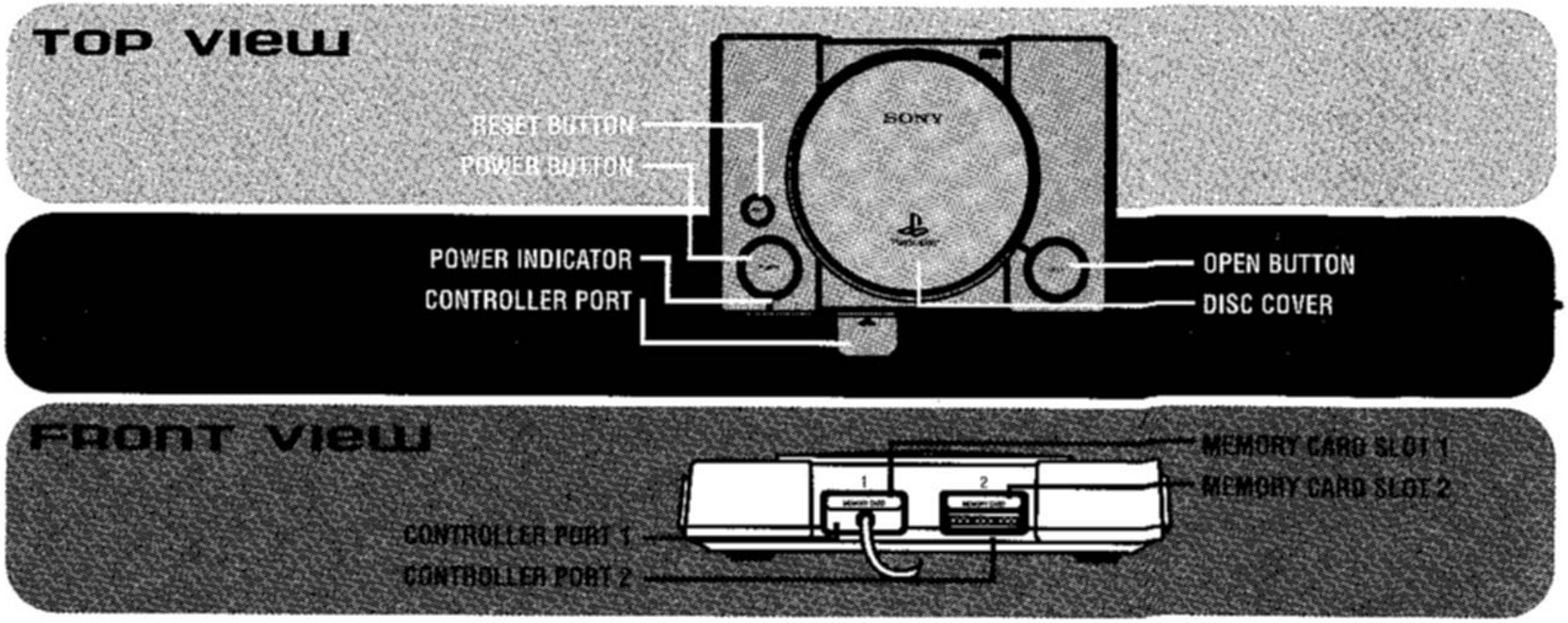








PLAYSTATION SETUP



Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the COOL BOARDERS® 4 disc and close the disc cover. Insert one or two game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

2, 3 OR 4 PLAYER GAMES

Insert two controllers into your PlayStation game console.

- Players 1 and 3 use Controller #1.
- Players 2 and 4 use Controller #2.

MEMORY CARD AND SAVING DATA

You must insert your MEMORY CARD before you save or load a tournament or record file. COOL BOARDERS 4 saves user-defined options and all data for tournaments, records, riders and boards. Two blocks of memory must be available on your MEMORY CARD in order to save all COOL BOARDERS 4 data. If you don't have a MEMORY CARD, all COOL BOARDERS 4 data will be lost after turning off your PlayStation game console.

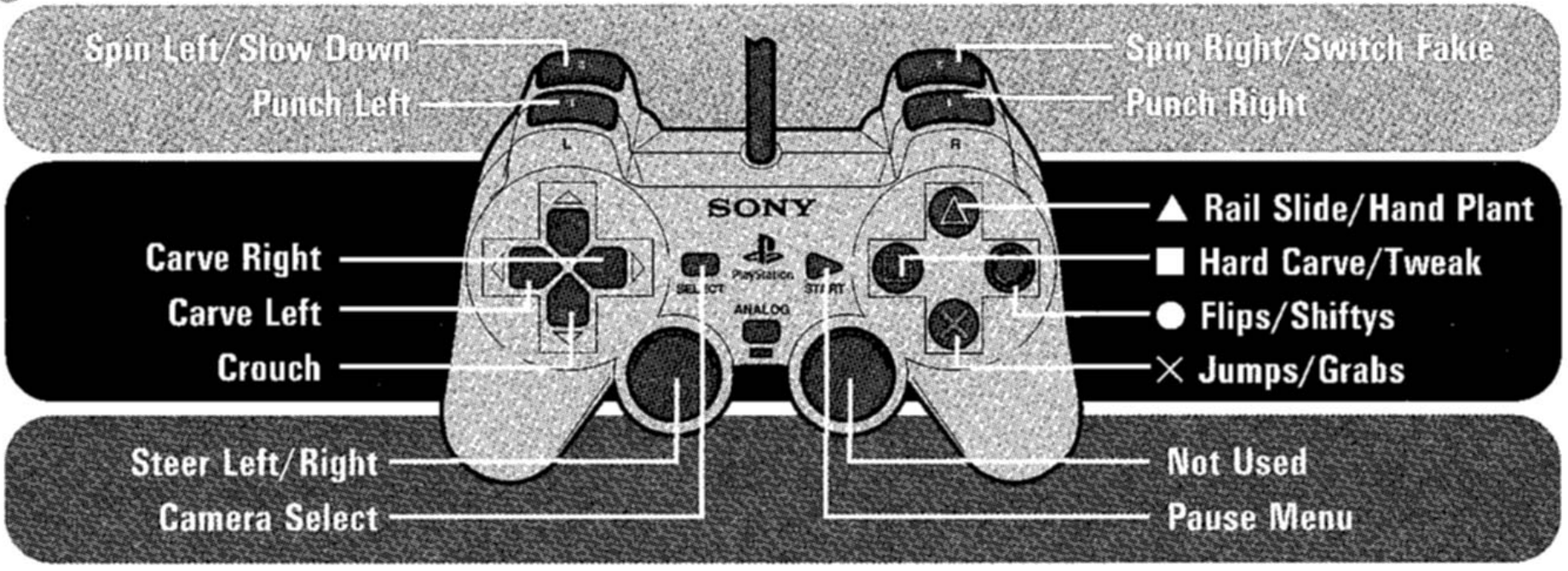
Note: *When saving a Tournament, the MEMORY CARD utility selects the last saved block. That block could contain record files. Be sure not to accidentally overwrite your record files with the tournament files.*

BRED TO SHRED

You were born for this. Shred powder with 16 top pro veterans and radical up-and-comers. Carve yourself a reputation on five tough mountains in Downhill, Slope Style, CBX, Half Pipe, Big Air and Special events. Gigantic trick-filled air gets the glory and you can tune your moves with Trickmaster Mode before trying to out-perform the best of the best in tournament play. Check out a major name board or customize your ride and get to the gate. Exploit rails, kickers, short cuts and cliff drops to shave time and jack up your trick scores. But don't go bonking into buried obstacles or not-so-buried obstacles like ski chalets and trains.

It gets tense at altitude and some shredders get an attitude. Be ready for hard-hitting brawls when boarders start trying to snake in and take over. Remember to plant your hand and not your face.

CONTROLLER DIAGRAM



Note: *DUAL SHOCK™ analog controller only: Toggle the Vibration function ON/OFF by using the Option mode -> Vibration setting (see "Options" on page 7). The Vibration function is not affected by the controller's analog mode switch.*

CONTROLS

ON THE GROUND

Turn left / right	D-Pad left / right
Crouch	D-Pad down
180° nose slide (also while airborne)	D-Pad up + ▲ button
Rail slide (in a slide, press R2 or L2 to switch to frontside or backside boardslide)	▲ button
Jump / Generate speed	× button
Slow down	L2 button
Hard carve	■ button + D-Pad left / right
Punch left / right	L1 / R1 button
Switch to / from fakie position	R2 button

WHILE AIRBORNE

Slight right / left rotation	D-Pad left / right
Slight forward / backward adjustment	D-Pad up / down
Spin left / right 180, 360, 540	L2 / R2

REPLAY CONTROLS

Slow motion	D-Pad left
Fast forward	D-Pad right
Pause	D-Pad down

TRICK CONTROLS

COMBINE ANY OF THESE TRICKS

SHIFTIES

Frontside shifty	D-Pad right + ● button
Backside shifty	D-Pad left + ● button

TRICK CONTROLS (CONT.)

GRABS

Backside	X button + D-Pad right
Tailgrab	X button + D-Pad down
Indy	X button + D-Pad left
Sad air	X button + D-Pad up
Stalefish	X button + D-Pad down - left
Lien air	X button + D-Pad down - right
Mute grab	X button + D-Pad up - left
Melancholy	X button + D-Pad up - right

TWEAKED OUT GRABS

To tweak your grabs, press the ■ button after completing regular grabs.

Stiffy	X button + D-Pad up -> ■ button
Method	X button + D-Pad right -> ■ button
Indy nosebone	X button + D-Pad left -> ■ button
Tail shift	X button + D-Pad down -> ■ button
Stalefish tweak	X button + D-Pad down - left -> ■
Crossbone	X button + D-Pad down - right -> ■
Method-melon	X button + D-Pad up - right -> ■
Japan air	X button + D-Pad up - left -> ■

FLIPS

Front flip	D-Pad up + ● button
Back flip	D-Pad down + ● button

OTHER MOVES

Rail slide	▲ button
50-50 grind and back during slide	R2 or L2
Hand plant	▲ button + D-Pad down

SETTING UP COOL BOARDERS 4

On the Main Menu, press the D-Pad up/down to highlight an option and press the × button. To cancel a selection, press the ▲ button.

ONE PLAYER

Single player action against the computer. Start out as a Rookie with limited access to the event locations and a choice of five pro riders. Make your mark and gain access to tougher competitions, more pros and their boards. Each advance unlocks four more riders. Compete in:

Single Event

Begin by competing in Vermont, Colorado or France. You can adjust the challenge by selecting Rookie, Veteran or Pro. ***Note:*** *Only the Pro setting allows you to unlock additional features.*

Tournament

Compete in all six events. Begin with a tournament in Vermont. Take on your first special course and continue your tournament career in Colorado. Every tournament win opens up new mountains and still tougher competition.

Trickmaster

Train to perform tough tricks. Trickmaster will call out a trick just before you hit a jump. If you pull off the trick correctly, more time is added to the clock. (If you fail, the correct button sequence appears on screen.) Enter Trickmaster as a Rookie and learn easy tricks on less challenging jumps. Then move onto bigger jumps and tough combination tricks in the Veteran and Pro levels.

TWO PLAYER

Compete against another player in a single event or tournament. Each player takes turns competing in all events.

FOUR PLAYER

Three or four players compete by sharing controllers.

- Players 1 and 3 use Controller #1.
- Players 2 and 4 use Controller #2.

During trick events, players take their turn when the computer prompts them.

In race events, there will be three heats to decide a winner:

- Player 1 vs. Player 2
- Player 3 vs. Player 4
- The winners of the first two heats square off.

OPTIONS

Press the D-Pad left/right to highlight or change an option. Press the × button to toggle a selection.

Controller 1 and 2

To change controller configuration:

1. Press the D-Pad up/down to highlight CONFIG.
2. Press the D-Pad left/right to select Configuration 1 or 2.

To turn Vibration function on or off:

1. Press the D-Pad up/down to select VIBRATION and press the × button.
2. Press the D-Pad up/down to select DISABLED or ENABLED and press the × button.

Fighting

Press the D-Pad left/right to turn fighting ON/OFF.

Audio

Press the D-Pad left/right to change Sound and Music volume.

Center

Press the D-Pad to center the display on your screen.

Save Options

To save your option settings:

1. Highlight SAVE OPTIONS and press the × button.
2. Highlight YES and press the × button.
3. Highlight a memory block and press the × button.



Load Options

To load your saved options, select LOAD OPTIONS and press the × button.

CREDITS

Check out the talent at 989 Studios and Idol Minds.

RECORD KEEPING

After you select the Player Mode on the Game screen and press the × button, the Record screen appears where each player can enter his/her name. If you're not interested, highlight SKIP NAME ENTRY and press the × button to proceed.

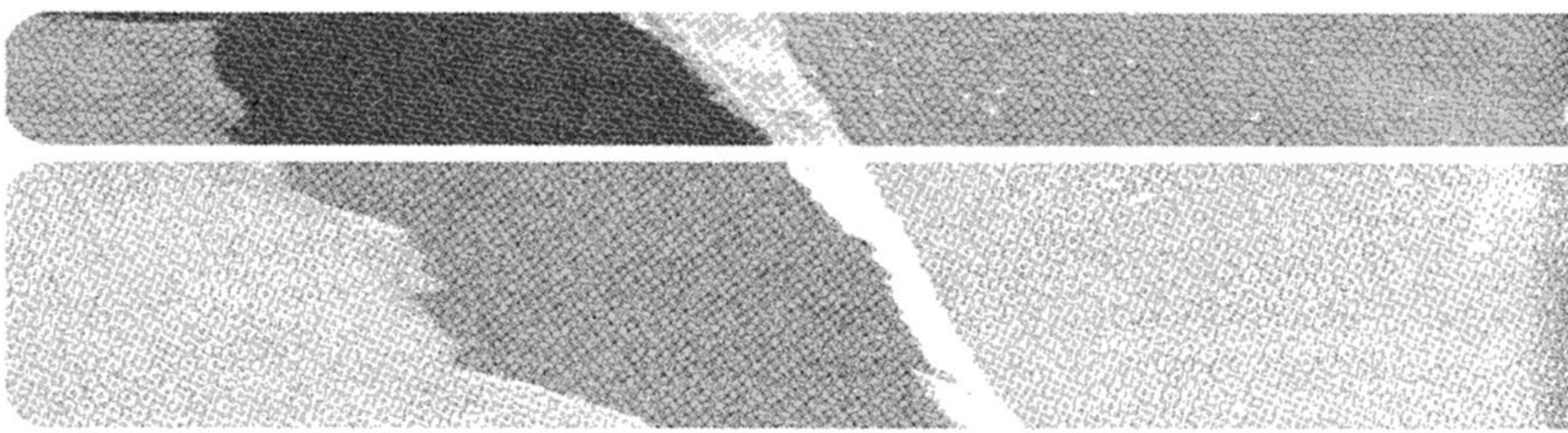
Note: *In a multi-player game, each player enters a name and chooses a boarder in numerical order. When the last player is set, the Game Type screen appears. Player 1 chooses the game type.*

To enter a name for the record books:

1. Highlight an empty name slot and press the × button.
2. Press the D-Pad up/down to select a letter or a space and press the × button.
3. Press the D-Pad left/right to move to the next character position.
4. When your name is the way you want it, press the × button.

CHOOSING A RIDER TYPE

The Rider Type screen gives you plenty of ways to choose a rider. When you are a Rookie, you have fewer choices of riders and boards. As you gain wins and experience, you unlock more riders.



PRO SELECT

Select from up to 16 top professional snowboarders.

PLAYER SELECT

Select from up to 10 boarders.

CREATE PLAYER

Make a totally unique rider. Make him or her any size you want, short and chunky or tall and lean. Adjust the rider's clothing to any color you want.

To create a player:

1. On the Choose Rider Type screen, highlight CREATE PLAYER and press the × button.
2. Press the D-Pad up/down to highlight CHANGE BODY, CHANGE SIZE or CHANGE GIRTH. Press the D-Pad left/right to change the selection.
3. To change the color of the rider's clothing, highlight CHANGE COLOR and press the × button.
   - Select a color for the jacket (Color 1) by pressing the D-Pad left/right.
   - Change the color brightness by pressing the D-Pad up/down.
   - Change the color saturation by pressing the R1 or R2 buttons.
     - Press the × button when you have the color you want.
     - Repeat the process above for the pants, hat or coat trim (Color 2), and press the × button.
4. Highlight ACCEPT and press the × button.



Game Type

Select:

- Single Event—Choose any event you want.
- Tournament—Compete in five events on one mountain.
- Trickmaster—Learn tricks with the help of COOL BOARDERS 4.
- Statistics—Follow your performance improvements through each event.

Pick a Mountain

Compete on five different mountain locations. In a new single game, only three slopes are available. As you score tournament wins, more mountains become available.
You race in:

- **Vermont** • **Colorado** • **France** • **Japan** • **Alaska**

Choose an Event

After you pick a mountain, the Event screen appears.

Downhill

Race for the best time and collect points for tricks while spinning through high-banked turns, monster jumps and cliff drops.

Slope Style

Master various types of jumps and perform some sick rail art to score big and win this timed freestyle event.

Half Pipe

Like a gigantic pipe cut in half lengthwise, the half pipe is designed for tricks. Move back and forth from wall to wall getting air. Perform as many tricks as you can within the time limit. You get three attempts and your final score is the two best scores added together.

Big Air

Get instant gigantic air and pull as many tricks as you can before landing. As with all events, you can't wipe out and expect any trick points. You get three attempts and your final score is the two best scores added together.

CBX

Fight for position while jamming downhill as fast as you can. This race is for the best time. You are charged one second of penalty time per missed gate.

SPECIAL

Special events are available when you win the tournament on any of the mountains.

PICK UP A BOARD

Once you select an event, choose a board. Choosing the right board is essential to each of the six COOL BOARDERS 4 events.

Each board is rated by:

- Maximum Speed
- Stability
- Response

On the Choose Board screen, check the statistics and Power Meter to help you choose a board.

Note: *See more about the Power Meter on page 15.*

FREESTYLE boards are designed for tricks and jumps. Use them for Half Pipe, Slope Style and Big Air contests.

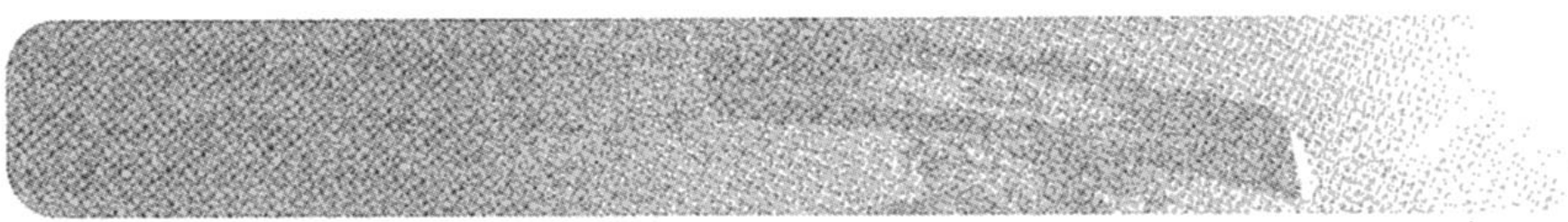
FREERIDE boards are designed for speed and stability. Use a freeride board for CBX or Downhill events.

PRO RIDER BOARD SELECTIONS

If you chose one of the real riders from the Pro Select option on the Choose Rider Type screen, you have a choice of either a freestyle or freeride board made by the rider's sponsor.

PLAYER SELECT RIDERS

If you chose one of the Player Select riders or chose to Create Player on the Choose Rider Type screen, you have a choice of up to 34 top name boards depending on your experience level. Press the D-pad left/right to switch between freestyle and freeride boards.



Create a Custom Board

If you selected one of the non-pro Player Select riders, you can design your own board by picking from 8 patterns and adjusting color brightness and saturation across the whole color spectrum.

To design your custom board:

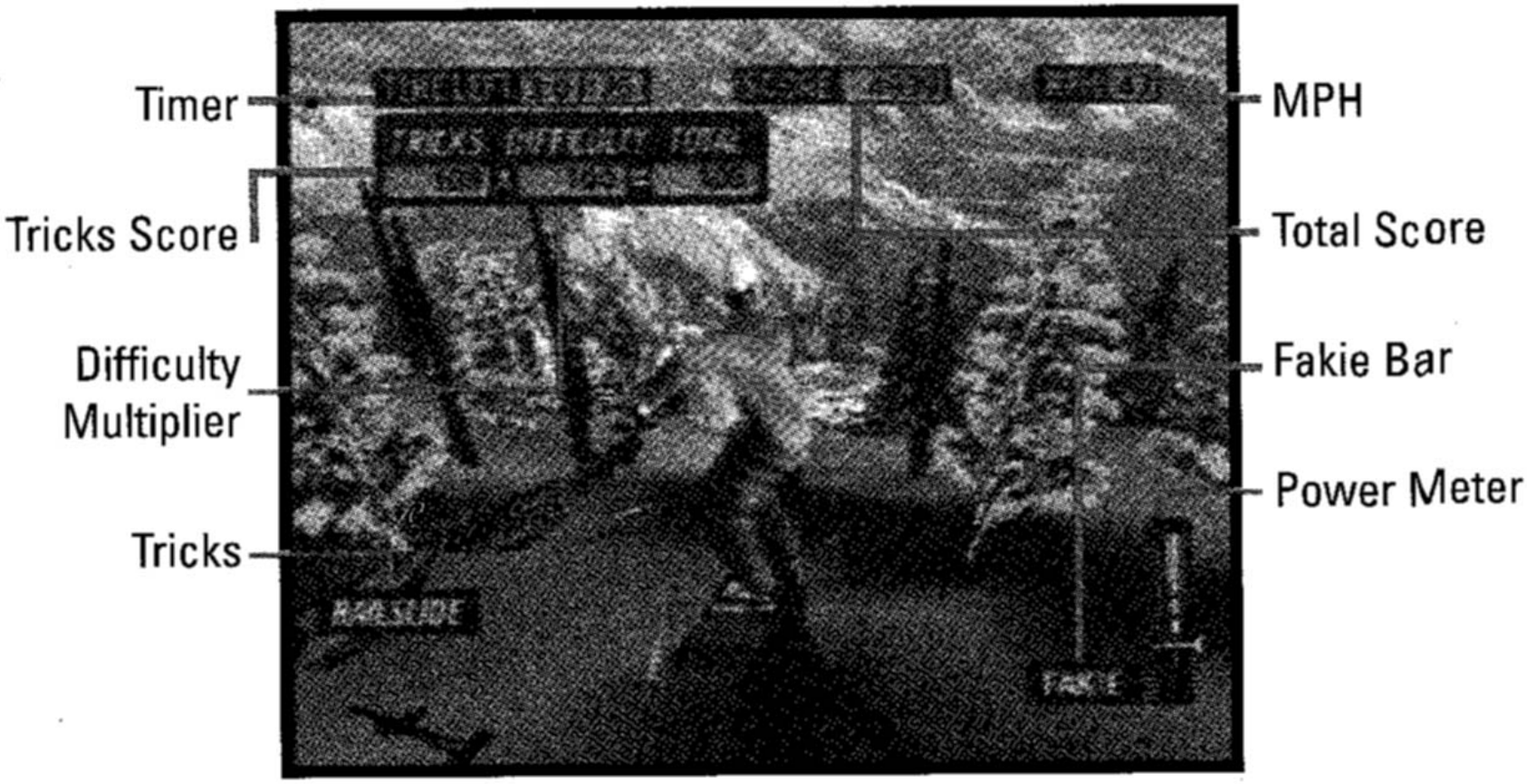
1. Highlight CUSTOM BOARD on the Choose Board screen and press the × button.
2. Highlight SELECT PATTERN and press the × button.
3. Press the D-Pad up/down to highlight one of the 8 board patterns and press the × button.
4. Highlight EDIT COLOR and press the × button.
5. On the color chooser:
   - Press the D-Pad left/right to change the color and up/down to adjust the color's brightness.
   - Press the R1 and R2 buttons to adjust saturation, then press the × button.
   - Repeat the process for the second color option.
6. Highlight EDIT STATS to customize your board's performance.
   - Press the D-Pad up/down to select an attribute.
   - Press the D-Pad left/right to adjust an attribute.
   - Watch the Points Left Meter at the top of the screen. Each tournament win earns you extra points you can allocate to speed, response or stability. If you want to make your board faster, add the surplus points to speed. If you want a trickier board, add the points to response or stability.
   - Highlight DONE and press the × button.
7. Highlight ACCEPT BOARD and press the × button.

Board Stance

When you settle on a board, the Choose Stance screen appears. There are two stances. Performance is no better or worse either way, so pick what's comfortable. Choose:

REGULAR FOOT—Left foot forward on the board.

GOOFY FOOT—Right foot forward on the board.



TIMER

Displays elapsed time or time remaining.

- Elapsed time events are the Downhill and CBX.
- Time remaining events are Slope Style, Half Pipe, Big Air and Trickmaster.

TOTAL SCORE

Earned points score so far.

FAKIE BAR

Fakie is when your feet are faced opposite of your chosen stance of goofy or regular.
For example: If you chose a goofy stance but are riding regular, you're in the fakie position.
Press the R2 button to move into or out of the fakie position.

Note: Riding fakie slows you down, so it's best to switch back to a regular stance when you want to maintain speed.

TRICKS SCORE AND DIFFICULTY MULTIPLIER

Points earned for the current tricks. These are the points you will make IF you complete the trick without choking on the landing. Each trick gives you a base point value and combining tricks increases the degree of difficulty. Your total trick score is the sum of the trick points times the degree of difficulty. Tweaked grabs, landing tricks on rail slides and unique combos increase the degree of difficulty more than repeated combos.

TRICKS

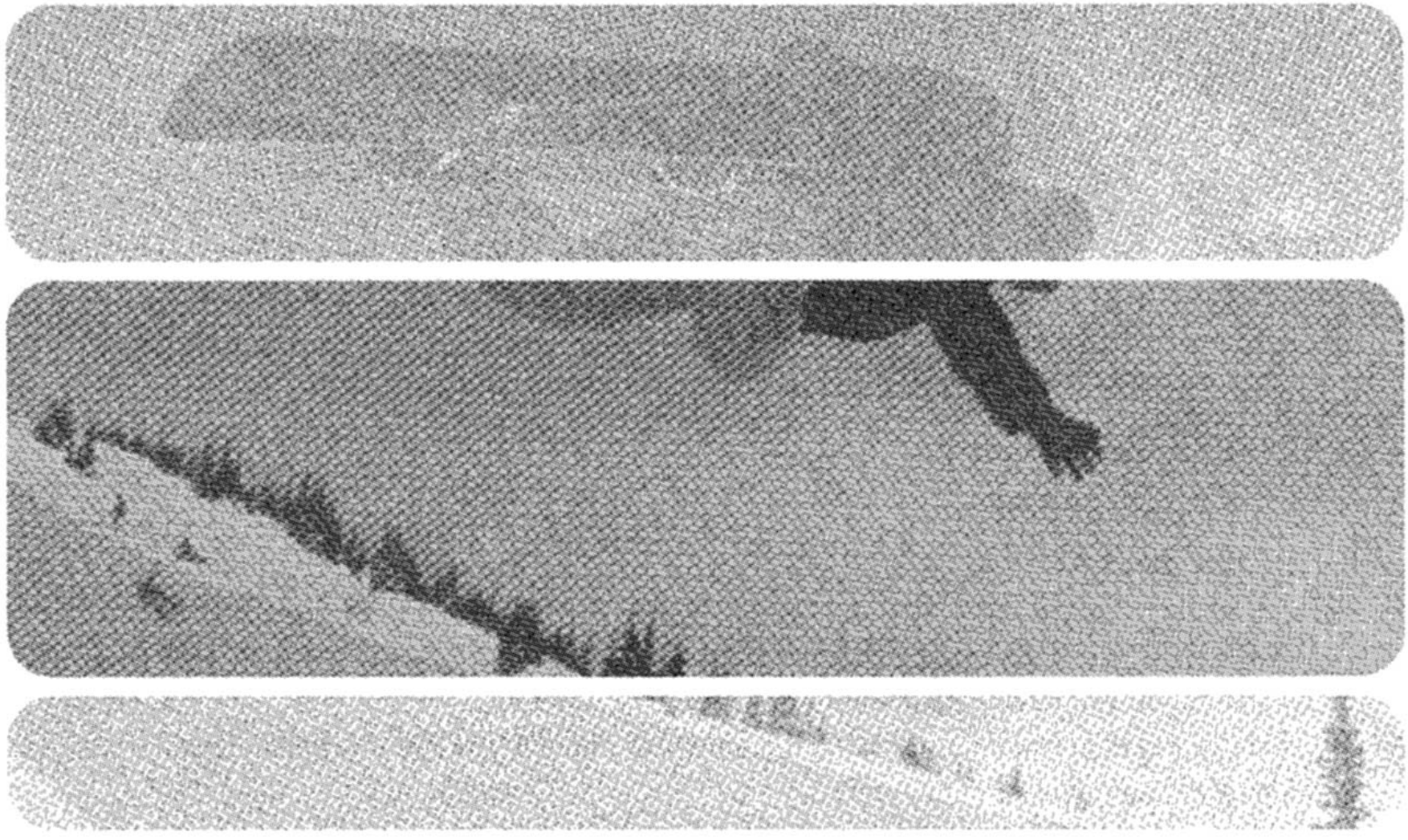
Trick names as you perform them on the current jump.

MPH

Your speed in miles per hour.

POWER METER

Used to gain power for tricks. See "The Power Meter and Tricks" on page 15.



THE POWER METER AND TRICKS

The Power Meter shows how much power you have at any time. The red area at the bottom of the meter is low power. The green area at the top is maximum power. You want to charge the meter just prior to a jump to maximize air time and speed up trick performance.

To charge the Power Meter just before a jump:

1. Press and hold the ✕ button. The meter needle rises through the color zones. The objective is to release the ✕ button while the meter needle is in the green zone. This gives you maximum jump power and trick speed.
2. Release the ✕ button at the highest point just before leaving the snow.

Get more air time with a lot of power for faster spins and flips.

FREESTYLE AND FREERIDE BOARDS

When choosing a board, check its power rating. A Power Meter for each board is on the Choose Board screen. Boards displaying the most green are trick boards. Freestyle boards are the best for tricks but do not carve well. Freeride boards are faster and carve great but don't perform well for tricks.

PAUSE MENU

Press the START button during gameplay to display the Pause Menu and access its options:

RESUME

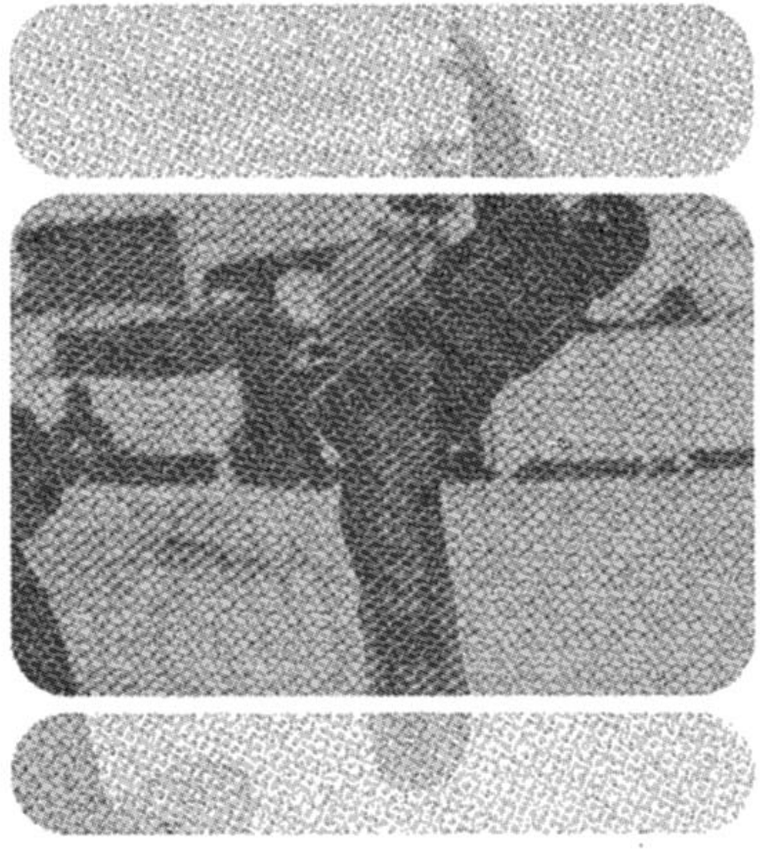
Re-enter the game.

SOUND

Adjust sound volume by pressing the D-Pad left/right.

MUSIC

Adjust music volume by pressing the D-Pad left/right.



OPTIONS

Press the X button to turn screen display options, trick sounds or vibration ON/OFF.
Press the START button to resume play from the Options screen.

- Power—Displays Power Meter on the lower right of the screen.
- Trick Names—Displays trick names on the lower left of the screen as they are attempted.
- Stats—Displays Time, Fakie Bar, Position and MPH readouts.
- Trick Sound—Trick performance triggers audible tone.

RESTART

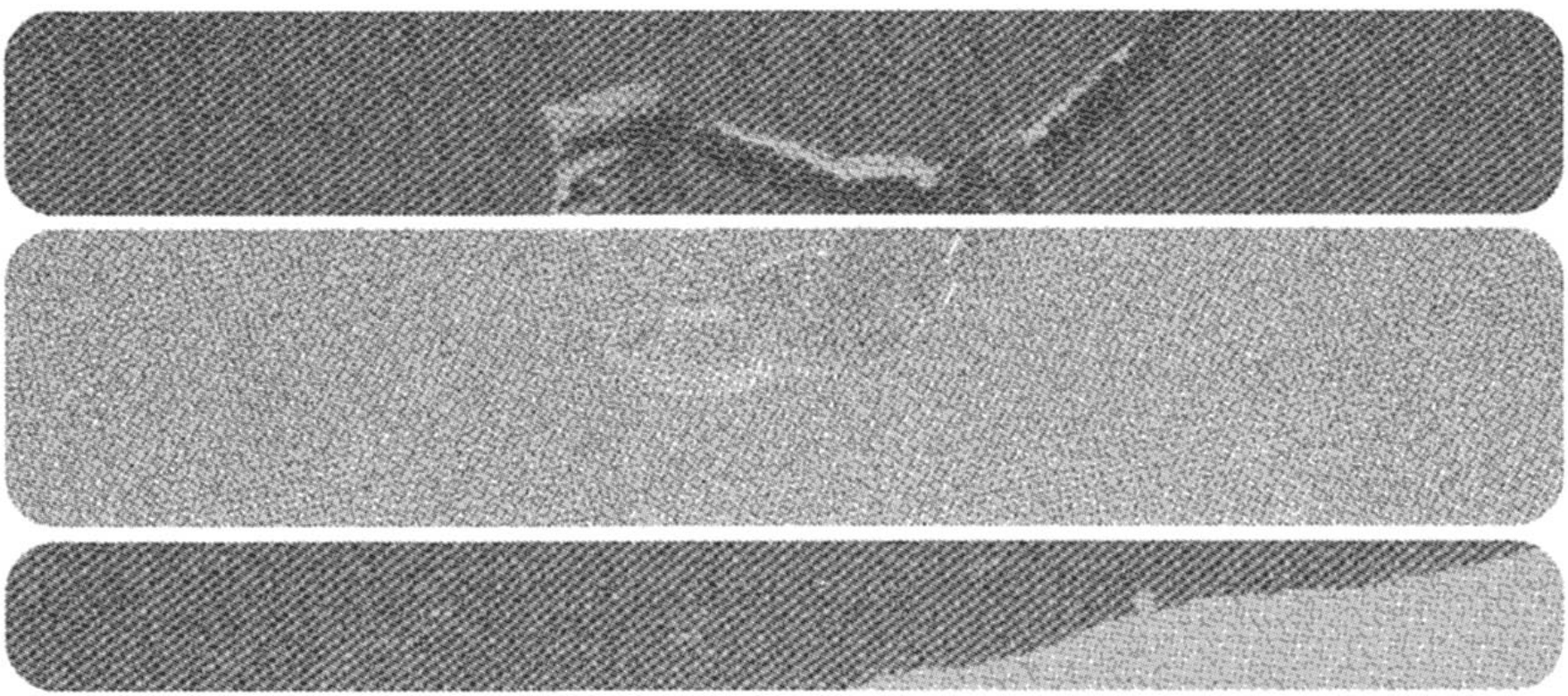
Restart the event.

QUIT

Quit the event in progress.

FIGHT!

- Just when you think you have the whole slope to yourself, somebody blows in and ruins the moment. A quick shot to the trespasser might win the race. To throw a punch on a boarder to your left, press the L1 button. Hit someone on the right by pressing the R1 button.



TOURNAMENT PLAY

Up to four players can compete in a tournament. In the beginning, only one mountain is available for tournament competition. Additional mountains are opened up by winning tournaments.

SAVING A TOURNAMENT

After you complete an event, you will be prompted to save your progress through the tournament.

1. At the end of the event, press the ▲ button to exit the finish line and display the Results screen.
2. Press the × button and a prompt will ask if you want to save the tournament. Highlight YES and press the × button.
3. Highlight the memory block on the Save screen where you want to save the tournament to and press the × button. If saving to a block that already contains data, you will be asked if you want to overwrite the file.
4. When asked if you want to continue the tournament, highlight YES and press the × button to get back into the game.

LOADING A SAVED TOURNAMENT

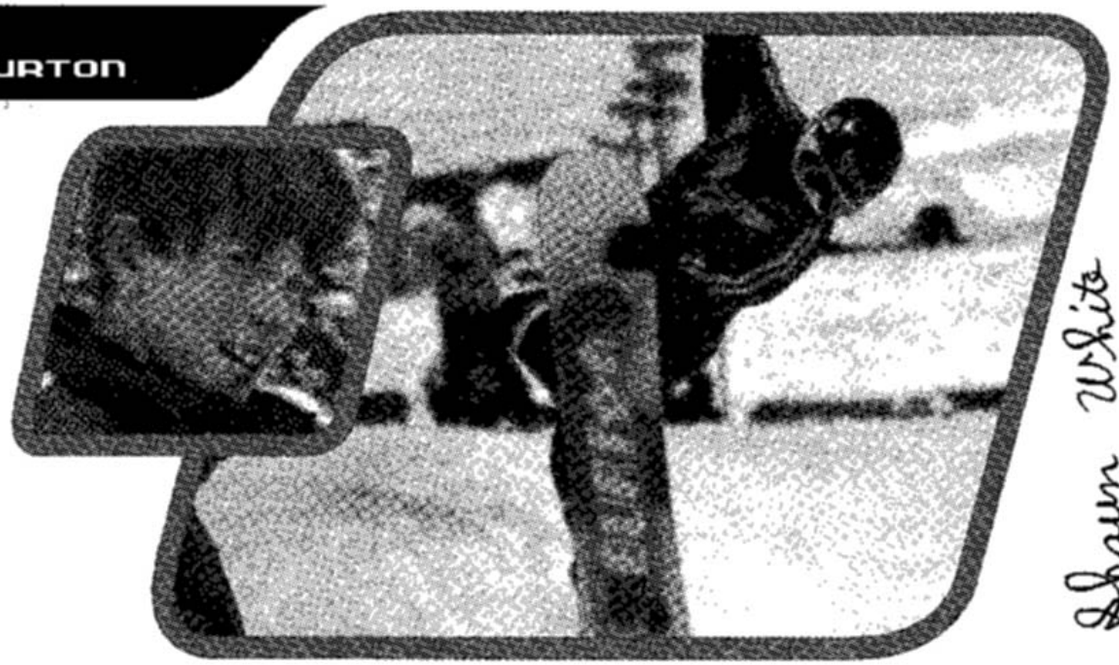
1. Highlight TOURNAMENT on the Game Type screen and press the × button.
2. Highlight LOAD TOURNAMENT and press the × button.
3. Highlight the saved tournament you want to play and press the × button.
4. When the file is loaded, press × to display the current tournament standings.
5. Press the × button to re-enter the tournament.

CUSTOM TOURNAMENT

Create your own tournament. If you want a whole tournament of nothing but Big Air, go ahead. You have six event slots that can be held in any country with any combination of event types.

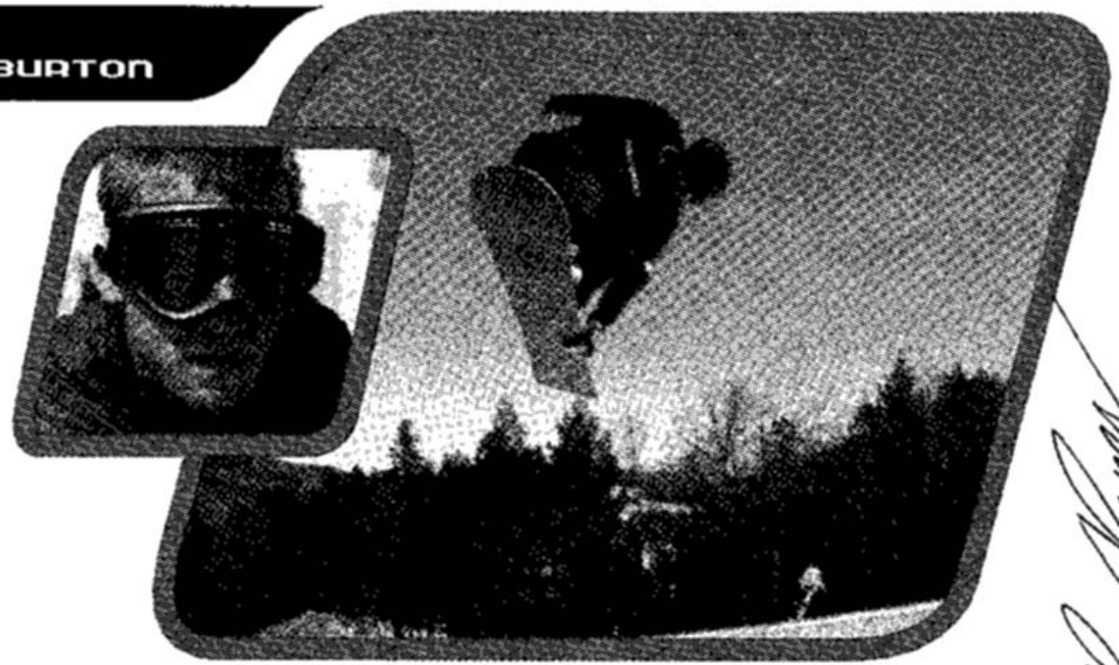
1. On the Tournament screen, highlight CUSTOM TOURNAMENT and press the × button.
2. Press the D-Pad left/right to select a mountain event site and press the × button.
3. Repeat the process for up to six events, then highlight DONE.

SHAUN WHITE | BURTON



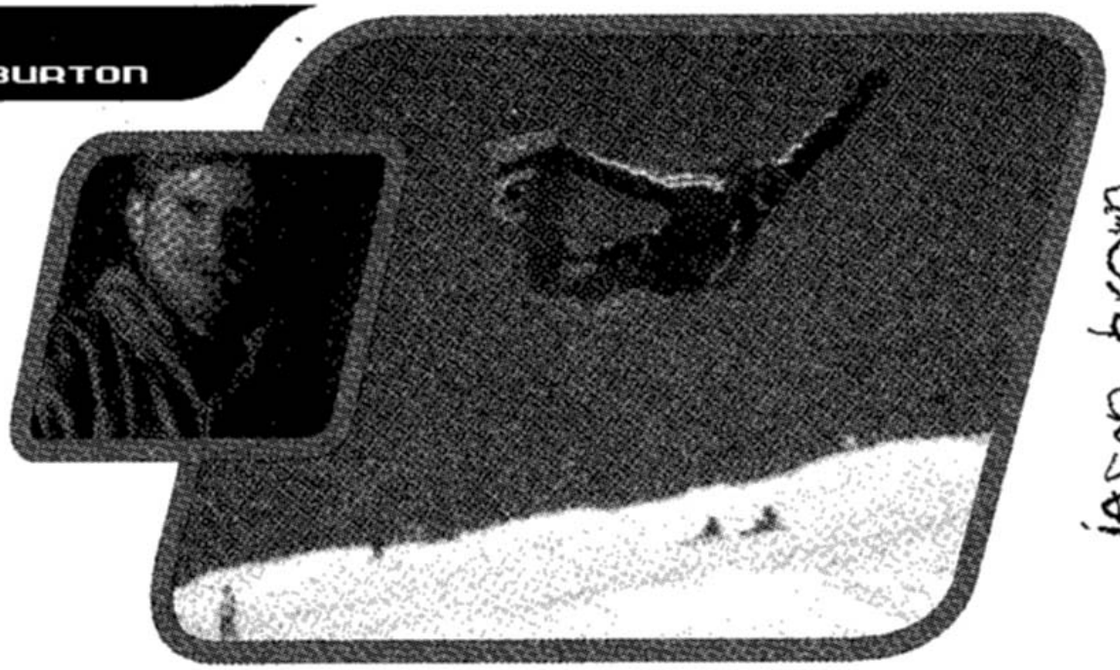
BIRTH DATE:
9/3/86
BIRTH PLACE:
San Diego, CA
CURRENT RESIDENCE:
San Diego, CA
HEIGHT–WEIGHT:
4' – 80 lbs.
DATE TURNED PRO:
1999
FAVORITE BOARD:
Burton Punch
CAREER HIGHLIGHTS:
Japan Nippon Open, Filming with Terje in Japan, *TB7* video, MTV Skateboarding Vert Nationals overall 1st place 4 years, 1st place Westbeach Classic Half Pipe 16 and under, Traveling!
PERSONAL:
I like to skate, play soccer and hang out with friends—Brett, Too Fun and Brian. Thanks Jesse—you're a cool brother. My sister Kari rocks!

ROSS POWERS | BURTON



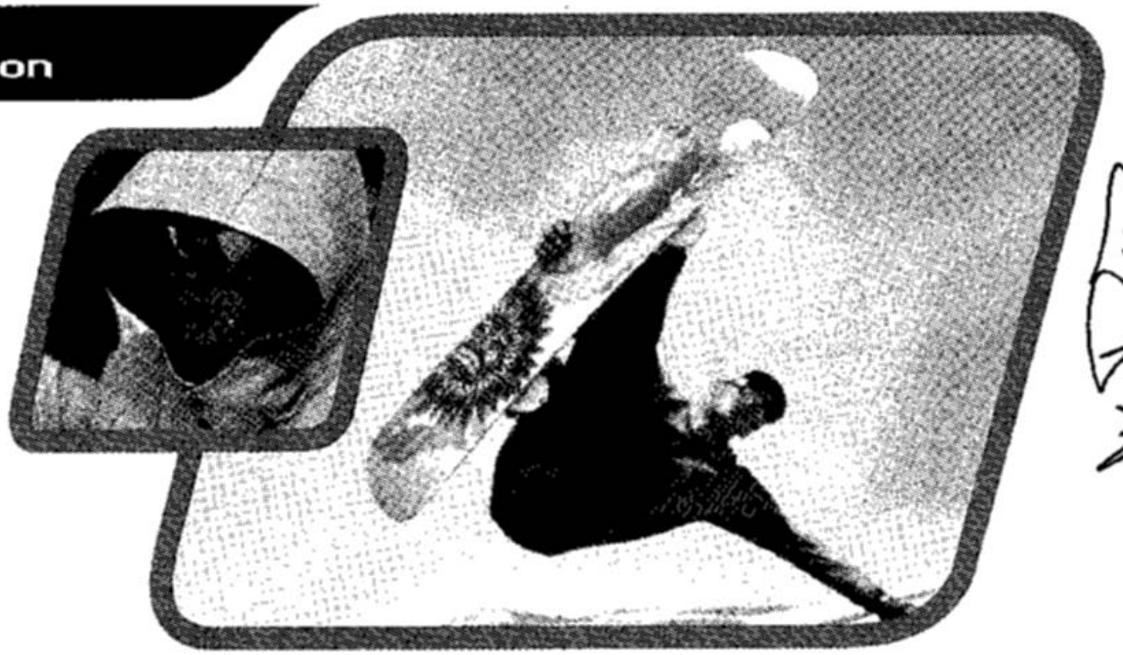
BIRTH DATE:
2/10/79
BIRTH PLACE:
South Londonderry, VT
CURRENT RESIDENCE:
Stratton, VT
HEIGHT–WEIGHT:
5'9" – 160 lbs.
DATE TURNED PRO:
March 1994
FAVORITE BOARD:
Burton Balance 157.5
CAREER HIGHLIGHTS:
1st Half Pipe 1999 U.S. Open, 1st 1998 X Games Half Pipe & Slope Style, Bronze medal in Half Pipe at Olympics, 1st Mammoth 1998 Grandprix, 1st Mt. Bachelor 1998 Grandprix.
PERSONAL:
Motocross, skateboarding, snowmobiling, hanging out with friends.

Jason Brown | Burton



Birth Date:
5/27/74
Birth Place:
Layton, UT
Current Residence:
Vancouver, B.C.
Height–Weight:
5'5" – 145 lbs.
Date Turned Pro:
Spring 1993
Favorite Board:
Burton 7
Career Highlights:
Filming with Dave Seone, Meeting Jake Burton, Being the first person to do a double McTwist, Being on the same team as Craig Kelley and Terje Haakonsen, Inventing the Super-Cab.
Personal:
Skateboarding, writing music and painting. Striving to be the most romantic boyfriend I can possibly be. Check me out at www.jasonbrown.com. Later, dude.

Jim Rippey | Burton



Birth Date:
11/5/70
Birth Place:
Quincy, CA
Current Residence:
Truckee, CA
Height–Weight:
6' – 165 lbs.
Date Turned Pro:
1992
Favorite Board:
Burton Jim Rippey 158.5
Career Highlights:
Winning the Innsbruck Air & Style, Winning the U.S. Open Big Air, Winning Gothenburg Megastar Quarter Pipe Contest, Starring in the top snowboard films for the past 4 years, Having the #1 selling Pro Model in the industry.
Personal:
Sky diving, base jumping, motocross, skateboarding, snowmobiling, heavy metal and hip hop.

natasza zurek | burton



BIRTH DATE:
4/3/78

BIRTH PLACE:
Zakopane, Poland

CURRENT RESIDENCE:
Vancouver, B.C.

HEIGHT–WEIGHT:
5'2" – 120 lbs.

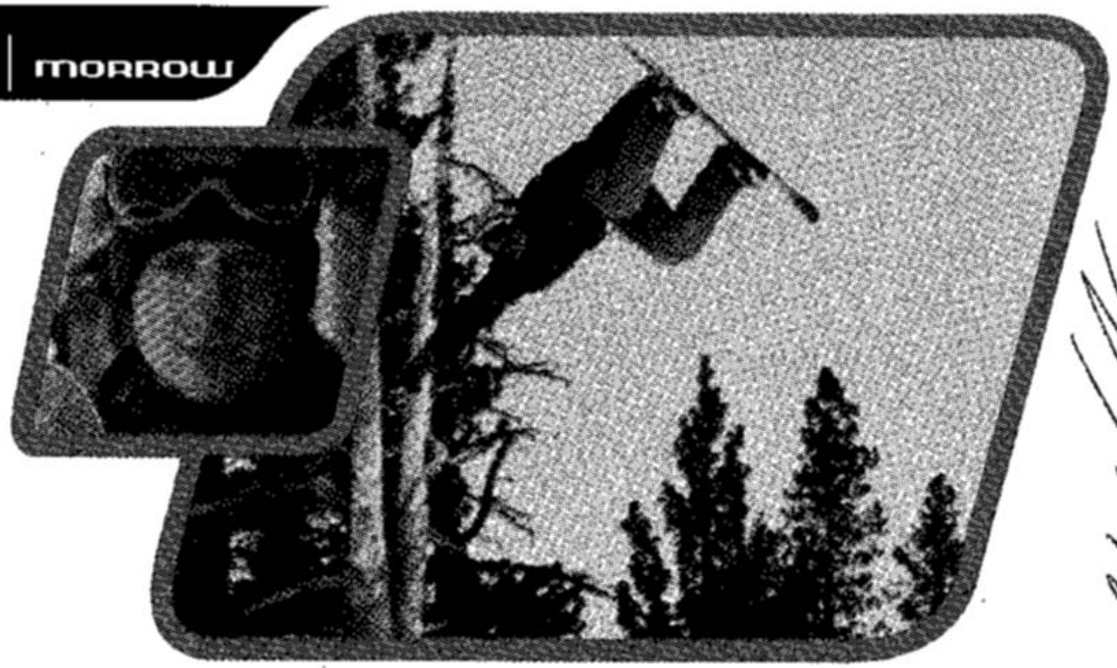
DATE TURNED PRO:
1996

FAVORITE BOARD:
Burton Balance

CAREER HIGHLIGHTS:
1st 1999 European Open Half Pipe, 1st 1998 Innsbruck Air & Style Quarter Pipe.
Anytime I see my photo in *Snowboarder Magazine.*

PERSONAL:
I like climbing, hiking, photography, learning, funny people, my family and music.

andrew crawford | morrow



BIRTH DATE:
6/14/78

BIRTH PLACE:
Missoula, MT

CURRENT RESIDENCE:
Salt Lake City, UT

HEIGHT–WEIGHT:
5'7" – 154 lbs.

DATE TURNED PRO:
8/1/96

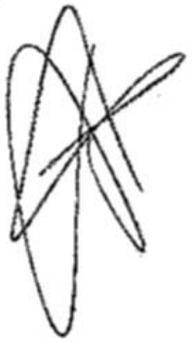
FAVORITE BOARD:
Morrow Dimension 56

CAREER HIGHLIGHTS:
2nd place Air & Style Quarter Pipe, 2nd place Japan Air Riders Big Air, 5th place Westbeach Classic Big Air, Cover of 1997 Summer *Snowboarder Magazine* issue.

PERSONAL:
Skateboarding, heavy metal music, fast cars and fast women! Jamie Thomas—Bow down to this, man!

JP Walker | Forum





Birth Date:
10/16/76
Birth Place:
Salt Lake City, UT
Current Residence:
Sugarhouse, UT
Height–Weight:
5'6" – 140 lbs.
Date Turned Pro:
1995
Favorite Board:
Forum JP Walker 154
Career Highlights:
Filming with Mack Dawg, 1st MTV Board Blast, 1st Snow Summit Team Challenge.
Personal:
Skateboarding, BMX, filming, hanging out with my friends and girlfriend, designing snowboards.

Darren Cingel | Santa Cruz





Birth Date:
5/17/75
Birth Place:
Edmonton, Alberta, Canada
Current Residence:
Red Deer, Alberta, Canada
Height–Weight:
5'6" – 155 lbs.
Date Turned Pro:
1995
Favorite Board:
Santa Cruz X-156/C-158
Career Highlights:
Getting to travel around the world and have fun riding. Parts in FLF's film *Kapow* and Transworld's film *Snowblind.* The winter of '97–'98—there was lots of powder!
Personal:
Skateboarding, motocross, fishing and camping.

Michele Taggart | Salomon



Birth Date:
5/6/70

Birth Place:
Salem, OR

Current Residence:
Salem, OR and North Lake Tahoe, CA

Height–Weight:
5'6" – 133 lbs.

Date Turned Pro:
Long ago

Favorite Board:
Salomon Michele Taggart 154

Career Highlights:
Ridin' the goods in AK and being scared, 1998 ISF World Half Pipe Champion, 1st Half Pipe ESPN Freeride, 1996 World Overall Champion, meeting nice people, traveling the world and going to the Olympics.

Personal:
Surfing, moto bikin', reading, hammock-lounging, learning to play guitar, hanging with my buddies, animals, family, cooking, snowmobiling, lunch time, yoga, clouds. My body is still in one piece!

Jennie Waara | Ride



Birth Date:
1/10/75

Birth Place:
Gallivare, Sweden

Current Residence:
Seattle, WA

Height–Weight:
5'3" – 113 lbs.

Date Turned Pro:
1994

Favorite Board:
Ride Jennie Waara Pro Model

Career Highlights:
1997 X Games 3 medals, 1998 X Games Gold medal, 1995 U.S. Open 3rd place, 1998 Olympics 8th place.

Personal:
I like rock climbing, yoga, reading, shopping, going to movies and traveling to tropical climates. I also play squash when I'm not riding.

CHAD OTTERSTROM | M3



Chad Otterstrom

BIRTH DATE:
7/11/76

BIRTH PLACE:
Shoreview, MN

CURRENT RESIDENCE:
Breckenridge, CO

HEIGHT–WEIGHT:
5'8" – 165 lbs.

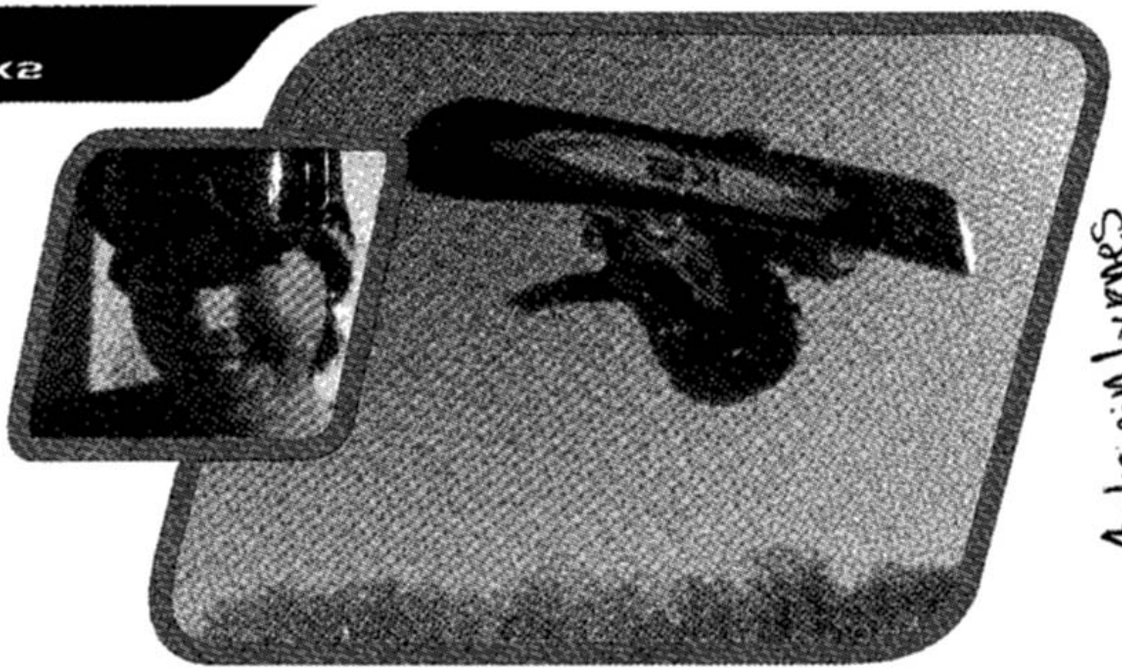
DATE TURNED PRO:
December 1997

FAVORITE BOARD:
M3 156

CAREER HIGHLIGHTS:
Mack Dawg movie *Decade*, 1st Slope Style Aspen Freeride tour 12/97, 1st Half Pipe Unvailed 3/98, 1st Slope Style Sierra-at-Tahoe 2/98, 2nd Big Air Vans Triple Crown Breckenridge 12/98.

PERSONAL:
Hanging out with my friends, skateboarding in the summer and fall, BMX, video games, spinning pillows, freeriding with friends.

TRICIA BYRNES | K2



Tricia Byrnes

BIRTH DATE:
11/18/74

BIRTH PLACE:
Greenwich, CT

CURRENT RESIDENCE:
Stratton, VT

HEIGHT–WEIGHT:
5'7" – 145 lbs.

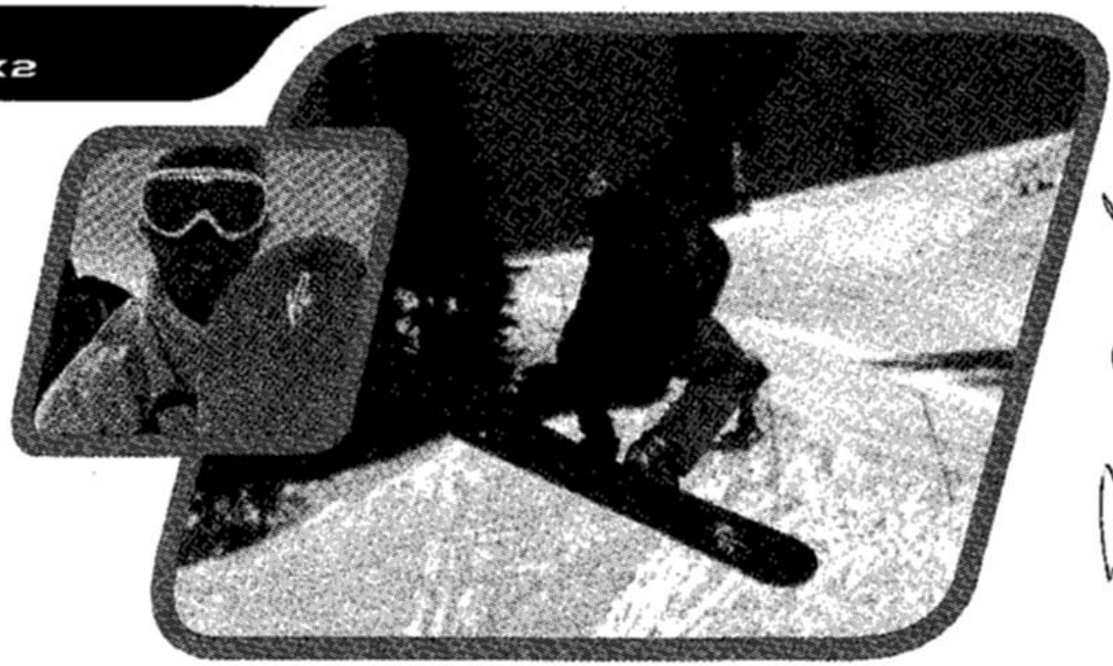
DATE TURNED PRO:
1993

FAVORITE BOARD:
K2 Futura

CAREER HIGHLIGHTS:
1999 U.S. Open 2nd place Half Pipe, 1998 U.S. Open 1st place, 1999 FIS World Cup Half Pipe Overall Champion, Won a Harley Davidson! Traveling with my friends doing contests and laughing.

PERSONAL:
I love to play guitar and drums with Danny and my friends. Reading is fun and school is cool. Hanging out with my family. Eating is yummy.

BRIAN SAVARD | K2



BIRTH DATE:
3/4/72
BIRTH PLACE:
Whiterock, B.C.
CURRENT RESIDENCE:
Whistler, B.C.
HEIGHT–WEIGHT:
5'10" – 175 lbs.
DATE TURNED PRO:
1994
FAVORITE BOARD:
K2 Brian Savard Streamer 161
CAREER HIGHLIGHTS:
#1 Obe Big Air, Pro video parts in *Exit, Exposed, Freedom, TB4, TB5* and *TB8*; First descents down mountains in India (the Turbin Twister), Iran (Mt. Damavand), Bolivia (Mt. Chacaltaya) and Alaska (Chillcat Mountains).
PERSONAL:
I like to snowmobile, skateboard, surf, paint, draw, fly fish and hang out with my wife and son, Jordan. Check me out at www.K2snowboards.com. Play it loud, breathe deep!

CHRIS ENGELSMAN | K2



BIRTH DATE:
1/6/74
BIRTH PLACE:
Holland, MI
CURRENT RESIDENCE:
Salt Lake City, UT
HEIGHT–WEIGHT:
6'1" – 180 lbs.
DATE TURNED PRO:
December 1994
FAVORITE BOARD:
K2 Fatbob 162
CAREER HIGHLIGHTS:
All of my travels in Russia and China, Winning the U.S. Extremes in Crested Butte and winning two events in one day at Aspen: Triple Big Air and Boardercross.
PERSONAL:
Motocross, skateboarding, making things with wood, basketball, pretty much anything to do with recreation.

noah salasnek | mly



BIRTH DATE:
3/14/70
BIRTH PLACE:
San Francisco, CA
CURRENT RESIDENCE:
Truckee, CA
HEIGHT–WEIGHT:
5'7" – 155 lbs.
DATE TURNED PRO:
1989
FAVORITE BOARD:
MLY Variable 157
CAREER HIGHLIGHTS:
1989 Skateboard National Amateur Champion, 1st place Squaw Half Pipe contest, Major video parts in Standard Films' *TB2–TB7*, Two major parts in Mack Dawg's videos, 1997 cover shot of *Snowboarder Magazine*, Designed "Noah's Park" at SugarBowl resort.
PERSONAL:
Training in my own snowboard park at SugarBowl. Motocross, skateboarding, BMX and snowmobiling.

jimmy halopoff | mly



BIRTH DATE:
1/25/71
BIRTH PLACE:
West Covina, CA
CURRENT RESIDENCE:
South Lake Tahoe, CA
HEIGHT–WEIGHT:
6' – 175 lbs.
DATE TURNED PRO:
11/1/91
FAVORITE BOARD:
MLY Variable 157
CAREER HIGHLIGHTS:
1st place Big Air 1997 X Games, 2nd place Slope Style 1997 X Games, Alaska and Canada heliboarding, 4th place Vans World Championships Big Air.
PERSONAL:
BMX, fly fishing, skateboarding and my family.