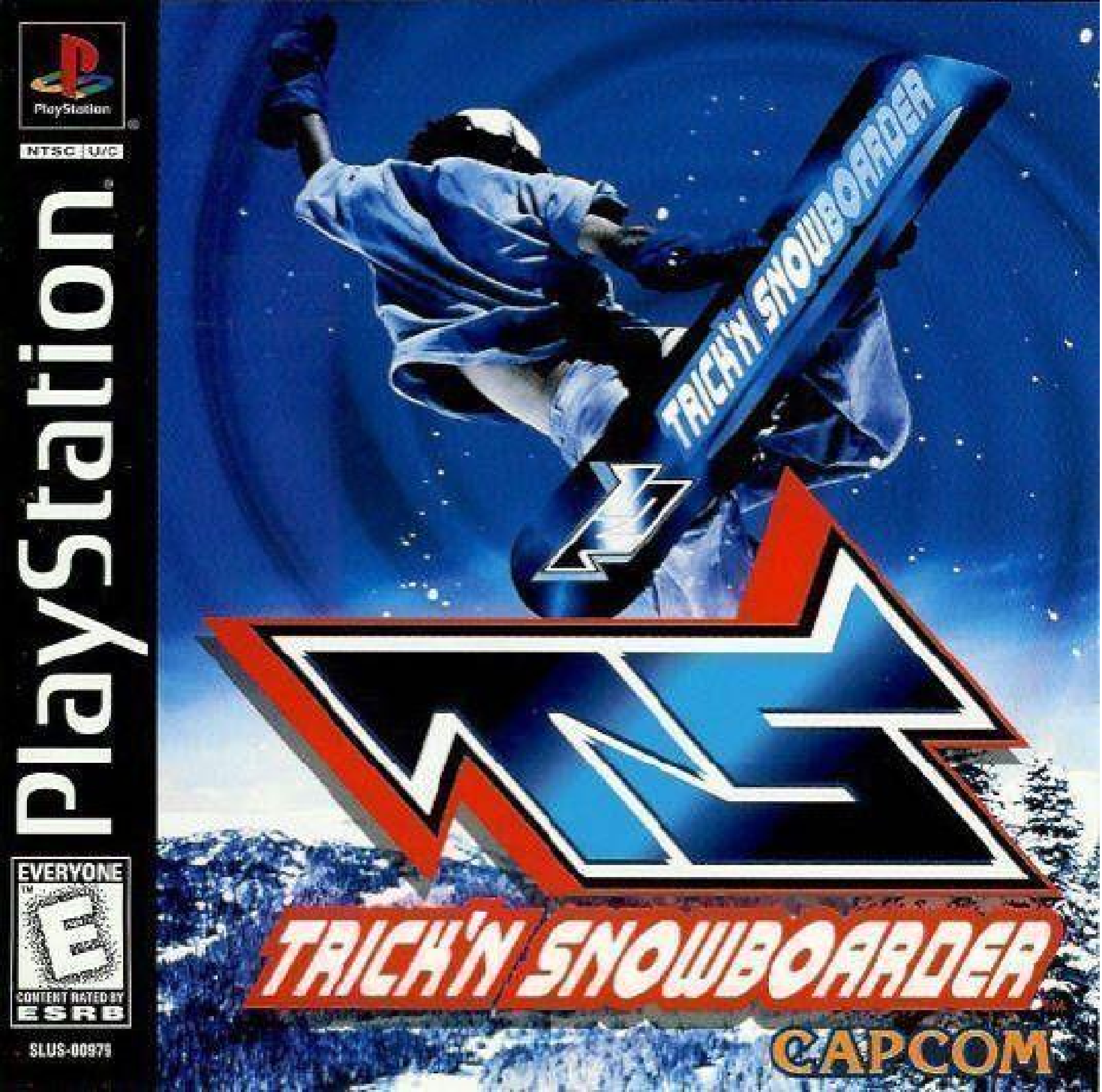

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY
ESRB
SLUS-00979
TRICK'N SNOWBOARDER
TRICK'N SNOWBOARDER
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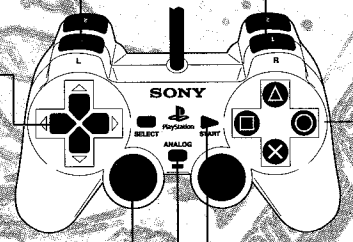
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CONTROLS



L1 Button
- Check player photos (Player Select screen)
- Left drift/left spin (J)

R1 Button
- Check player photos (Player Select screen)
- Right drift/right spin (J)

(J) – perform action while jumping

Directional Button (D-Button) (digital mode)
- Select mode & player
- Change settings in Option menu
- Carve

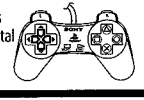
▲ button – Cancel/previous screen
● button – Advance text
– Flip (J)
■ button – Jump
✕ button – Confirm selections
– Grab

Left Stick (analog mode)
- Select mode & player
- Change settings in Option menu
- Carve

START Button
- Start game
- Pause/resume

Analog Mode Switch
- Toggle analog (red) or digital (dim) mode

You may have a controller that looks like this. If so, please follow the digital instructions outlined on this page.



Note: These are the default button controls. Change them by from the Options menu, page 23. You can also turn the vibration function on/off in Option mode (DUAL SHOCK™ analog controller only).

ACTIONS

CARVE

Make a curving turn with the D-Button or Left Stick (using the Left Stick gives you tighter control). When carving, you turn with little loss of speed.

DRIFT TURN

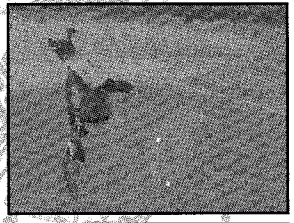
Make a sharp turn with the L1 and R1 buttons. Combine a drift turn with the D-Button or Left Stick action to reduce speed during the turn.

JUMP

Press the ■ button (default). When jumping, you can do the following:

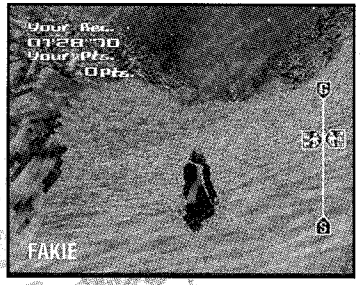
- Grab - × button (default). Your basic trick.
- Flip - ● button (default). Flip forward or backward.
- Spin - L1/R1 button (default). Rotate sideways.

Want to know more about sliding rails and pulling lofty tricks? See pages 9-10.





GAME SCREEN



BEST RECORD Fastest time for the track so far. Beat it!

YOUR RECORD Your current time.

YOUR POINTS Your points gained with tricks.

FAKIE MARKER Sign that you're in fakie stance during a ride.

PLAYER Your rider.

COMBO TIMER Sign that combo of tricks is available.

TRICK NAME/POINTS After a trick, its name and points you earned appear.

Press START during a ride and the Pause menu will appear:

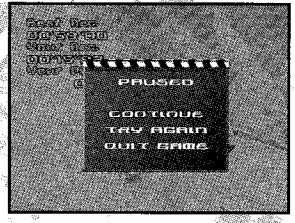
CONTINUE Continue to play

TRY AGAIN Restart from the beginning of the track.

QUIT GAME Quit the ride and return to the Mode Select menu.

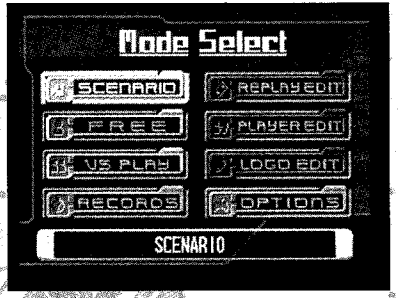
BOARD TALK

"Fakie" means riding with an opposite stance to your normal stance (see page 8). Your speed is reduced during a fakie.



SELECTING A GAME MODE

Press START on the Title screen to bring up the Mode Select menu. Select a play mode and press the × button to begin.



SCENARIO Play in story mode, attempting each new track in a pre-set order (see page 13).

FREE Choose your track freely (see page 18).

VS PLAY Two-player competition mode (see page 18).

RECORDS Review the records for all tracks (see page 22).

REPLAY EDIT Edit your replay data (see page 20).

PLAYER EDIT Edit your own character (see page 21).

LOGO EDIT Edit your own logo (see page 21).

OPTIONS Adjust game settings (see page 23).

GAME PROGRESSION

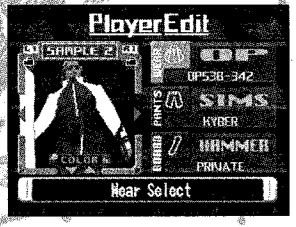
COURSE SELECT

Choose a course mode with D-Button ←/→. Choose a track with D-Button ↑/↓.



PLAYER SELECT

Choose from four characters with D-Button ←/→. If you have Player Edit data on a memory card, you can use the character. (See page 21 for Player Edit.)



Selecting Player Edit

- Highlight PLAYER EDIT with the D-Button. If NOT EXIST is displayed, press the × button to bring up the loading screen.
- If you already have a Player Edit character and want to load it, press the × button. (Make sure the memory card containing the Player Edit data is inserted.)
- If you saved a character in Scenario mode, you can use it by choosing SCENARIO mode.
- After loading, the Player Edit character will appear. Press the × button to confirm.

Note: Player Edit characters cannot be used in VS Play mode when playing via Link Cable. Characters saved in Scenario mode cannot be used in New Game or in VS Play mode when playing via Link Cable.

SELECT A STANCE

Choose your character's stance: STANDARD or GOOFY.

PLAY!

A demo of the track, records and target time will be displayed. After a countdown, the snowboarding trial starts. (See game mode descriptions beginning on page 13.)

NAME ENTRY

You can input your name after completing the track. Choose letters with the D-Button ↑/↓. When finished, select END and press the × button.

REPLAY

Your previous play will be automatically replayed from different angles. Press START or the × button during a replay to open the Easy menu.

Maximum replay time is approximately four minutes.

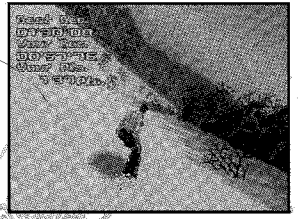
REPLAY Replay the previous play again.

SAVE REPLAY Save replay data to a memory card, so you can replay and edit footage (four free blocks required). You can save replay footage only within the Target Time displayed before each trial.

TRY AGAIN Play again with the same character and track.

GHOST PLAY Save your previous play data as a ghost and race against yourself! (You cannot save a ghost if your time is over the Target Time displayed before each trial.)

EXIT Return to the Mode Select menu.







TRICKS

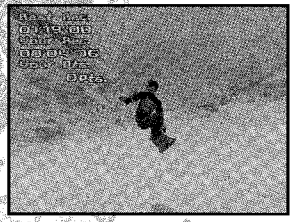
Pulling tricks in Free mode is a great way to rack up points. Tricks include grabbing the board and spinning in the air.

BOARD TALK

"Standard" stance is riding with your left foot forward, closest to the nose. "Goofy" footed is the other way, right foot forward.

HOW TO PERFORM A TRICK

When you get air (jump) using a bump, wall, or other "bonking item" on the track, press the ×, ●, L1 or R1 button. Pressing the ■ button (default) to jump higher makes it even easier to perform a trick.



GRAB TRICKS × **button in the air**

This is a trick where you grab the board in the air. You can perform various grab moves by combining the × button (default) and different D-Button presses. The longer you grab, the higher the points you get. Each character has different types of grab moves.





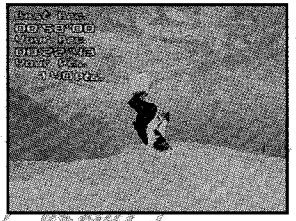




D-Button	Lila	Daichi	Gale	Ashley
↑	Tail Grab	Tail Nosebone	Tail Grab	Tail Grab
↓	Nose Grab	Nose Grab	Mute Grab	Mute Grab
←	Indy Grab	Indy Nosebone	Indy Grab	Indy Grab
→	Method	Method	Method	Method

FLIP TRICKS ● **button in the air**
With this trick, you rotate vertically in the air. You can flip only once during a jump by pressing the ● button (default).

SPIN TRICKS **L1 or R1 button in the air**
With this stunt, you rotate horizontally in the air. The longer you press the button (L1 or R1, default), the more your character will spin and the more points you get.



ADVANCED TRICKS
You can combine some basic tricks for more advanced techniques. Try various combinations. For example, try the "Grab to Grab."

GRAB TO GRAB **Do 2 grab moves in a row**
Example: Lila (refer to chart, page 9)

Indy Grab→Tail Grab **(In the air)** ← + ×, → + ×



COMBO When you perform combos, the Combo Timer appears and counts down (see page 5). Perform another combo trick before the timer runs out and get bonus points added to your score. (If a trick's point value is below a certain level, the trick is not counted as a combo.)

You can also combine a grab with a flip or spin. If you jump high enough, you can combine more than two tricks. Give it a try and you rule!

STYLE Set the style for your trick controls: NORMAL (assign a button to each type of trick) or COMMAND (combine the D-button/Left Stick with another button to perform tricks).

SELECTING A COURSE

TRICK'N SNOWBOARDER has five course modes. Scenario mode plays the courses in a set order. In Free and VS Play modes, you can choose the course you'll play.



X-TREME Six natural freestyle courses:

SWISS (Beginner) A wide course where you can enjoy free snowboarding.

JAPAN (Intermediate) Ride into a beautiful sunset and be ready to jump over a speeding train.

ITALY (Intermediate) With its wide choice of moguls and rails, Italy's track is a trick'n rider's paradise. Pull high-scoring tricks in the ruin near the track's end.

USA (Beginner) On this forested course, fallen trees are perfect for advanced tricks.

ARGENTINA (Advanced) A course best suited for experienced riders, full of narrow paths surrounded by rocks and steep slopes.

ALASKA (Intermediate) The biggest cliff in the game crowns this snowboarder's Mecca.



ALPINE Four courses, all Swiss:

SWISS Slalom through the gamut of flags, carving left and right. If you don't pass the correct side of a flag, a two-second penalty is added to your time. Four difficulty levels: EASY, NORMAL, HARD and SUPER.

HALFPIPE Two courses, exclusive to Free mode:

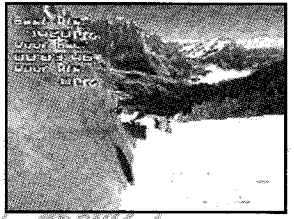
USA & CANADA Use the walls on both sides to perform excellent tricks.

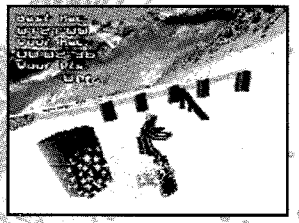
SNOWBOARDER PARK One course:

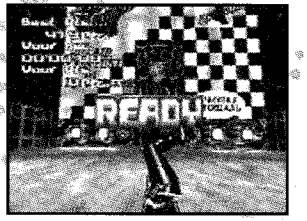
NEW ZEALAND (Advanced) This artificial course is loaded with drums and rails. Accurate board control is a must!

ONE MAKE One course:

RUSSIA Its big jump base will keep you busy performing as many tricks as you can. Excellent tricks earn higher points!







SCENARIO MODE



Choose from four players or use your own edit character in this one player mode.

Extreme Tour is an outfit that travels to mountains all over the world during one year to videotape snowboard footage. Gale Parker, the general director of the tour, makes all decisions. It's a major coup for any snowboarder to be scouted for the tour and complete a full year on location. However, very few riders can withstand the tough schedule. This year, it's your chance! If you stick with it, your name will be immortalized in snowboarding fame. If you fail, you'll be dropped cold!

SCREEN

CAMERA WINDOW appears when you come close to a recording spot.

TRICK required for the videotape (and the one you must perform next) appears on the screen.

STARTING THE GAME

After entering Scenario mode from the Mode Select menu, you can select either NEW GAME or CONTINUE. If you are playing for the first time, select NEW GAME. (If you have a memory card with saved game data, you can CONTINUE.)

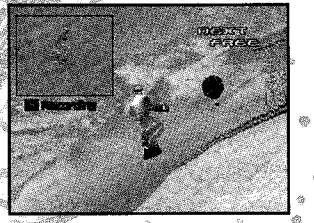
SAVE & LOAD

In Scenario mode you can save your game at certain points. Follow the on-screen instructions to save. (You must have a memory card inserted in order to save.) Once you save your game, you can resume it later by selecting CONTINUE.

SCENARIO MODE PROGRESSION

1. Meeting
   Meet with Gale Parker regarding the location.
2. Course Explanation
   Parker explains the recording spots, the tricks you need to perform and other information.
3. Confirmation
   Parker asks if you have any questions. Select YES to hear his explanation again.
4. Game Start
   Go on the course and ride to the recording spots.
5. Recording
   When you come close to a recording point, a camera window opens. You must perform the tricks as instructed.
6. Evaluation
   Parker evaluates your performance. If you made the grade, you advance to the next course. If you didn't meet his demand, you're outta there!







RIVALS

In Scenario mode, a rival character will occasionally challenge you. The condition for winning varies with the challenger, and the outcome of the match affects the Scenario story.

If you beat a rival in a match, your ability increases (the ability affected depends on the rival). If you meet certain conditions, you can choose rival characters in Free mode. The conditions are secret, but watch the endings carefully.

The character you save in Scenario mode is available for Free mode and VS Play (except for Link Cable games). See pages 18-19.

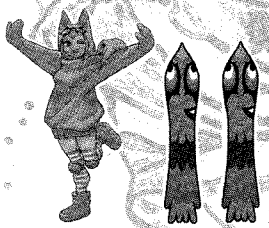


D-Button	Ashley	Daichi	Jack	Lila	Majogh
↑	Tail Grab	Tail Grab	Tail Grab	Tail Grab	Tail Grab
↓	Mute Grab	Tweak	Nose Grab	Nose Grab	Tweak
←	Indy Grab	Indy Grab	Stiffy	Indy Grab	Stiffy
→	Method	Method	Method	Method	Method

GALE PARKER Oregon, USA

The general director of the Extreme Tour, Parker is a charismatic star to snowboarders around the world.



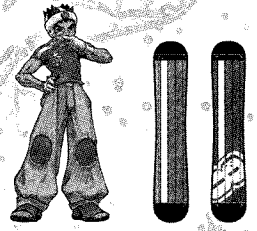


ASHLEY PARKER Oregon, USA

Parker's freewheeling daughter doesn't always travel with the tour. Luckily, this time she decided to come along. All Ashley's abilities are above average. You can't go wrong with Ashley.

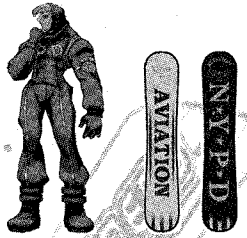
DAICHI KUSAMA Touhoku, Japan

Hot-blooded Daichi quit high school to travel around the world honing his snowboarding skills. He is a powerful character who rarely falls, even when crashing into trees or performing difficult landings.



JACK Florida, USA

He looks cool and self-assured, but he actually has a hot fighting spirit. Jack is veiled in mystery. Jack's speed is fast and his jump balance above average. He doesn't have any glaring flaws.



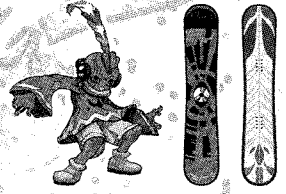


LILA SIMONS Paris, France

Heiress to a huge forture, Lila is stubborn, willful and a great believer in her own motto: Victory equals Beauty. Maximum speed is her strength, but she's a bit difficult to control since her other abilities fall short.

MAJAGH Darussalam, Brunei

The super MC of accurate rhythm, Majagh runs across Extreme Tours while pursuing his passion for snowboarding. He has great spin ability and is good at executing tricks. Lack of speed is his weakness.



FREE MODE

Choose a course and character to play. Select from 14 courses and four characters, up to two Player Edit characters and any rival characters you have unlocked.

VS PLAY MODE

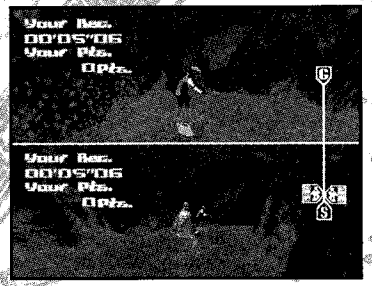
Choose from two screen types (horizontal and vertical) before starting this two player head-to-head competition. (You must be using two controllers or Link Cable to play this mode.)

When you begin, the distance to the goal and the player's position are displayed. After choosing a screen type and stage, select a condition for winning:

SPEED The first one to the goal wins.

TRICK The rider with the highest trick points wins.

RANKING The rider with the highest total points (time and tricks) wins.



For certain courses, the condition for winning is determined automatically. Rival characters are not available for selection in VS Play mode.

VS PLAY USING LINK CABLE

With an optional Link Cable, you can play VS Play mode on a full screen. Player Edit characters are not available in VS Play mode when using a Link Cable

1. Connecting Link Cable
   Insert a Link Cable into the communication terminal on the back of each PlayStation game console. Turn ON the PlayStation game console AFTER connecting the cable.
2. Select CABLE MODE
   Both players choose VS Play to begin. The Cable Waiting screen for an opponent player will appear. (You'll see an error message if the connection does not succeed within a certain time. If it fails, return to the previous screen by pressing the × button, and choose CABLE MODE again.)
3. Course, Player Select
   After the connection is successful, choose a course, condition for winning and character.

   Note: In VS Play, trick names will not be displayed.

VS Play mode with a Link Cable requires:
- 2 PlayStation game consoles
- 2 monitors
- 2 **Trick'n Snowboarder** CDs
- 1 Link Cable
- Snow

EDITING FEATURES

REPLAY EDIT

You can edit your Replay footage with various effects and make your own cool footage. Make your selection from the Edit menu and press the × button.

REPLAY MENU

PLAY shows you the Replay footage you edited.

EDIT allows you to edit the Replay footage.

LOAD allows you to load previously saved Replay footage from a memory card. Sample footage is also available to load from the game CD.

SAVE allows you to save the Replay footage you edited. Four free blocks required.

EDIT

The Replay footage you have chosen will be displayed. Press the × button at the trick you want to edit, and Trick Edit Screen will appear.

× Button	Open Trick Edit screen
START Button	Open Exit menu

EXIT MENU

CONTINUE Return to Replay footage.

BLUR Set blur effect on/off.

COMBO Set combo display on/off.

EXIT Return to Replay menu.

TRICK NUMBER

The numbers of the tricks performed in the footage are displayed. When you are viewing a trick that you can edit, the number color will turn orange.

SEARCH FUNCTION

Use the following controls to search for tricks within the Replay footage:

L1 Button	Previous trick
L2 Button	Next trick
R1 Button	First trick
R2 Button	Last trick

The maximum number of tricks you can search for and edit is 32. Any tricks beyond the first 32 are not counted.

WINDOW

The window describes the item highlighted.

SEARCH FUNCTION

You can use the Search Function while editing. A selectable menu appears:

PREVIEW View the footage.

EDIT AGAIN Continue editing the trick.

NEXT Go on to the next trick you want to edit.

Use these controls:

D-Button	Move cursor
× Button	Determine, Preview
▲ Button	Cancel
■ Button	Return to the beginning
START Button	Open Exit menu

CAMERA Adjust the camera moves.

TRICK Close up camera.

ANGLE Change camera position.

DIST Change camera distance.

ZOOM Change camera zoom (four levels).

SPIN Turn camera around.

TILT Tilt camera.

COURSE Show the entire course.

SPEED Select slow motion speed (three speeds).

COLOR Change the color of character and screen. Choose PLAYER or COURSE, then choose an effect:

MONO Black and white.
SEPIA Sepia color.
REDUCE The number of colors used is reduced.
CONT Emphasize contrast.
NEGA Switch negative and positive.
SWAP Exchange Red, Green and Blue.
PALLET Color an object.

SCREEN Choose screen effects.

SPLIT The screen will split and display in single frame steps.
MULTI The screen will split and each half will display the same footage.
OTHERS Choose additional effects.
RESET Initialize the settings.

PLAYER EDIT

Edit your original character to make a dream rider with the best equipment. On the Player Edit screen, use the L1 and R1 buttons to change camera angles.

CHARACTER SELECT Select a character and press the × button.

WEAR SELECT Select an anorak and press the × button.

PANTS SELECT Select pants and press the × button.

BOARD SELECT Select a board and press the × button. (There is no difference in the ability of the boards.)

SAVE You can save up to two edit characters.

GAME MODES FOR PLAYER EDIT

You can use your saved Player Edit character in Scenario, Free and VS Play modes.

LOGO EDIT

1. Erase the logo on screen by selecting DELETE and pressing the × button (default).
2. Change the pen color by moving the highlight to the Color Change window, selecting a color and pressing the × button.
3. To draw, move the highlight to the Edit screen. Draw a line by pressing the ● button while using the D-Button. Erase by pressing the × button while using the D-Button.
4. Use the Logo Edit screen options (see page 22) to finish the logo.
5. Don't forget to save your logo!

LOGO EDIT SCREEN

COMMAND PANEL

Move the highlight over the panel to use its functions:

FUNCTION DISPLAY WINDOW Shows the button assignments for each command.

COLOR ADJUSTMENT WINDOW Adjust the RGB of the color.

PEN COLOR WINDOW Shows the current pen color.

EDIT SCREEN Press the × button to color.

LOGO WINDOW Displays the entire logo.

PEN SELECT WINDOW Choose the pen thickness.

COLOR CHANGE WINDOW Change the pen color. (Press the × button to create a gradation between the pen color and the color of the highlighted dot.)

BASIC CONTROL

D-Button/Left Stick	Move cursor
▲ button	Skip item

Note: Check the Function Display window for available options.

COMMAND

SCALE Change the magnification of the Edit screen.

UNDO Undo the previous coloring or erasing.

DELETE Delete the displayed logo.

LOAD Load a logo from a memory card.

SAVE Save a logo to a memory card.

EXIT End the Logo Edit

RECORDS

Select RECORDS from the Mode Select menu to review the records for all courses. Record time and trick points are displayed (switched periodically). You can save and load record data.

OPTIONS

Select OPTIONS from the Mode Select menu to adjust game settings. Highlight an item with D-Button/Left Stick ↑/↓, and confirm with the × button.

CONTROL

STYLE Choose from 2 styles:

NORMAL Assign a different button to each type of trick.

COMMAND Perform tricks by combining the D-Button/Left Stick with another button.

JUMP (■ button default) Jump/Grab (in air)

DRIFT (× button default) Action varies depending on the D-Button/Left Stick direction:

←/→ (on ground) Drift

←/→ (in air) Spin

↑/↓ (in air) Flip

BUTTONS Change the button assignments.

VIBRATION Set the vibration function of the DUAL SHOCK™ analog controller on/off.

EXIT Return to the main Option menu.

SOUND

VOLUME Adjust the volume of background music and sound effects.

SOUND MODE Choose STEREO or MONAURAL depending on the number of speakers attached to your TV.

EXIT Return to the main Options menu.

SAVE/LOAD

SAVE OPTION/RECORD Save game settings and records (requires 1 free block).

LOAD OPTION/RECORD Load game settings and records.

RESET Initialize game settings and records.

SECRET Save and load Secret (requires one free block).

EXIT Return to the main Options menu.

Note: An optional memory card is needed to save your game. Insert a memory card into memory card slot 1 or slot 2 before turning on the PlayStation game console.

BLOCKS REQUIRED TO SAVE

OPTION/RECORD	1 block
PLAYER EDIT	1 block
SCENARIO	1 block
LOGO EDIT	1 block
SECRET	1 block
REPLAY	4 blocks

AUTO LOADING

When you inserted a memory card with **TRICK'N SNOWBOARDER** data and turn on the PlayStation game console, Option/Record, Logo Edit and Secret data are loaded automatically.

Warning: Turning off the PlayStation game console, pressing the Reset button or removing the memory card while saving or loading could