
XBOX
SSX3
EVERYONE
E
CONTENT RATED BY
ESRB
EA SPORTS
BIG

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 further 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 video game system documentation contains important safety and health 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 safely played 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 on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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

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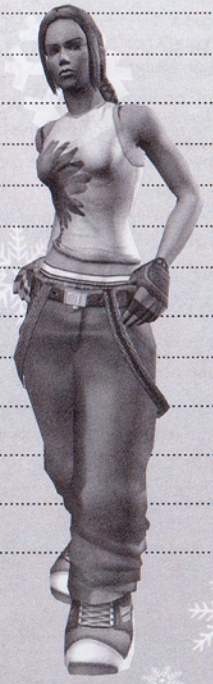
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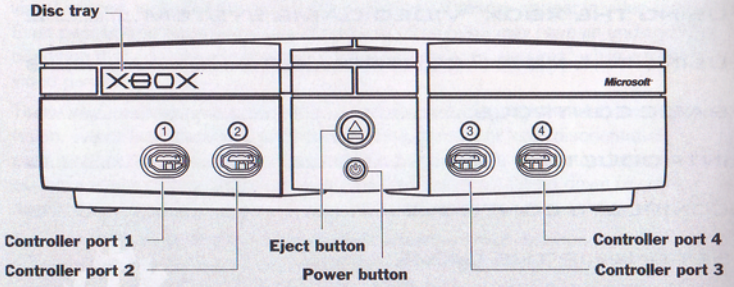
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USING THE XBOX™ VIDEO GAME SYSTEM



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 *SSX 3* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *SSX 3*.

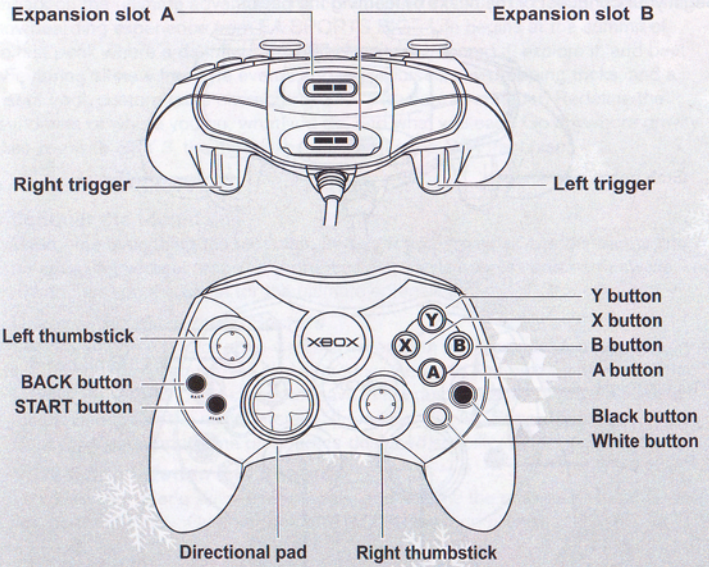
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

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.



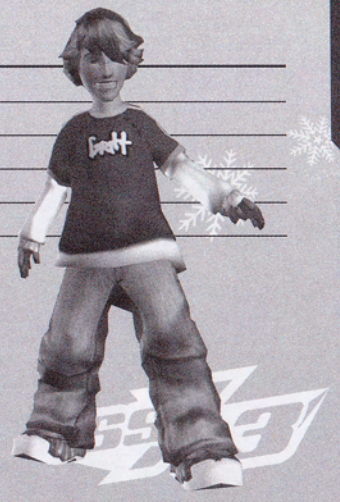
USING THE XBOX™ CONTROLLER



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

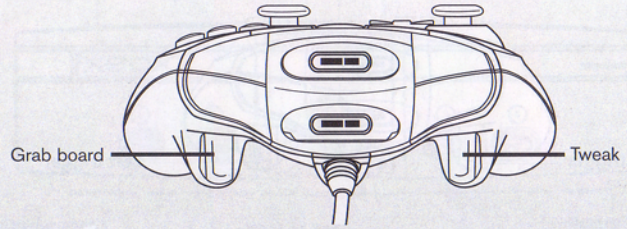
MENU CONTROLS

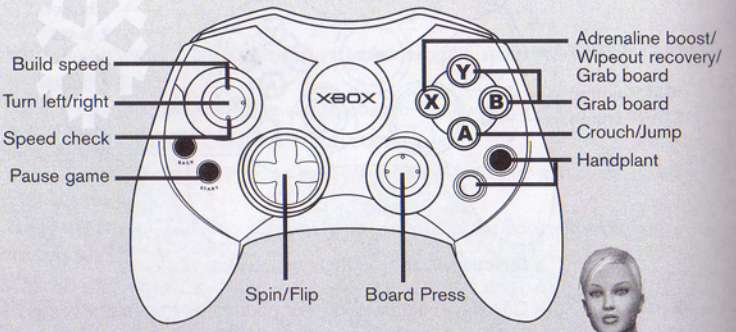
Highlight menu item	⊕
Change highlighted item	⊕
Select/Go to next screen	Ⓐ
Previous to cancel or return	Ⓑ
Options menu	Ⓨ



BASIC CONTROLS

Begin your conquest of the peaks by learning the basics.





➛ Press and hold Ⓐ to crouch, then release it right before reaching the end of a ramp. While airborne, press and hold Ⓧ, Ⓨ, Ⓑ or pull and hold Ⓡ to perform a grab, then release before landing. For cooler moves, ➛ *Complete Controls* on p. 6.



INTRODUCTION

Embark on the ultimate adventure and conquer the mountain in *SSX 3*, a fresh new snowboarding experience from EA SPORTS BIG™. Life begins at the summit of the first peak where a daunting mountain awaits you–board it, explore it, and beat it. Featuring all-new freestyle events and racecourses, jaw-dropping tricks, and a cast of cool, customizable characters, *SSX 3* is yours to conquer. Redefine the boundaries of where you go, what you do, and what you earn. Go anywhere gravity takes you with *SSX 3*, the most expansive title in the *SSX* franchise.

GAME FEATURES

- **Conquer the Mountain**
  Overcome everything the mountain throws at you–from fierce snowstorms and breathtaking vertical drops to serpentine slopestyle courses and earth-swallowing avalanches–on the quest for the ultimate adrenaline rush.
- **Uncover the Mountain's Secrets**
  Explore a huge world of open vistas covered with fresh powder for out-of-bounds exploration, trick venues, rail parks, racecourses, and half-pipes with new tricks to master and new competitors to leave in the dust. Seamlessly ride from one awesome area to the next, entering Slopestyle, Big Air, Super Pipe, Race, and Backcountry competitions on courses designed specifically for each event.
- **NEW Customization and Rewards**
  Level up your rider's skills, earn medals, and rename the peaks as you conquer them. Customize your threads, gear, and playlist.
- **NEW Tricks**
  All-new blown-out tricks include combos, three levels of nasty ÜBERs, board presses, and a funktified hand plant. String 'em all together to extend a combo forever!
- **NEW Rivals**
  Four new rivals–Nate, Griff, Viggo, and Allegra–join your favorite personalities from *SSX Tricky*.



For more info about this and other titles, visit EA SPORTS BIG™ on the web at **www.easportsbig.com**.

COMPLETE CONTROLS

Don't get left behind on the bunny slopes. Learn these controls and become one with your board.

- *SSX 3* offers two controller configurations: **DEFAULT** and PRO (➤ *Options Screen* on p. 8). With the PRO configuration, you cannot turn while crouching, but you can use ⊕ to perform flips and spins. The following actions are for the Default controller configuration.

ON-GROUND ACTIONS	COMMAND
Turn left/right	⊕↔
Build speed	⊕↑
Speed check	⊕↓
Crouch/Jump	Ⓐ (press and hold to crouch, release to jump)
Pre-wind spins and flips during crouch	⊕
Adrenaline boost	Ⓧ
Board presses	Ⓡ
Push an opponent	Ⓛ or Ⓡ (pull)
Block a push	Ⓛ + Ⓡ (pull)

IN-AIR ACTIONS	COMMAND
Grab board	Ⓧ, Ⓨ, Ⓑ, or pull Ⓡ
Tweak	Ⓛ (pull)
Late spins and flips	⊕
In-air adjustment	Ⓛ
Handplant	Press and hold ◯ or ● when near a rail

ADDITIONAL ACTIONS	COMMAND
Wipeout recovery	Ⓧ (tap rapidly after wiping out until the recovery bar is full)
Reset boarder	◀
Pause game	▶

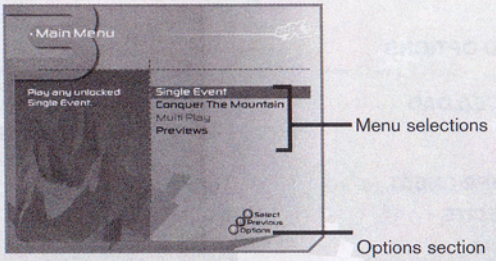
NOTE: The longer you crouch, the higher you fly. Remember, you have limited turning ability while crouching.

SETTING UP THE GAME

The fresh snow is waiting - strap on your board and get going.

MAIN MENU

Your road to snowboarding fame begins here.



NOTE: Default options are listed in **bold** in this manual.

SINGLE EVENT

Practice your moves in a Single Event before taking on the mountain.

TO PRACTICE A SINGLE EVENT:

1. From the Main menu, highlight SINGLE EVENT and press Ⓐ. The Select Character screen appears.
2. Press ⊕↔ to select a character and then press Ⓐ. The Setup Character screen appears.
3. You may choose to customize your character further and then press ⊕↕ to highlight CONTINUE and press Ⓐ. The Select Peak screen appears.
4. Press ⊕↕ to highlight your peak of choice and press Ⓐ to advance. The Select Peak Goal screen appears.

NOTE: Some Peaks, Rider's Gear, ÜBER tricks, Cheat Characters, Rewards, and Music are not available until you unlock them in Conquer the Mountain mode. For more information, ➤ *Conquer the Mountain* on p. 13.

5. Press ⊕↕ to select Race or Freestyle, and then press Ⓐ. The Select Event screen appears.
6. Press ⊕↕ to select an event, and then press Ⓐ. The My Rules screen appears.
7. Choose which rules to enable for this specific event by pressing ⊕↕ to highlight a rule, and then press ⊕↔ to toggle it ON/OFF. When you're ready to hit the slopes, highlight CONTINUE and press Ⓐ to begin. The chosen event loads.

OPTIONS SCREEN

GAME OPTIONS	Select between **MPH** or KM/H, adjust the Screen Position, and access the Video Calibration.
SOUND OPTIONS	Adjust the music and sound volume.
CONTROLLER SETTINGS	Turn vibration **ON**/OFF, and choose between a **DEFAULT** or PRO configuration (➤ *Complete Controls* on p. 6).
HUD OPTIONS	Select **FULL**, MINIMAL, or NONE for the amount of info displayed during gameplay.
SAVE/LOAD	Save your game and current set of options or load a previously saved game, options set, or replay (➤ *Saving and Loading* on p. 16).
ENTER CHEAT	Enter any cheats.
CREDITS	View the game credits.
DONE	When finished setting your options highlight done and press Ⓐ to continue.



SHREDDING THE SLOPES

Get familiar with riding on this mountain or you might end up as a tree ornament.

GAME SCREEN

Most events begin with your rider at the starting gate at the top of the mountain. Once the gate opens, your rider automatically starts down the hill. Take control and get some speed right out of the gate by moving the L⬆.



SCORING

Hammer out some cool tricks and watch your score rise. The bigger the trick, the bigger the reward.

- Always use a variety of tricks. If you keep trying the same trick, the points for that trick decrease.
- A combination of solid tricks pulled off with good style is the best way to rack up the points and adrenaline.

ADRENALINE METER

Fill your Adrenaline Meter by pulling off tricks, then use your adrenaline when you need some extra speed or ÜBER tricks. To use your adrenaline boost, press Ⓧ while on the ground.

- The boost you get from using your adrenaline depends on the level of the Adrenaline Meter. When the Adrenaline Meter is filled to the red level, you get a bigger boost than if it's in the orange, which in turn gives a bigger boost than the yellow level.
- Adrenaline decreases over time and when you fall. The longer you ride without performing tricks, the more your Adrenaline Meter decreases.
- Riding to the start of events gives you the chance to increase your adrenaline by doing tricks, allowing you to begin an event with adrenaline.

TRICKS

Strap a board to your feet and display your innate ability to twist and contort your body while airborne.



GRABBED AIR TRICKS

Grab your board in funky ways while flying high.

TO PERFORM A GRABBED AIR:

1. Press and hold A to crouch as you approach a jump. Just before the end of the jump, release A to take off.
2. While in the air, press and hold X, Y, B, or pull and hold R to perform a grabbed air trick.

- Show off wilder grabs by pressing two or more of the above buttons at the same time.
- To tweak a grab, pull and hold L while holding the grab. You will get an extra twist as you perform the trick, increasing the difficulty and risk. When the Adrenaline Meter is full, tweaking allows you to perform ÜBER tricks (➤ *ÜBERs and Super ÜBERs* on p. 12).
- As your body falls closer to the snow pack, release all buttons and level out the board for a smooth landing.

ROTATION TRICKS

Ever wonder what the mountain looks like from the air, upside down, and at a 45-degree angle?

- Press ⊕ to spin and flip. Pre-wind by pressing ⊕ while you are crouching to spin and flip faster.

TO PRE-WIND A SPIN OR FLIP:

1. Press and hold A to crouch as you approach a jump.
2. Press and hold ⊕ in the direction you want to spin or flip.
3. Release A to jump while holding down ⊕.
4. When you get close to the ground, release all buttons to prepare for landing.

- If you press and hold ⊕ ↗/↘/↙/↖, you flip diagonally, which is a tougher trick to land.

BOARD PRESSES

Throw down some fancy footwork and test your balance skills between air and rail tricks with nose and tail presses.

- Move R ↕ to perform a nose or tail press. Hold it as long as you can to maximize points, but be sure to ease up before your rider loses balance.
- Move R ↔ around to spin your press and hang it out to the side. This helps you regain balance and maintain those presses.

RAIL SLIDING

Grab even more points by pulling off stunts on fallen trees, rails, and other rail slide opportunities.

TO RAIL SLIDE:

- Just ride onto a rail or press A to jump onto higher rails.
- Press ⊕ ↔ to spin on the rail.
- Press L ↔ to adjust your balance on the rail.
- Try out your board presses on rails.

COMBOS

String tricks and presses back to back to create a combo line. Every trick you do in a successful combo line is worth a bonus for each trick. The later in a combo you perform a trick, the higher the bonus.

- Remember, if you fall during a combo line you lose all the accumulated combo points.

HANDPLANTS

Handplants can be used to access shortcuts, upper or side pipes, and even transition lines.

- Press L ↔ to adjust your balance in a handplant.
- Release the handplant when you are balanced straight up to exit your handplant onto the rail.
- Release the handplant when you are leaning to one side to exit your handplant on that side of the rail.



ÜBERS AND SUPER ÜBERS

When the Adrenaline Meter is full, it glows and it's time to execute your sweetest moves. Make sure you have enough air or a long rail–these tricks take extra time to pull off!

TO BUST OUT WITH AN ÜBER OR SUPER ÜBER TRICK:

1. When the Adrenaline Meter is full, get some serious air and tweak any of your four basic grabs or the nose and tail grabs to start the ÜBER trick.
2. Perform four ÜBER tricks to spell ÜBER and open the door to even more insanity with Super ÜBER tricks. Use the same button combinations as ÜBER tricks to unleash Super ÜBER tricks.
3. If you manage to spell out SUPER ÜBER, your Adrenaline Meter stays full for a short period of time. Use this time to stay boosted and gain a massive speed advantage.

- All ÜBER tricks can be held to max out points gained–just hold down the grab and tweak buttons and watch your points rack up.

ÜBER TRICK CONFIGURATION

Select Rider Details to enter ÜBER trick configuration where you can preview, purchase, and activate new ÜBER and Super ÜBER tricks.

Rider Details can be found in any lodge during Conquer the Mountain mode, or in the Setup Character screen for Single Event and Multi Play.

PAUSE MENU

While taking a breather from all that shredding, adjust your settings.

- To pause during gameplay, press ▶. Gameplay stops and the Pause menu appears.

RETURN	Continue shredding in the current event.
RESTART	Restarts current event or BIG Challenges (not available during Freeride).
MAP	Check out the latest info on your progress and choose where you want to go on the mountain (only during Freeride in Conquer the Mountain).
SESSION	Transport to a new location on the track you are currently riding (only during Freeride in Conquer the Mountain).
MESSAGES	Check any messages you have received, including gameplay FAQs (only in Conquer the Mountain).
AUDIO	Adjust audio options, including setting up your own custom playlist.
OPTIONS	Modify your game and sound options.
QUIT	Quit the current event or challenge or call it a day (depending on current mode).

CONQUER THE MOUNTAIN

Play the way you want to play.

NOTE: Playing in Conquer the Mountain mode is the only way to unlock events and acquire the cash needed to advance your characters.

PEAK GOALS

Complete any of the Peak Goals to open the next peak on the mountain.

RACE AND FREESTYLE

Get a medal in all the race or freestyle events on the peak to call out your rival for a showdown in the Backcountry. Beat him there to advance to the final test, the Peak Race or Jam, respectively. The Peak Race is a timed event from the top of the peak all the way down to the city. The Peak Jam is a scored event combining multiple tracks into one.

EXPLORATION

Complete more than 30% of the BIG Challenges you find while freeriding the tracks, and collect more than 30% of the Crystals to prove your knowledge of the peak and earn the next peak pass.

EARNINGS

Just earn enough cash and the peak pass is yours.

- Check out the full details about Peak Goals on the Map in the Pause menu.

CASH

Earn cash to acquire the items you need.

- Buy character attributes to increase your skills.
- Buy gear to equip yourself and create a custom style.
- Pick up rewards for in-depth details on *SSX 3*.
- Get music for your own request line.
- Purchase ÜBER tricks and Cheat Characters to further customize your Rider Details.
- You can earn cash everywhere on the mountain by winning events, completing BIG Challenges, collecting Crystals, and even throwing tricks out while freeriding.
- The Lodges at the Freeride mid-stations are your source for all the info and items you need.

LODGE MENU EVENT

(Lodges are only accessible in Conquer the Mountain mode)

RETURN TO GAME	Leave the lodge and return to riding.
EQUIP GEAR	Customize your rider's look with stylin' gear you have bought or unlocked.
BUY GEAR	Different lodges have different gear you can purchase. Make sure you shop around.
BUY ATTRIBUTES	Improve your character's performance by purchasing attributes.
RIDER DETAILS	Configure your character, and view stats and info including Rewards, Trophies, Cheat Characters, ÜBER tricks, Career Highlights, User Name, and Rider Profile.
MUSIC	Configure the music to be played in game.
QUIT	Leave Conquer the Mountain mode.

➢ Enter the Options menu to save or load your *SSX 3* files.

EVENT TYPES

Race Events have a Qualifying Round, Semi Final, Round, and a Final Round. Slopestyle, Super Pipe, and Big Air events have one Qualifying Round and a Final Round.

FREERIDE

Enter an event on a track and then bypass the start gate to freeride and look for BIG Challenges.

RACE

It's all about finding the fastest line down the course. Pull off tricks while you race, and you can take advantage of increased adrenaline for a speed boost. Watch out for other riders–they can get physical to create their own advantage.

SLOPESTYLE

Slopestyle is a freestyle event in which you try to find the best line given your skills and style of riding. You are then judged on the tricks and maneuvers you pull off during the run. Slopestyle courses are about finding your own line and rhythm. There is no one proper line down a Slopestyle course, just the line you like best. Players compete for first place by accumulating the most points during a run.

SUPER PIPE

The Super Pipe event is the ultimate combination of tricks and huge air. Show that you have the skills to link tricks together on the ground and in the air. Pull them off and dominate this event.

BIG AIR

Rack up frequent flyer miles, and throw tons of tricks in Big Air events. It's all about catching air and pumping up your score with combo strings and as many ÜBER tricks as you can muster.

RIVAL CHALLENGES

It's not just about winning the events on the mountain. You must prove yourself in one-on-one duels with rival competitors in the backcountry and in the ultimate challenge, the Peak Events.

BACKCOUNTRY RACE AND JAM

When you win medals in each of the events in Race or Freestyle, a rival shows up to challenge you to a one-on-one showdown in the backcountry. The type of challenge you get is based on the events you have won medals in–a Race for race events, and a Jam for freestyle events. You have to beat the rival to earn your chance at the next step: the Peak Events.

PEAK EVENT

Winning the Backcountry event opens your chance to test yourself against your rival's best performance.

- Racers start at the top of the Peak and race down to the city. Sounds easy enough, but times range from 12 minutes to half an hour.
- For freestyle specialists, the Peak Jam includes both the Backcountry and the Slopestyle tracks. The Peak 3 Jam runs through all the race tracks, this time for points.
- All you have to do for the Peak events is beat your rival's best score or time to win the trophy. Once you are on top, watch out for challengers looking to take you down.



MULTI PLAY AND EXTRAS

Play against a friend in Multi Play mode or check out the Previews.

TO PLAY A SINGLE EVENT OR CIRCUIT AGAINST A FRIEND:

1. From the Main menu, highlight MULTI PLAY and press Ⓐ.
2. Continue through the next screens as you would in Single Event mode, starting at step 3 (➤ *Single Event* on p. 7). The Bragging Rights screen appears.
3. Each player adjusts the handicaps and then presses Ⓐ to lock them in. Once both players lock in, the event loads.

SAVING AND LOADING

Don't lose your valuable progress. Save and load it to a MU or hard disk.

NOTE: Never insert or remove a MU when loading or saving files.

SAVE/LOAD GAME/OPTIONS

Save your game and settings for future use.

TO SAVE OR LOAD A GAME/OPTIONS CONFIGURATION:

1. To access the Options screen, press Ⓨ at any Game Setup screen.
2. Select SAVE/LOAD and press Ⓐ.
3. Select SAVE or LOAD OPTIONS/GAME and press Ⓐ.
   - If you wish to save or load from an inserted MU, press ✥↔ to select it.
4. Press Ⓐ to save or load the game.



SAVE/LOAD REPLAY

Save replays of the spills and thrills from your trip down the mountain.

TO SAVE A REPLAY:

1. Press Ⓐ to start the replay. When the replay appears, press ▶ to access the Replay menu.
2. Highlight SAVE REPLAY and press Ⓐ. The Save Replay screen appears.
3. Press Ⓐ to save the replay.
   - If the slot is not marked <EMPTY>, you are asked if you wish to overwrite the file. Press ✥↕ to highlight YES or NO and press Ⓐ.
   - If you already have a replay saved, you can delete it by highlighting it and pressing Ⓨ.
4. After you have saved your replay, press Ⓐ to continue.
   - You can save up to four replays.

TO LOAD A REPLAY:

1. Access the Options screen by pressing Ⓨ at any Game Setup screen.
2. Select SAVE/LOAD and press Ⓐ.
3. Select LOAD REPLAY and press Ⓐ. The screen displays all replays available for loading.
4. Highlight a replay and press Ⓐ. The replay loads.
   - Press ▶ to access the Replay menu and exit out of replay.



CREDITS

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"Deep End" (Utah Saints Remix)
Performed by Swollen Members
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Written by Robert Howes pka Dr. Chug
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Written by J. Scott G and Jason Blum
Vocal by J Scott G
Produced and Engineered by Deepsky
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Contains a sample of Can't Find the Judge
Written by Alan Maman and Michael Perretta and Gary Wright
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Written by Thrice
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Written by The Faint
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"Into the Storm (Peak 3 Theme)"
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"Theme music for Allegra, Griff, Nate, and Zoe"
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Arranged and Edited by John Morgan
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Labor Day (It's A Holiday)"
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Written by Adams//Pineda/Van Musser/Brown/ Stubblefield/McCollough, Jamison/Collins/Collins/ Waddy/Gunnerls/Griggs
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The *SSX 3* Soundtrack stands on its own as one of the hottest party compilations of the season featuring exclusive tracks from Fatboy Slim, N.E.R.D., Placebo, and The X-ecutioners as well as killer tracks from The Chemical Brothers, Basement Jaxx, Kinky, Röyksopp, K-OS, Audio Bullys, Swollen Members, and a Paul Oakenfold remix of The Faint.

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- *SSX 3* Trailers (2)
- Röyksopp "Poor Leno" video
- *SSX 3* Screensavers (2)
- *SSX 3* Wallpapers (3)
- *SSX 3* Character Icons (10)
- Tips from Prima Games
- Exclusive cheats and a tip for the game (2) (in the CD booklet)

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Cast (Stand-in voice talent): Sarah Edmonson, Kiley Hendricks, Corey White

Subject Matter Experts: Jim Barnum, James Bishop, Tania Sacchetti

Focus Group / snowboarding experts: Rube Goldberg, Shaun Hughes, Rick Johnston, Gabe Langlois, Omar Lundie, Steve Orton, Mike Turner, Rick Wunderlich

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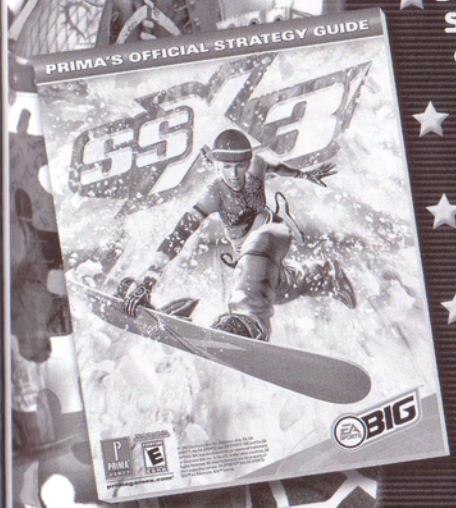
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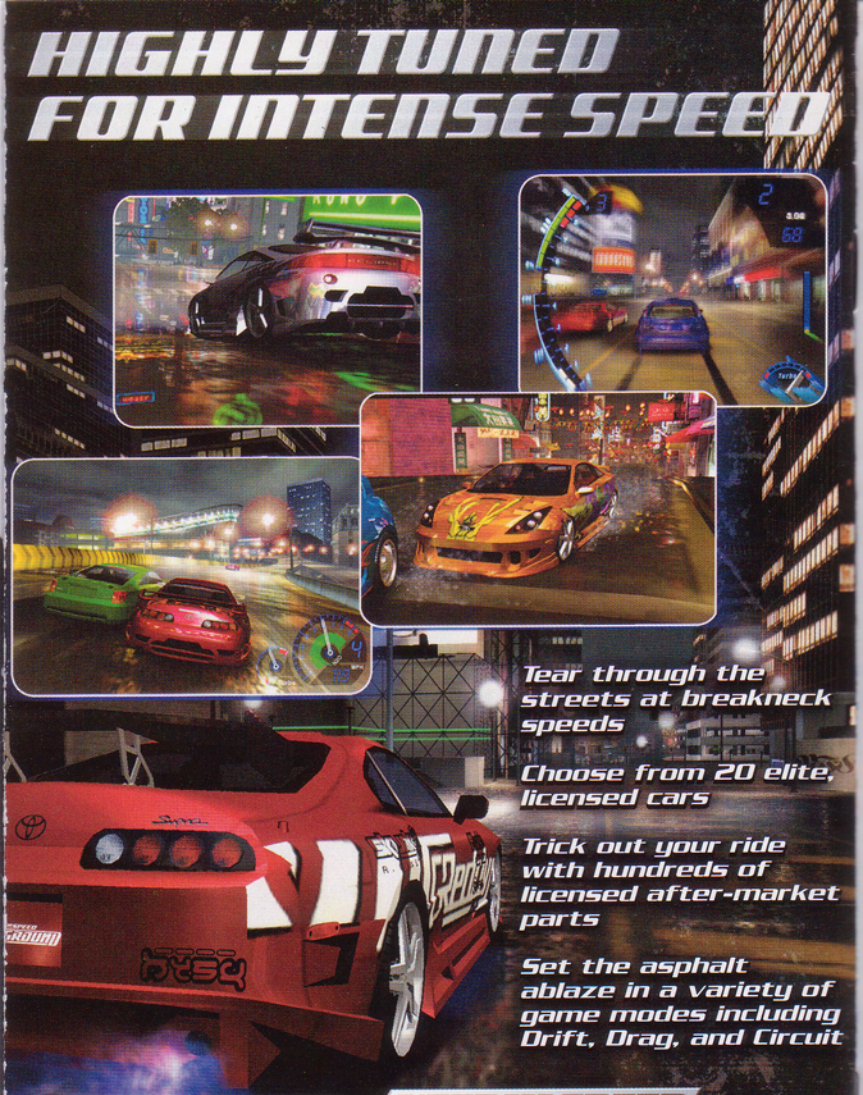
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