

<http://www.replacementdoes.com>

TOP **10**
REASONS
to play **AMPED**
all day

10. YOU'RE NOT A PRO BOARDER BUT WISH YOU WERE.
9. YOU JUST HAD YOUR ACL REPLACED.
8. YOU'VE GOT PIZZA—WHY LEAVE THE HOUSE?
7. YOU HAVE TO STAY BY THE PHONE IN CASE THAT REP FROM NIXON CALLS.
6. THE TUNES, BABY.
5. REAL SNOW IS ACTUALLY KIND OF COLD.
4. IT'S BETTER THAN MOWING THE LAWN.
3. THAT PESKY HOUSE ARREST THING.
2. WHY NOT?
1. TOO COLD TO SKATE.



1101 Part No. X08-40980

Microsoft

XBOX

ONLY ON
XBOX



ISSUE 1, VOL. 1

amped
FREESTYLE SNOWBOARDING



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COOL NEW GEAR
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ROADTRIPPIN' THE RESORTS
PAGE 22

Gigi Ruff for Burton. Vincent Scoglund photo

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Janna Meyen for Citrus, Mark Welsh photo

AMPED

FREESTYLE SNOWBOARDING

ISSUE 1, VOL.

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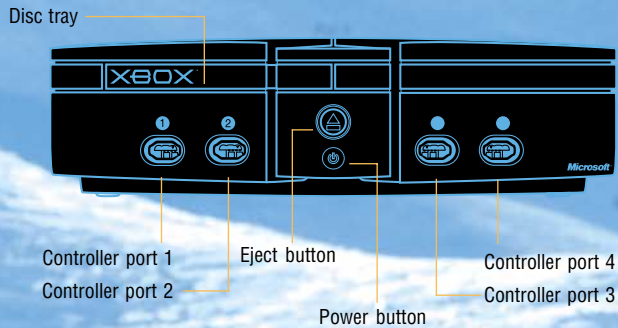
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1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Amped™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Amped.



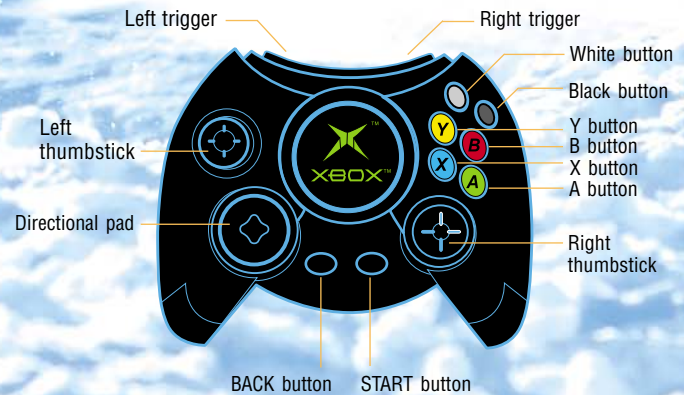
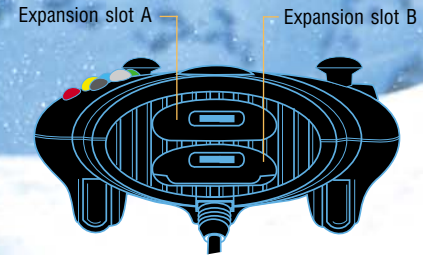
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE
To avoid damage to discs or the disc drive:

Insert only Xbox-compatible discs into the disc drive.

- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Vincent Scaglione photo

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Amped.





PRIMARY CONTROLS

XBOX CONTROLLER	MENU CONTROLS	BOARDER CONTROLS
BACK button	Back/Cancel selection	Reset boarder on course
START button	Confirm menu selection/Continue	Pause/Continue
A button	Confirm menu selection/Continue	Hold down and release to jump
B button	Back/Cancel selection	
X button	Zoom	
White button		Skip music track
Black button		Change camera
Left trigger		Pull lightly to slide tail right. Pull to switch
Right trigger		Pull lightly to slide tail left. Pull to switch
Left thumbstick	Highlight menu items	Move left/right: turn Move up/down: speed up, exit halfpipe/slow down
Directional pad	Highlight menu items	Press left/right: turn Press up/down: speed up, exit halfpipe/slow down

IN-AIR CONTROLS

Once you get some air, use these controls for pulling tricks.

XBOX CONTROLLER	IN-AIR CONTROLS
B button	Jib
Left trigger	Tweak left
Right trigger	Tweak right
Right thumbstick	(See grabs on next page)
Directional pad	Press left/right: spin Press up/down: front/back flip

BUTTON GRABS

The default grabs for Amped use the buttons A, X, and Y and/or the right thumbstick. The grab will be held until the button or thumbstick is released. You can also tweak the grabs with the triggers. (See Bustin' Moves for more info.) Some tweaks will not be available until you learn them in the game.

BUTTON	HOLD DOWN	TAP, HOLD DOWN
A button	Tail	Nose
X button	Stalefish	Melon
Y button	Indy	Mute

RIGHT THUMBSTICK GRABS

The discriminating boarder prefers to perform the grabs with the right thumbstick. These grabs represent a rider using a regular stance riding normal or a goofy stance riding switch.

RIGHT THUMBSTICK = RT

- RT = Nose
- RT = Mute
- RT = Indy
- RT = Tail
- RT = Stalefish
- RT = Melon

RAIL CONTROLS

Press the jib button (B) to rail slide.

XBOX CONTROLLER	RAIL CONTROLS
A button	Jump
B button	Jib/rail slide
Left trigger	Balance left
Right trigger	Balance right
Left thumbstick	Move left/right: spin
B button plus left thumbstick	Move up/down: nose/tail press
Directional pad	Press left/right: spin
B button plus D-pad	Press up/down: nose/tail press



LAUNCH YOUR CAREER

So you want to be a pro boarder, eh? Maybe even the number one rider in the world? Well, that's gonna take buckets of blood, sweat, and tears. The road won't be easy, friend, but it can be done.

First off, you need exposure—and that requires a sponsor. Beat a few high scores and play for some media coverage on a couple of levels. Then you'll be on your way to invading Gunny's Gulch and gaining a shop sponsorship.

From there, you're just a sick rail transfer away from unlocking the SlopeStyle event to become a sponsored pro rider. Once you've accomplished this, aim for domination of the Jib-Fest.

If you can just keep your eyes on the prize, you'll be a superstar in no time.

Ride on. —Ed.

GET BOARDIN' FAST

When you just want to get on the mountain fast, select QUICK START from the Main Menu. If you want to change the boarder, choose BOARDER SELECT. After choosing your boarder, select START RUN to go to the Level Select menu.

There are two Quick Start levels available initially. (More levels can be unlocked through career mode.) Select a level and press the A button to choose a drop point and ride.

Playing Quick Start will not advance your career or get you any sponsor rewards. Your only goal is to beat the top five scores posted for the level—and rip.



© Wiley LeBlanc

Bustin' Moves

JIB 'N' TWEAK HOW-TO

Are the pros on the mountain fully dissin' your weak steez? Your basic tricks just not cutting it in front of the cameras? Try some off-axis tricks like rodeos and corkscrews—just press the D-pad or move the left thumbstick in any diagonal direction. You'll need to know a few terms and a few advanced moves to properly pummel your critics into submission. Here ya go—study up.

THE THREE Js

JIB: To ride on a non-snow surface such as rails, logs, photographers, and so on.

JUMP: To propel oneself off the ground, a ramp, or a fellow boarder's head by muscular effort of the legs and feet. (To do this in Amped, hold down the A button and release. Also, move the left thumbstick or D-pad in the direction you want to flip or spin prior to jumping and you'll rotate faster during the trick.)

GRAB: To hold the edge of the snowboard with your hand during a trick.



TWEAKS

These tweaks are for a regular stance riding normal or a goofy stance riding switch.

NOTE TWEAK ANY GRAB WITH THE TRIGGERS.

GRAB	RIGHT TRIGGER	LEFT TRIGGER	BOTH TRIGGERS
NOSE	TAIL POKE	SHIFTY	TAIL BONE
MUTE	MUTE PALM	FS MUTE	JAPAN
INDY	CROOKED INDY	INDY NOSE POKE	INDY NOSE BONE
TAIL	NOSE POKE	SHIFTY	NOSE BONE
STALEFISH	STINKY STALEFISH	TWEAKED STALEFISH	ROCKET STALEFISH
MELON	PALM	CROOKED COP	METHOD

These tactics should help you impress more pros and flip out the media—both of which keep you on track to become the planet's top-ranked shredder.




Jibbin'[®] for a Livin'[®]

STARTING A CAREER

You can ride all day with your pals and have nothing but a sunburn and jelly legs to show for it. Or you can hook up with the perks of pro snowboarding: free gear, lift tickets, and media adoration. Work hard enough and you can become the top-ranked boarder in the world. But for that you need a career.

You'll start your career just like everyone else, as a no-name local rider. The first goal is a shop sponsorship. Getting it won't be easy though—these guys might see forty or fifty posers for each real boarder they sponsor.

After you let them know who you are, double-check your abilities to see what needs work. Sure, anyone who's even close to turning pro has mad skills, but there's always room for improvement. Some riders like rails, others like big air—place your skill points in any skill area you want to improve. Got it? Now it's time to pick up some clothes.

Wear something comfortable. You might not think your clothes are the bomb, but if you're good enough to impress a few sponsors, they'll score you some better ones. 

1

STARTING A NEW CAREER IS AS EASY AS 1, 2, 3...

Follow this simple recipe for a new career any time.

1. Select **Career** from the Main Menu.
2. Select **Start Career**.

Note Select **Load Career** to resume a previously saved career.

3. Enter your name.

2

SKILLS

What you can do is just as important as who you are. There are five basic skills.



1. **Spin:** How fast you spin and flip.
2. **Balance:** How you stay on rails and boxes.
3. **Jump:** How much air you can get.
4. **Speed:** How fast you can go.
5. **Switch:** How good you are with the opposite stance.

Put your extra points in any skill(s) you want to improve. You'll increase your skills by completing challenges in the game.

3

CHARACTER

The first time you set up a new career, there are five options on the clothing screen.



1. **Character:** You only need to select this once.
2. **Coat:** It's cold out there, so grab a jacket.
3. **Pants:** Your legs are great. But please, wear some pants.
4. **Hat:** Warm ears are happy ears.
5. **Goggles:** See the line, be the line.

4

GEAR

Select your starting gear. Remember, the gear you choose affects your skills, so pick the best.



1. **Snowboard:** Fairly essential to the sport.
2. **Boots:** They work better than slippers up here.
3. **Bindings:** They attach your boots to the board.
4. **Stance:** Goofy or Regular?

Now you're ready to ride. Select **Continue** to choose a level.

PLAYIN' THE GAME




GAMEPLAY CHALLENGES



During a run you'll see people checking out your style. They might be sponsors, boarders, photographers, or filmmakers. The media types will really boost your score if you pull some huge air and land it in front of them.

CHALLENGES

Challenges are the keys to success in your career. You'll increase your world ranking by completing each type of challenge. Here's a summary of how to play each challenge—and the rewards you'll earn if you can hang in there.

-  **HIGH SCORE:** Beat the posted score in a single run to increase your world ranking and earn skill points.
-  **MEDIA:** Beat the posted media high score by tricking in front of the paparazzi and collect a media reward for your scrapbook.
-  **SPONSOR:** When you get enough exposure from high score and media challenges, the sponsors come looking for you. Watch the meter to see if the sponsor likes what they see. Just make sure the sponsor is amped about your run when you finish and—presto—new stuff.


You'll know when a photographer or filmmaker is around by watching for the media observers icon on the screen. You have their attention when the camera overlay appears on your screen.

The sponsors who see you might want you on their team. If so, they'll challenge you to a try-out run. Just remember that different sponsors like different steez, so pay attention to your Amped meter to gauge their reactions.

The pros want to check the new talent as well. If a pro challenges you, stay cool. Follow their lines and trick within the colored circles they leave behind. Green circles are easy, blue ones are medium, orange circles are hard, and red ones are very hard. Make sure the trick you pull can beat the score of the pro's trick. If you win, you can learn pro tricks, earn a special board, or rack up skill points.

When you get enough exposure, your career will take off, new mountains will open, and your sponsorship status increases when you beat the sponsor challenge on Gunny's Gulch, SlopeStyle, and Jib-Fest levels.


The media and high score challenges lead to sponsors, the sponsors lead to pro challenges, and the snowmen just get run over.

The Run Results screen shows how well you did in each of the challenges available during that run. It is possible to complete more than one challenge in a single run. 



PRO: When you're a shop-sponsored rider and have completed the media, high score, and sponsor challenges for a level, a pro boarder will challenge you. To beat the pro you must follow the pro's run and trick in the same places he or she does. Earn skills, a special board, or new tricks by scoring more points than the pro for each trick and missing no more than three tricks.



EXPLORE: To complete an explore challenge you must find and bonk the eight snowmen scattered throughout each level. 

AMPED'S 12 MOST WANTED

JASON BROWN

AGE: 27	HEIGHT: 5' 4
WEIGHT: 145 lbs	BLOOD TYPE: Unknown
BOARD: CaPiTa JB	
STANCE: Reg ANGLES F: forward B: backward 20"	
SPONSORS: CaPiTa; 4ce; Malitia; Grenade; snowaccess.com	
FAVORITE BANDS: Bright Eyes; Fuzz Flower; Dinosaur Jr.	
FAVORITE RUN: Any good halfpipe	
HOBBY: Love	
If you want to skate year-round in Vancouver B.C., you've got to snowboard.	

JEREMY JONES

AGE: 25	HEIGHT: 5' 11
WEIGHT: 175 lbs	BLOOD TYPE: B
BOARD: Jeremy Jones	
STANCE: Goofy ANGLES F: 18 B: -15 23"	
SPONSORS: Forum; Milosport; Nixon; Iris; Circa; Bonfire	
FAVORITE BANDS: At the Drive-in; Hot Water Music; James McMurtry	
FAVORITE RUN: Double line at the Rail Gardens	
HOBBY: Skateboarding; golf	
If it's too cold to skate in the winter, get on a snowboard. Try Jeremy's cabby nose press or cab 450 to boardslide to 270. You'll need to keep a solid head on or you're toast. Peace.	

MIKEY LEBLANC

AGE: 28	HEIGHT: 5' 4
WEIGHT: 135 lbs	BLOOD TYPE: Hot
BOARD: M3 Sidewall 155	
STANCE: Reg ANGLES F: 9 B: -15 21"	
SPONSORS: M3; Iris; DVS; Northwave; Drake	
FAVORITE BANDS: Modest Mouse; Built to Spill; Bjork; the Roots	
FAVORITE RUN: Termas de Chillian	
HOBBY: Skateboarding; photography; playing music; trying to make positive differences in all aspects of life	
Mikey saw a snowboarding article in <i>Thrasher</i> magazine and got stoked to try it. Last words: Love with an open hand.	

BJORN LEINES

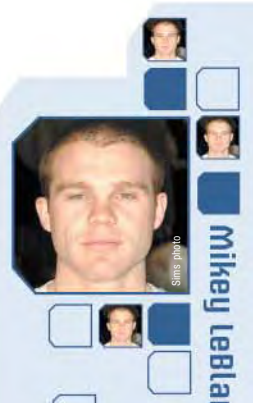
AGE: 24	HEIGHT: 5' 10
WEIGHT: 156 lbs	BLOOD TYPE: Unknown
BOARD: Bjorn Forum 156	
STANCE: Reg ANGLES F: 18 B: -9 21 1/2"	
SPONSORS: Forum; Volcom; Oakley; Circa	
FAVORITE BANDS: Method Man; Gang Starr; Metallica	
FAVORITE RUNS: Utah back country; Whistler back country	
HOBBY: Skateboarding; hunting; fishing; motocross	
Bjorn was a snow-fearing skater when he saw that first boarding article in a 'zine. He saved up for a year to buy the gear and board with his friends on a little hill in Minnesota. Last words: Live life with no limitations.	



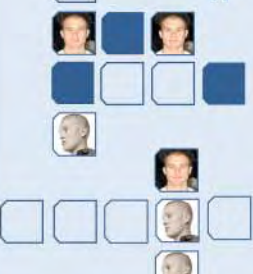
Jason Brown



Jeremy Jones

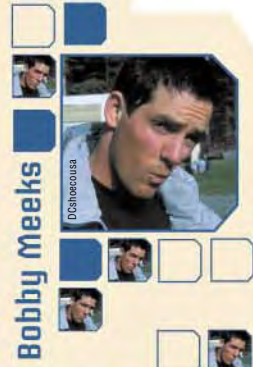


Mikey Leblanc



Bjorn Leines





Bobby Meeks



Jordan Mendenhall



BOBBY MEEKS	
AGE: Ageless	HEIGHT: 5' 11
WEIGHT: 170 lbs	BLOOD TYPE: Vampire
BOARD: K2 Zeppelin 159	
STANCE: Reg ANGLES F: 28 B: -6	
SPONSORS: K2; Dragon; Blindsight Snowboard Shop; GMC; snowaccess.com	
FAVORITE BANDS: Bright Eyes; Neutral Milk Hotel; Grandaddy; the Beatles	
FAVORITE RUN: Any run where I don't land on my head	
HOBBY: Skateboarding; basketball; playing music; girls	
<p>One day I was skating a ramp and running my mouth about how rad snowboarding looked. One of the guys there had a board for sale—a black snow mogul monster with no edges and a shaved-down nose. I bought it for 80 bucks. I was stoked.</p>	

JORDAN MENDENHALL	
AGE: 20	HEIGHT: 5' 11
WEIGHT: 155 lbs	BLOOD TYPE: A
BOARD: Forum Explorer 156	
STANCE: Reg ANGLES F: 25 B: -12 22 ½"	
SPONSORS: Forum; Alphanumeric; Dragon; Milosport; milosport.com	
FAVORITE BANDS: Vast; Guns N' Roses	
FAVORITE RUN: Snow Summit Super Park	
HOBBY: Skateboarding	
<p>Jordan credits his brother Josh for getting him started in snowboarding.</p>	

JANNA MEYEN	
AGE: 24	HEIGHT: 5' 7
WEIGHT: 145 lbs	BLOOD TYPE: Unknown
BOARD: Chorus 153	
STANCE: Reg ANGLES F: 21 B: -6 21"	
SPONSORS: Chorus; Etnies; Thirtytwo; Volcom; Velvet; Da Kine; Snow Summit; Liberty Boardshop	
FAVORITE BANDS: The Line; Metallica	
FAVORITE RUN: Powder	
HOBBY: BMX	
<p>Janna grew up at the base of Snow Summit and has never looked back. She boards with a low, smooth style and loves to ride rails. Look for her pulling frontside boardslides, indy cab 540s, or frontside rodeo 5s. She'll be the one wearing the hood.</p>	

JASON MURPHY	
AGE: 26	HEIGHT: 5' 7
WEIGHT: 155 lbs	BLOOD TYPE: O+
BOARD: Jason Murphy pro model	
STANCE: Reg ANGLES F: 18 B: -12 21 ½"	
SPONSORS: Sims; DC; Dragon; Hurley; Method; Link; Ally; Milo snowboard shop; Bonfire	
FAVORITE BANDS: De La Soul	
FAVORITE RUN: Any with friends and jibs	
HOBBY: Skateboarding; golf	
<p>Jason and his friend Bill Tanner skated together all the time. Then they saw a snowboarding article in a skate magazine and decided to try it the next winter, and thereafter Jason was hooked.</p>	



Jenna Meyen



Jason Murphy



Mitch Nelson



Travis Parker



MITCH NELSON	
AGE: 24	HEIGHT: 5' 10
WEIGHT: 160 lbs	BLOOD TYPE: A+
BOARD: M3	
STANCE: Goofy ANGLES F: 19 B: -9 21 ¼"	
SPONSORS: M3; Vans; Smith; Drake; Da Kine; Milosport	
FAVORITE BANDS: Oldies rock and roll	
FAVORITE RUN: Anywhere with friends	
HOBBY: Skateboarding	
When you love to skate but can't in the winter, you look for alternatives. Mitch and his friends built a small park in the backyard with a jump, box, and rail. They would session it every day after school.	

TRAVIS PARKER	
AGE: 25	HEIGHT: 5' 10
WEIGHT: 165 lbs	BLOOD TYPE: Pumpin'
BOARD: K2 Scorpaznatica 159/155	
STANCE: Goofy ANGLES F: 24 B: -3 21 ½"	
SPONSORS: K2; Sessions; DCshoecousa; Smith; GMC gloves; snowaccess.com; Milosport	
FAVORITE BANDS: Modest Mouse; Grandaddy	
FAVORITE RUN: Squaw KT22	
HOBBY: Short films; skateboarding; annoying people	
Travis moved from Jonestown, Texas, to Montana where his uncle opened a ski and snowboard rental shop. He worked his tail off there to get the necessary equipment for shreddin'.	

GIGI RÜF	
AGE: 20	HEIGHT: 175 cm
WEIGHT: 58 kg	BLOOD TYPE: Unknown
BOARD: Seven	
STANCE: Reg ANGLES F: 28 B: 0	
SPONSORS: Burton; Analog; Dragon; Nixon; Volcom; Backyard Snowshoes	
FAVORITE BANDS: Invasion Sound; DJ A-Dog	
FAVORITE RUN: At home	
HOBBY: Skateboarding; hanging out; TV	
Gigi and his brother checked out snowboarding together. Last words: Don't claim, it's just a game.	

KURT WASTELL	
AGE: 26	HEIGHT: 5' 8
WEIGHT: 160 lbs	BLOOD TYPE: O+
BOARD: Kurt Wastell	
STANCE: Goofy ANGLES F: 18 B: -6 20 ¾"	
SPONSORS: Sims; Vans; Billabong; Arnette; Blue Bird; Drop; Val Surf	
FAVORITE BANDS: Del; Eligh; A Tribe Called Quest	
FAVORITE RUN: Pro Park at Snow Summit	
HOBBY: Skateboarding; surfing; golf	
Kurt Wastell grew up in Newbury Park, California, and was introduced to snowboarding by his brother Jeff.	

Gigi Rüf



Kurt Wastell





GEAR YE! GEAR YE!



A SAMPLING OF STYLES FROM SOME OF OUR SPONSORS

Here we offer a roundup of some of the latest gear from the fall fashion show—straight from the runways of Mount Millicent. Remember to pick the best gear you can because it will affect your skills on the mountain.



CLUB MEDIC

KEEPIN' IT SAFE

You've heard it before: "Youth is wasted on the young." Yet it's also true that "Life is wasted on the living." You can't stay young, but you can stay alive. Here are a few pointers in that special science.

- ✦ Hold your controller gently.
- ✦ Break your thumbs in slowly, until well-calloused.
- ✦ Trees are living things. Try not to hit them.
- ✦ Always wear a helmet.
- ✦ Drink plenty of fluids.
- ✦ Hold your rotation so you don't smack your head.
- ✦ Just say no to mullets.
- ✦ Play Amped twice a day and call us in the morning.



HANGIN' WITH THE HORDE

Pro snowboarding is a great way of life—the lifts, the snow, the frostbite. But sometimes you need to leave the world rankings behind and simply tear up a mountain with a few good friends. There are many ways down a hill, and no two lines are the same. But even when you just wanna ride, part of you might still need to compete. Here's how to go for a friendly ride with your crew and still keep that competitive side satisfied.



MATCH SETUP

1. Select **multiplayer** from the Main Menu.
2. Choose 2-4 friends (or enemies, as the case may be) to ride with.
3. Select the characters you want to ride with.

Note If you happen to be riding with a rookie, you can give yourself a handicap to spare their dignity.

4. Select the number of rounds you want the match to last.

5. Determine if the game can be changed from round to round with Game Select.
6. Determine which rider selects round settings with hot seat.
7. Select the first rider for each round. It can be the last loser, the last winner, the overall winner, or the overall loser.

ROUND SETUP

1. Select a multiplayer round type: high score (highest score wins); best trick (highest scoring single trick wins); media points (most media points wins); or king of the hill (first player's run becomes a pro challenge for the others to follow).
2. Select a length of time that each player's turn will last.
3. Choose one of the following mods to play over your round type: Dash till you crash (your run lasts until you crash); trick or die (trick within the time allowed or lose your turn); or none (just play the standard round type).
4. Select scoring: Normal (scores multiplayer the same as single player); rails only (only scores rails); aerials only; favor rails (to score rail tricks higher than aerials); or favor aerials.
5. Finally, turn the media points on or off.

Once the multiplayer match is set up, you can choose the level to play on. There are only two levels available for multiplayer matches (unless more levels have been unlocked in career play).



DEC. 19: SNOW SUMMIT, CALIFORNIA

I'm starting my cross-country trek to three of the sickest snow resorts around. The first leg is **Snow Summit** at Big Bear Lake, California. The freestyle terrain parks at Snow Summit have it all: big air, clean pipes, sick rails, and giant hips. Five whole runs dedicated to freestyle riding.

DEC. 20

The mountains are capped with freshies, it's bluebird with no lift lines and I'm stoked. I start with a mellow shred and work my way up to some truly royal descents. It's fewer than 70 miles from the mighty Pacific, but Snow Summit peaks out at 8,200 feet above sea level, offering a vertical drop of 1,200 feet. After a few hours, my legs are paying for a lazy summer. My last time down, I ended up rippin' a **sweet, stealthy tree run** between "Westerner" and "Summit"—well worth looking for.

DEC. 21

I'm sore but pumped as Day Three dawns with a foot of fresh. I'm up early enough to catch **Gunny** still digging out the terrain. He tells me he's perfecting the lines for the **Nixon Jib-Fest**. People climb trees just to watch that thing, and then the ski patrol has to go around and pull 'em down. Man, it's crazy. I gotta get into that Jib-Fest.

**WARNING: THIS
MAD DIARY CONTAINS
GAMEPLAY HINTS.**

DEC. 22: BRIGHTON, UTAH

My week's half over and I just got to the second stop! **Brighton** is home to a lot of top snowboard photographers and filmmakers. Most every riding video I see is sure to have Brighton featured in a segment. And why? How about 850 rideable acres, almost 1,800 feet of vertical drop, and more than 500 inches of virgin white every winter!


DEC. 23

My encore appearance on the "greatest snow on earth" does not disappoint. The only drag was a bunch of super-flashes trying to impress the bunnies on the terrain park. A word of advice: Keep it real. As the day winds down, I end up sessioning with **Jeremy Jones**. That guy has mad kink rail skills! Then he tells me how he's all hopped up about the **SlopeStyle** competition in Japan. He says I should check it out. I tell him I will, but now I'm off to New England.

DEC. 24: STRATTON, VERMONT

It's a long flight to Vermont, but **Stratton Mountain** is a snowboarding Mecca. From the start, these cats have been "rider-friendly." Today, Stratton is the venerated home of the U.S. Open Snowboard Championships. Maybe I'll get there someday, but for now I'm content to jib the water pipes and bro down with **Mikey LeBlanc** as we stomp all the tight S-rails. I'm hyped, but also bummed—tomorrow's my last day.

DEC. 25

This morning I got just what I wanted: a two-foot dump and a mountain of my own. I'm pulling huge air and pow turns, laying it out, and feeling the tricks. My sick steez impresses the paparazzi, and they introduce me to **Bjorn Leines**. Several solid sessions later, we're toasting to a perfect day at the lodge house. That's when the photographers start talking about some new, **secret** area down in Southern Utah. Guess where I'm headed next? 

PR Central

SHRED PRESERVATION SOCIETY

You've got moves you wanna show off later, right? Well, you've got two options: Check 'em in the Portfolio or Replay Theater.



PORTFOLIO

The Portfolio is available only with a career. It keeps track of your achievements with a scrapbook and the replay theater.



SCRAPBOOK

File all the media coverage you earn here. Then when you're retired in Florida you can show the grandkids what a star you were back in the day.



REPLAY THEATER

The Replay Theater lets you view any saved runs from the game disc, the hard disk, and the Xbox Memory Unit (or other portable memory device). Amped comes already stocked with some crazed replays—definitely worth a look-see. But check what you can do: By pressing the directional pad left/right, you can watch replays, check highlights, and even compete against any saved replay as a pro challenge.

REPLAY CONTROLS

Use these replay controls when you view a replay in the theater or right after a run. The D-pad can also be used instead of the thumbstick.

CONTROLLER	REPLAY
LEFT THUMBSTICK OR D-PAD	MOVE UP: FAST FORWARD MOVE DOWN: SLOW PLAY MOVE LEFT: PAUSE MOVE RIGHT: PLAY
BLACK BUTTON	TOGGLE CAMERA
START BUTTON	PAUSE MENU

Travis Parker for i2



JEREMY JONES : GAP TO LIPSLIDE : SNOW SUMMIT PARK



SNOW SUMMIT

SNOWSUMMIT.COM



gigi ruf
bobby meeks
jason murphy



dragonoptical.com



SOUNDBOARDIN'

THE AMPED SOUNDTRACK

The Amped soundtrack includes more than 200 tunes from some of the core indie labels in music today. You can listen to them all, or select your favorite music from the following categories:

- **ELECTRONIC**
- **EMO**
- **HIP HOP, RAP**
- **PUNK**
- **ROCK**
- **SKA, REGGAE, SURF ROCK**

Not enough noise? Then rip your own favorite songs to the hard disk and listen to them! Just scroll down the soundtrack list to find them. For more on the Amped soundtrack, visit:

www.microsoft.com/games/amped

AMPED OPTIONS

So you don't like the way we set this up for you? You want to do your own thing just because? Customize it with options.

CONTROLLER

Press the D-pad left or right to change the jib button. You have two options.

1. Jib/rail slide on B button
2. Jib/rail slide on Y button

AUDIO

Use the left thumbstick to adjust the music volume, sound-effects volume, and voiceovers. You can also turn headphones and shuffle-play on or off.

SOUNDTRACKS

Soundtracks allows you to make your own soundtrack, choosing any of the killer tunes we packed into Amped—or any of your own music you've stored on the hard disk.

GAME

Turn Xbox Controller vibration on/off. Turn in-game help on/off. Change default camera.

CHEATS

Enter cheat codes.

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Record Labels

Blackliner Records; Cornerstone R.A.S.; Ewax Records; FreedomZone; Fusion 19; Initial Records; Insanity Void; Invisible Records; Lab Records; Lobster Records; Mr. Pen Ink; Revelation Records; Sessions Records; the Sinista Pushaman; sweetpurple; Terraform Records; Vagrant Records; Victory Records; Volcom Entertainment

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For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

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Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

XBOX LIVE GAME TIPS:

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- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
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Note: Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

FOR MORE INFORMATION, VISIT US ON THE WEB AT WWW.XBOX.COM

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