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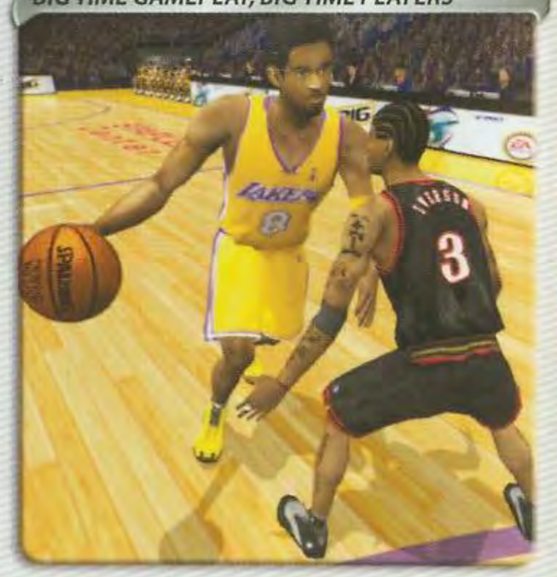

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EVERYONE E CONTENT RATED BY ESRB

XBOX

SSX TRICKY

EVERYONE E CONTENT RATED BY ESRB

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 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.

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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.

TABLE OF CONTENTS

USING THE XBOX™ VIDEO GAME SYSTEM 2

USING THE XBOX CONTROLLER 3

BASIC CONTROLS 4

INTRODUCTION 5

SETTING UP A SINGLE EVENT 6
- RACE 8
- SHOWOFF 8
- TIME CHALLENGE 9
- OPTIONS SCREEN 12

COMPLETE CONTROLS 13
- TRICKS 14

RIDING THE COURSE 18
- GAME SCREEN 18
- PAUSE MENU 19

WORLD CIRCUIT 20
- RACE 20
- SHOWOFF 21

PRACTICE 21
- FREERIDE 21
- TRICK TUTORIAL 21

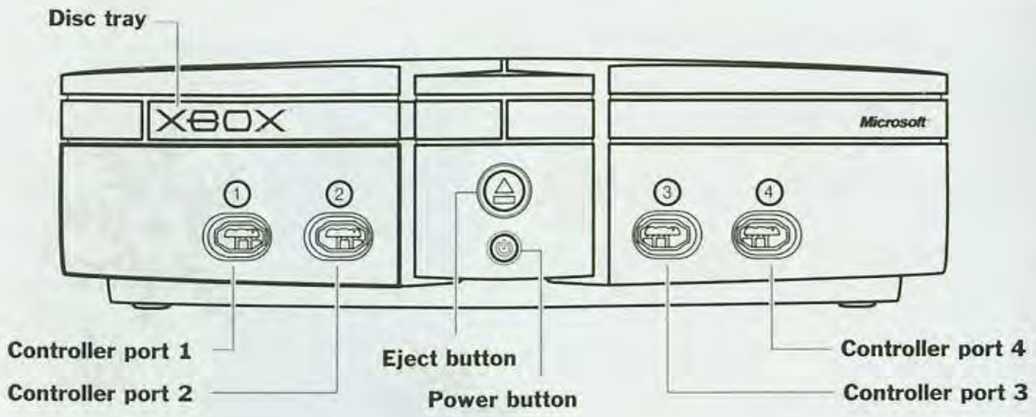
ADVANCED REPLAY 22

SAVING AND LOADING 24

CREDITS 27

LIMITED 90-DAY WARRANTY 34

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 Tricky* 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 Tricky*.

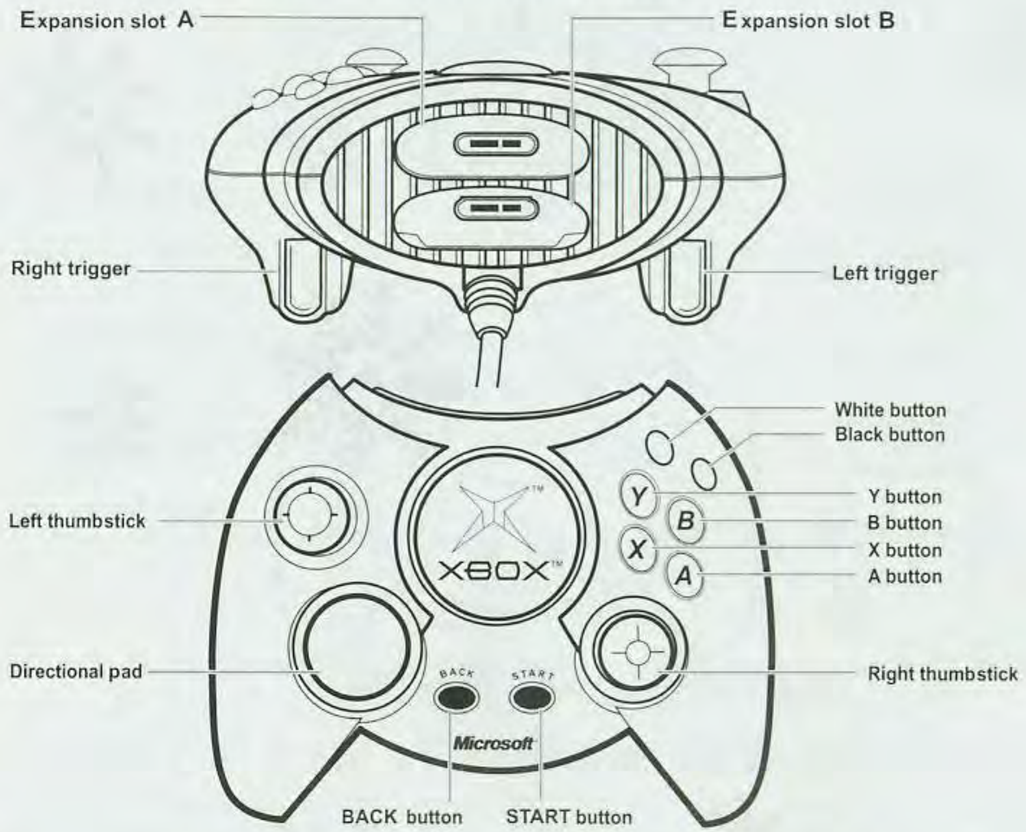
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

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

XBOX CONTROLLER CONFIGURATIONS



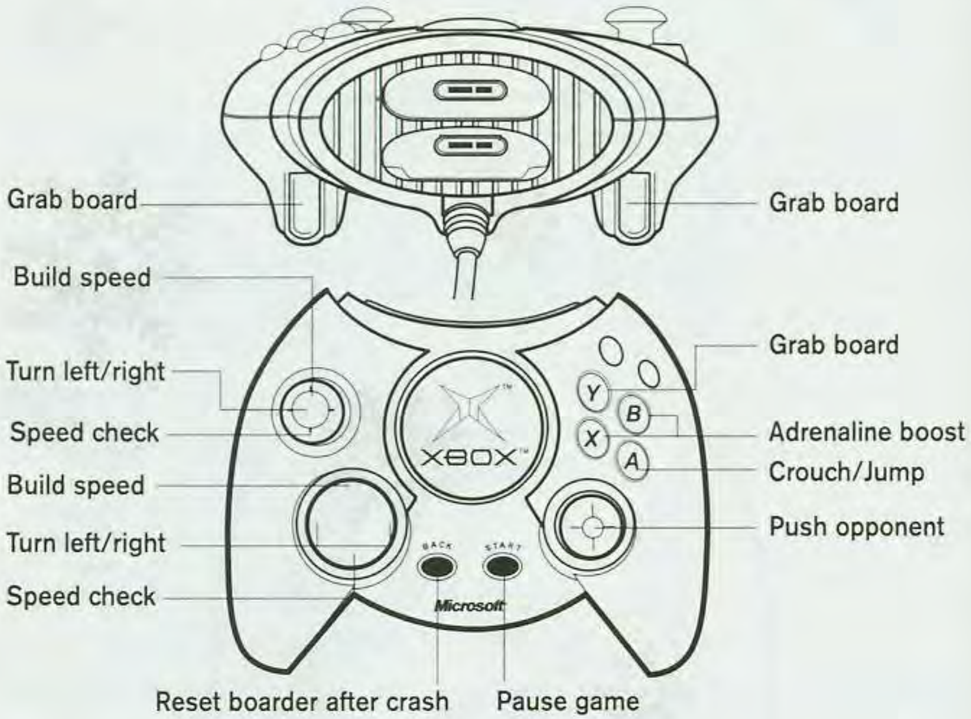
1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more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

MENU CONTROLS

Highlight menu item	↑ / ↓ or ↑ / ↓
Change highlighted item	← / → or ← / →
Select/Go to next screen	A or START
Cancel/Return to previous screen	B or BACK
Options menu	X

BASIC CONTROLS

Fly high and use these controls to get familiar with the basic *SSX Tricky* moves. For a list of *Complete Controls*, ➤ p. 13.



To bust out some **simple tricks** on the mountain, press and hold the ✖ button to crouch, then release it to jump before you reach the end of the ramp. While flyin' in the air, pull and hold L or R, or press and hold Y to perform a grab, then release to prepare for landing. The showboatin' is that easy. For more advanced tricks, ➤ p. 16.

NOTE: The longer you stay in the crouch position the higher you fly. Keep this in mind when you're using the default controller configuration.

INTRODUCTION

SSX Tricky is coming straight at you with insane, sick ÜBER tricks, surreal mind-blowing worlds, and a cast of funky-fresh characters. Blast down the tracks at all-out speeds and suck up the biggest adrenaline you've ever inhaled. All of your favorite *SSX* courses are tweaked for more speed, more elevation, and more insane thrills, plus two wild new tracks that will blow your mind. Hit the mountain harder with *SSX Tricky*. The sky is your stage.

Game Features:

- **BIG Air and BIG Tricks–**"ÜBER" tricks take airborne stunts to the next level.
- **An International Cast Of Riders–**All-everything competitors from around the world make up the *Tricky* circuit.
- **Hollywood Voices–**Celebrity voice talent bring the characters to life.
- **Own the Mountain–**Compete in a full World Circuit, go head-to-head in the unique Showoff (trick) mode, race the clock in Time Challenge mode, or just kick it in Free Ride.
- **Fresh New Soundtrack–**New releases and exclusive mixes from the cutting-edge world of electronic breaks and beats cut by turntable DJ all-stars Mix Master Mike, Aphrodite, The Plump DJ's, and more.
- **DVD Media–**DVD technology delivers a new 3D front-end as well as exclusive behind-the-scenes and making-of footage, from celebrity voice recording sessions to interaction between the riders on the mountain.

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

SETTING UP A SINGLE EVENT

Ah yes, your first taste of the mountain. Select a rider, and either **Race** against a field of phat boarders, **Showoff** some of your sweetest moves, or race the clock in a **Time Challenge**.

***SSX Tricky* goes DVD. Before you set up a Single Event, a race on the World Circuit, or a Time Challenge, take a "peak" at the making of *SSX Tricky*. Check out DVD-quality behind the scenes video footage, producer outtakes, celebrity interviews and more. You can also browse through the Jukebox and listen to full-length songs featured in *SSX Tricky*. Select DVD CONTENT and press Ⓐ to enter this new world.**

TO START A SINGLE EVENT RACE:

1. Select START GAME from the *SSX Tricky* title screen. The Select Mode screen appears.
2. Highlight SINGLE EVENT and press Ⓐ. The Player 1 Select Character screen appears.

➲ If you have two controllers plugged in, the Select Number of Players screen appears. Highlight the desired number of players and press Ⓐ. The Player 1 Select Character screen appears.

3. Press Ⓐ to highlight your character (➤ *Setup Character Screen* on p. 10), and press Ⓐ to continue.
4. To access the Select Event screen, select CONTINUE and press Ⓐ.
5. From the Select Event screen, highlight **RACE**, SHOWOFF (➤ p. 8), or TIME CHALLENGE (➤ p. 9) and press Ⓐ. The Select Venue screen appears.

NOTE: If you choose Race, the Select Difficulty screen comes before the Select Venue screen. Here, you can choose the skill level of the computer-controlled boarders (**AMATEUR**, SEMI PRO, or PRO).

6. Press ←◯ / ◯→ or ←◷ / ◷→ to highlight your venue. Press Ⓐ to accept.

NOTE: When selecting a venue, only Garibaldi, Snowdream, and Elysium Alps are available. Unlock tracks in World Circuit Race (➤ p. 20).and Showoff modes. (➤ p. 21).

NOTE: You can alter sound, control, and other options from any menu screen. Press Ⓧ to access the Options screen (➤ p. 12).

HEAD-TO-HEAD RACING

Race a buddy downhill in a Single Event and turn a friendly cruise down the mountain into an all-out brawl for the finish line.

TO RACE HEAD-TO-HEAD:

1. From the Select Mode screen, highlight SINGLE EVENT and press Ⓐ. The Select Number of Players screen appears.

NOTE: Two controllers must be plugged into the Xbox console in order to access Head to Head mode.

2. Select TWO PLAYERS and press Ⓐ. The Player 1 Select Character screen appears.
3. After Player 1 selects a character and adjusts their options at the Player 1 Setup Character screen, press Ⓐ and the Player 2 Select Character screen appears.
4. After Player 2 selects a character and adjusts their options at the Player 2 Setup Character screen, press Ⓐ. The Select Event Screen appears.

➲ Player 1 and Player 2 may choose the same character.

5. Choose **RACE**, SHOWOFF, or TIME CHALLENGE. The Select Venue screen appears (unless you select RACE, in which case the Select Difficulty screen appears).

NOTE: At the Select Difficulty screen, choose the skill level of the computer-controlled boarders (AMATEUR, SEMI PRO, or PRO).

6. Proceed through the remaining screens as you would in a single-player game.

➲ In a two-player game, the screen is split in two (left and right).

RACE

Take on the top boarders in a blistering winner-take-all downhill event.

In a Single Event, you race only once down the chosen track and then your day is over. However, you can take on bigger challenges by racing on the World Circuit. In that game mode, you begin your day in a quarterfinal race on the Garibaldi course and you work your way to the final round. Win big on the World Circuit and tracks are unlocked. For more information, ➤ *World Circuit* on p. 20.

SHOWOFF

Show off your sick tricks in this all-out, all-aerial, big air display of show and tell. Just be sure to cross the finish line only after you score the most points with the best tricks.

Showoff facts:

- Successful tricks require successful landings. It might have looked good in the air, but it won't count if you land on your face.
- Tracks unlocked during World Circuit become available in this mode but you cannot unlock any tracks in Single Event mode. You must unlock them in World Circuit if you want to play them here.
- High up in the air on each course are snow crystals. Jump and grab one to boost the style points for the trick you are performing. Yellow doubles your points, orange triples them, and red multiplies your points by five.
- Each Showoff locale is set up with more objects on the course that do not normally exist in Race mode. Also, every course has several checkpoints. If you cannot pass a checkpoint before the time on the bottom left of the screen runs out, the race is over and you lose all your points. Passing a checkpoint adds time to the clock.
- You can win medals in Showoff events in World Circuit mode (➤ *Showoff* on p. 21).

TIME CHALLENGE

Race against the clock but remember speed doesn't always kill in the Time Challenge.

Time Challenge facts:

- Tricks help increase your Adrenaline Meter and a full Adrenaline Meter can help push you down the hill faster. So although this mode is a time thing, it's also a trick thing.
- Know the track. The main path isn't always the fastest way down the hill. Explore the terrain and seek new cliffs, ramps, and other jumps to help set a blistering time.

SELECT CHARACTER SCREEN

Tame the course with one of the baddest boarders around. All have unique personalities and their own riding style.

Press ←◉ / ◉→ or ←Ⓑ / Ⓑ→ to scroll through the other boarders

Press Ⓐ to select a rider

- When first playing *SSX Tricky*, only Eddie, Elise, Moby, and Mac are available. To select the other riders, you must prove your worthiness by unlocking them in World Circuit mode (➤ p. 20).
- Skill potential shows the maximum skill level your character can achieve for each attribute, given the character's current board. Different boards can affect the character's skill potential (➤ *Board* on p. 10).

SETUP CHARACTER SCREEN

Customize your outfit and board and look good on the mountain, and view your Trick Book to see what stunts you've already pulled.

➲ From the Setup Character screen, you can modify any of the following options:

OUTFIT

Change your look by choosing one of the available outfit options that you have unlocked by completing chapters in the character's Trick Book.

➲ Select a locked outfit then read the bottom of the screen to see which tricks you need to perform to unlock it (➤ *Trick Book* below).

BOARD

Different boards can boost or lower your skill potential. The red area on each skill bar shows the skill boost that the selected board supplies. Boards come in three types:

FREESTYLE The best boards for performing tricks; not designed for speed.

ALPINE Great for speed, not great for tricks.

BX A mix between Freestyle and Alpine boards: A good board for both speed and tricks.

➲ Select a locked board then read the bottom of the screen to see to see what objectives you need to achieve to unlock it.

RIDER PROFILE

Check out any Rider's personal Biography, BackStory, World Circuit (WC) Status, and Rider's Best (greatest overall achievements). You can also read the quotes from an in-depth Q&A interview session.

TRICK BOOK

Your Trick Book shows you what tricks you need to perform to unlock uniforms, how to perform them, and which ones you've already completed. Perform all the tricks in a certain chapter and reap the rewards.

Unlock each chapter and you unlock a new uniform. Once you complete the Trick Book (unlock ALL chapters), you earn a new Über board.

USER NAME

Trick Book Notes:

- A rider's Trick Book is divided into six chapters (five tricks per chapter). Each rider has a distinct list of tricks and order they appear.
- Only active and completed chapters are shown in a Trick Book. Tricks that you have NOT completed appear with a red screen over them. However, tricks that are completed appear in small thumbnails at the bottom of the screen.
- Trick Book tricks can be performed only on a rider's default board type
- The Trick Book does NOT display the trick button combinations, but you can see the button combinations required in the pause menu Trick Book (➤ p. 10).

Enter a User Name to track your progress.

➲ On the User Name screen, press ✲ or move ✲ to highlight a letter and press Ⓐ to accept. That letter appears in the edit box. Repeat this step to complete your user name. When ready, highlight END and press Ⓐ.

SELECT VENUE SCREEN

SSX Tricky delivers a wide variety of challenging terrain. It's up to you to conquer each and every one of them.

Press ←◉ / ◉→ or ←Ⓛ / Ⓛ→ to scroll through the courses

Current track

Press Ⓐ to select venue

- Tracks that are grayed out become available after you unlock them in World Circuit mode (➢ *World Circuit* on p. 20). Got what it takes?

OPTIONS SCREEN

Tweak the sounds of *Tricky* along with other options. You can save and load your game, and check out your saved replays as well.

- To access the Options screen, press Ⓧ at any game setup screen.

SOUND — Adjust mixes and volume settings for sounds that occur in gameplay.

CONFIGURE CONTROLLER — Turn vibration **ON**/OFF and choose a **DEFAULT** or PRO configuration (➢ *Complete Controls* on p. 13).

GAME OPTIONS — Set the Replay mode at NORMAL or **ADVANCED** (➢ *Advanced Replay* on p. 22), turn the Auto Load Option **ON**/OFF (➢ *Saving and Loading* on p. 24), set the maximum number of boarders on the course (Single Event race only), and more.

SAVE/LOAD — Save or load games and options, or load a replay (➢ *Saving and Loading* on p. 24).

CREDITS — Check out the crew who created *SSX Tricky*.

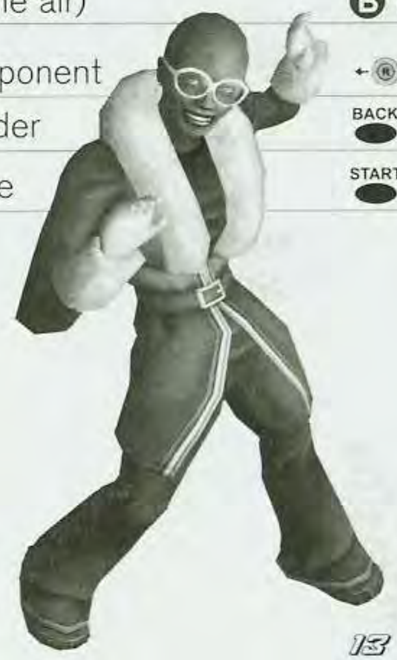
COMPLETE CONTROLS

After you grow beyond the basics, use these controls and dominate with your "all everything" super fly riding skills.

NOTE: *SSX Tricky* offers two controller configurations: DEFAULT and PRO (➢ *Options Screen* on p. 12). With the PRO configuration, you cannot turn while crouching, but you can use the left thumbstick to perform flips and spins. The actions listed below are for the DEFAULT controller configuration.

NOTE: When PRO configuration is ON, press and hold ◉ to activate the Combat Cam.

ACTION	COMMAND
Turn left/right	←◉ / ◉→ or ←Ⓛ / Ⓛ→
Spin in air	◉ then ←◉ / ◉→ or ←Ⓛ / Ⓛ→
Flip in air	◉ then ↑◉ / ↓◉ or ↑Ⓛ / ↓Ⓛ
Build speed	↑◉ or ↑Ⓛ
Speed check	↓◉ or ↓Ⓛ
Grab board	L, R, or Ⓨ
Crouch/Jump	Ⓐ (press and hold to crouch, release to jump)
Adrenaline boost (on the ground)	Ⓑ or Ⓧ
Tweak (in the air)	Ⓑ or Ⓧ (while performing a grab)
Push an opponent	←Ⓡ / Ⓡ→ or ↑Ⓡ / ↓Ⓡ
Reset boarder	BACK
Pause game	START



TRICKS

Anybody can fly down a mountain. Not everybody can fly *over* one. Throw yourself off a cliff, stick the landing and get ready for the next big trick.

GRABBED AIR TRICKS

Start your aerial assault with a sick "Grab" during a mid-air flight.

TO PERFORM A GRABBED AIR:

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

- If you want to get real funky, press two or more of these buttons at the same time to perform more complex grabs.
- To "tweak" a grab, press Ⓑ or Ⓧ while performing a Grabbed Air trick (when the Adrenaline meter is NOT full ➤ *Über Tricks* on p. 16 when full). Your body twists as you perform the trick, increasing the difficulty of sticking the landing. Remember, you must perform the grab *then* tweak.

3. As your body falls closer to the snow pack, release all buttons and level out the board for a smooth landing. You may face plant a few times before mastering this step.

ROTATION TRICKS

180's, 360's, 540's, ... whatever. You do the math. Just be sure to bust out with some serious hang time with a Rotation "Flip" or "Spin."

TO PERFORM A SPIN:

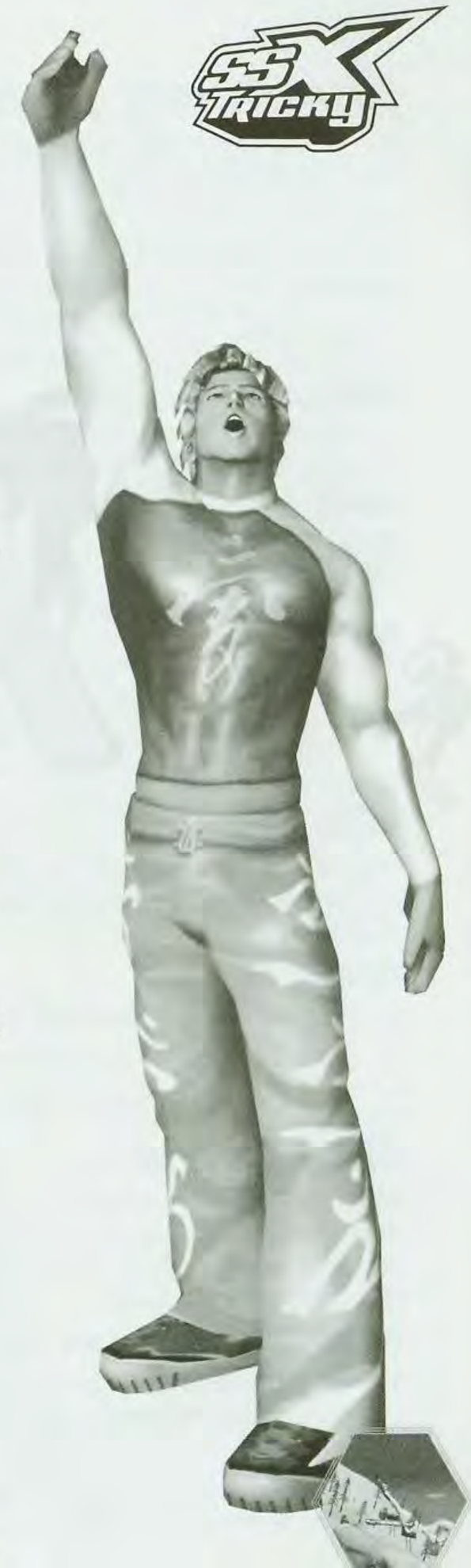
1. Press and hold Ⓐ to crouch as you approach a jump.
2. Press and hold ←● / ●→ (Left to spin left, Right to spin right).
3. Release Ⓐ to jump.
4. When you get close to the ground, release all buttons to prepare for landing.

TO PERFORM A FLIP:

1. Press and hold Ⓐ to crouch as you approach a jump.
2. Press and hold ↑● / ↓● (Up for a front flip, Down for a back flip).

- If you press and hold the D-pad diagonally, you flip and spin simultaneously, which is a tougher trick to land.

3. Release Ⓐ to jump.
4. When you get close to the ground, release all buttons to prepare for landing.



ADVANCED TRICKS

If you think you're "Big Time," combine your sick moves during a trip over a wild jump. If you're good enough, you can also change your grab hand while in the air, or pull off a combination of right and left spins. Check out these advanced tricks and bust them out on the hill.

SWITCH — A trick pulled off with your "opposite" or "goofy-foot" foot forward (right foot forward for a regular footed rider).

LATE — Throw out a grab or a spin during the early stages of a jump and just before you land, bust out with another last-second trick.

FAKIE — Land a trick with your "goofy-foot" foot forward.

NOTE: No extra points are given for Switches, Lates, or Fakies. They are worth the same as their regular counterparts.

TWEAK — Press B or X while performing a Grab (➢ p. 14) to execute the Tweak move (when the Boost meter is NOT full). Tweaks are merely a style variation of the grab. Tweaked tricks include Unethical, Sinful, and Madness.

RAIL RIDING

Snow is not the only terrain to ride in *SSX Tricky*. Jump up onto a rail or a similar obstacle—logs, fences—and "Rail Ride" it down. If you really want to show off some moves, jump off the end of the rail with a trick.

TO RAIL RIDE:

- Hold down then release A to jump on a rail.
- ←L / L→ to rotate counter-clockwise or clockwise on the rail.
- ←L / L→ to adjust your balance on the rail.

ÜBER TRICKS

When you fill up the Adrenaline Meter, the Uber disk rotates and it's an all out trickfest for every kind of boarder. Take airborne stunts to the next level with a high-flyin,' gravity defying "ÜBER" trick that will leave your competitors in awe.

TO BUST OUT WITH AN ÜBER TRICK:

1. When the Uber disk starts to rotate, 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 airborne, pull and hold L or R, or press and hold Y, then press and hold B or X.

3. Über time.

NOTE: If the Adrenaline Meter is empty, you can still pull off an Über trick, just as long as the Über disk is rotating. When activated, the disk spins for 20 seconds and you must perform the trick within this allotted time.

NOTE: Each successful Über trick fills up a letter in TRICKY. Once all of the letters are filled up, you will have infinite Adrenaline.

CHARACTER-SPECIFIC ÜBER TRICKS

Every character has a unique Über trick that they can perform when riding on their default board type. For example, Eddie can perform his character-specific Über trick on any freestyle board (his default board type).

- Perform a character-specific Über trick with L plus Y and then X or B when playing as Zoe, Brodi, or Elise. For all other characters, pull and hold R and press and hold Y, then press and hold X or B.

RIDING THE COURSE

This is your mountain. Own it.

GAME SCREEN

The race begins with your rider behind the starting gate at the top of the mountain. Once the gate drops, your rider automatically starts down the hill. Take control and get some speed right out of the gate by pressing ↑.

SCORE

Pick up some points by pulling off some sick tricks during your trip down the hill. The bigger the trick, the bigger the reward.

- If you keep trying the same trick, the Trick Points for that trick decrease. So try something new.

ADRENALINE METER

Watch your Adrenaline Meter rise as you pull off some mid-air acrobatics, then use your Adrenaline later when you need some extra speed. Keep in mind that you receive higher points as the difficulty level rises.

- To use your Adrenaline boost, press B or X anywhere on the course.
- 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 jumping, the more your Adrenaline Meter decreases.

ÜBER TRICKS

These are the nastiest tricks that you can pull out of your hat.

- Once your Adrenaline meter reaches full capacity, bust out with an Über trick and light up the sky. Just Grab and Tweak. To perform an Über Trick, ➤ p. 16.

NOTE: Character specific Über tricks can only be done on their default riding style boards.

PAUSE MENU

Catch your breath and take a break from the wild action by pausing the game. You can also change game options and check out your Trick Book from here.

- To pause during gameplay, press START. The game freezes and the Pause menu appears.

CONTINUE Continue racing in the current event.

RESTART Start over at the top of the mountain.

OPTIONS Change the screen's brightness, change the camera angle, adjust various sound volumes, set the HUD Detail, and change the song.

QUIT Leave the mountain and call it a day.

TRICK BOOK See what tricks your rider must complete in a chapter.

- View the tricks listed in a current chapter that you have to complete. When an entire chapter is completed, you move on to the next trick in the next chapter.
- Arrows indicate a spin or flip. The number after the arrow indicates the degree. For example, **→540** means perform a 540° spin to the right.
- All items listed together (arrows, plus button commands) are to be performed simultaneously, unless separated by the word "TO," which indicates a combo.

NOTE: You can complete your trick book tricks in any mode **except** Trick Tutorial.

NOTE: You can't unlock tricks listed in your trick book that is NOT in your active chapter. For example, if you unknowingly perform a trick from Chapter 4, but you're still in Chapter 2, that trick is not recorded in your trick book.

WORLD CIRCUIT

Take on the best in a full season of snowboard racing. World Circuit pits you against a field of elite boarders on the greatest courses ever designed.

NOTE: World Circuit mode offers the same events as Single Event mode, with the exception of Time Challenge (➢ *Setting Up A Single Event* on p. 6).

RACE

See if you can advance through the qualifying rounds all the way to the finals.

How it works:

- Each World Circuit course consists of three rounds: quarter, semi, and final. Finishing third or higher allows you to proceed to the next round.
- If you finish 4th or lower, you are able to restart the heat in order to place in the top three.
- If you rank third or higher in the final round, you win a medal and unlock the next course. You start first on the Garibaldi course.
- When you finish a course and receive a medal, you receive Experience Points which you can distribute among the different attributes (Edging, Speed, Stability, and Tricks) to increase your skill levels. Experience Points lead to Ranking Promotions.
- The Rankings, in order, are: Newbie, Rookie, Contender, Natural, Star, Veteran, Champ, Superstar, Sensei, and Master.
- After you unlock new venues, they become available from the Select Venue screen when setting up other game modes.

SHOWOFF

Showoff events in World Circuit mode also offer you the chance to earn medals. Not only do gold medals look cool hanging around your neck, they also unlock characters.

- To win a medal in a Showoff event, you must score a certain number of Trick Points. For instance, in the first course, Garibaldi, the required points for a gold medal is 55,000, a silver medal 40,000 and a bronze medal 25,000.
- The score required for each medal is displayed on the intro screen before each course. The score required for the next available medal (starting with bronze) is displayed on the upper left corner of the game screen.
- Earning gold medals in World Circuit Showoff and Race events unlocks characters. After you unlock characters, they become available from the Select Character screen when setting up other game events.

PRACTICE

The course is all yours. Practice jumps, tricks, turns, or whatever you need work on. Here's where you learn the fundamentals as you get ready for the real thing.

- From the Select Mode menu, highlight PRACTICE and press Ⓐ. The Select Event menu appears.
- Select your rider, course and other options like you would in Single Event mode and then take your act to the mountain.

FREERIDE

A Freeride in Practice mode is exactly that—a free ride down the hill. There are no points to be earned and no time to worry about. It's just you and the mountain. Take advantage of this time to learn the course.

TRICK TUTORIAL

In Trick Tutorial, you get to ride off a phat jump and practice all the tricks that you know.

- The Trick Tutorial offers to show you a trick with the help of a controller icon. Select SHOW ME and then pay close attention to the button commands. Here, the CPU is your friend.

- When you're ready to try the trick, select PERFORM and give it a try. Use the controller icon for guidance.
- Every rider has a 6 chapters comprised of different tricks to practice. They should be checked out.

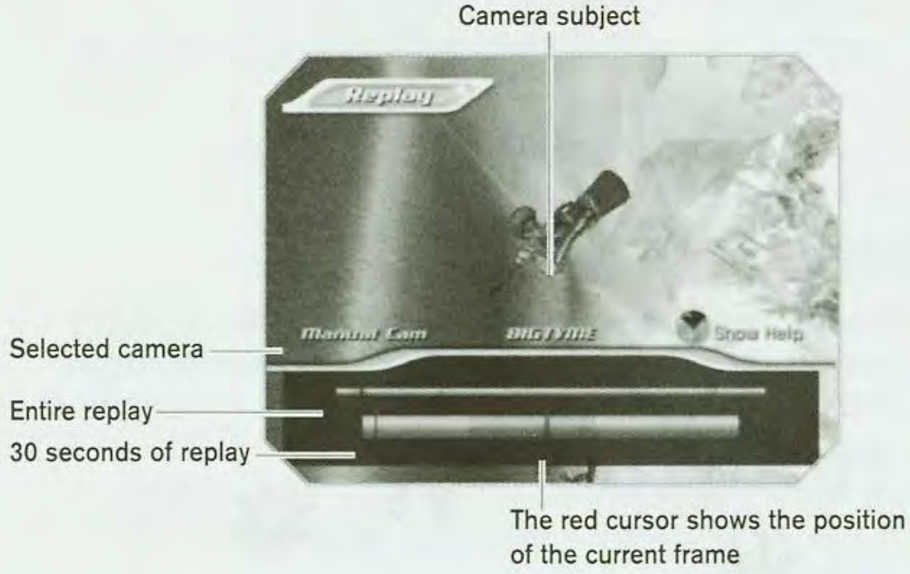
ADVANCED REPLAY

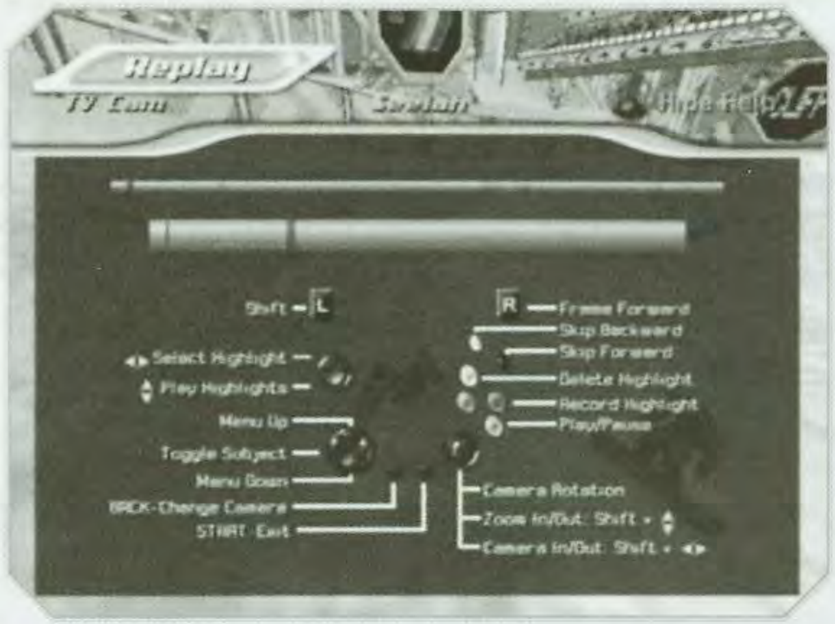
Check out the thrills and spills again by viewing a replay. Advanced Replay lets you view all the action from the last race from different camera angles. You can even edit and save your replays (➤ *Save/Load Replay* on p. 25).

NOTE: You can save your replays in Normal replay mode as well.

TO ACCESS ADVANCED REPLAY:

1. At one of the game setup screens, press Ⓧ to access the Options screen.
2. Select GAME OPTIONS, then set Replay Mode to ADVANCED.
3. After you finish a race, enter your name (if you recorded a record time), then select REPLAY from the menu at the bottom right of the screen. The replay screen appears.





NOTE: No info is lost when saving in Normal and Advanced. The game selects what can be viewed in the Replay versions.

- Delete Highlight removes the highlight to the right of the red cursor.

SAVING AND LOADING

Save and load files from your Memory Unit or hard disk.

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

NOTE: A Memory Unit will hold up to 502 blocks of memory.

SAVE/LOAD GAME/OPTIONS

Save your game and game settings for future use.

TO SAVE A GAME/OPTIONS CONFIGURATION:

1. Access the Options screen by pressing Ⓧ at any game setup screen.
2. Select SAVE/LOAD and press Ⓐ.
3. Select SAVE GAME/OPTIONS and press Ⓐ. The screen displays how many blocks you have left on the hard disk and connected Memory Units.
4. Highlight the hard disk or desired Memory Unit and press Ⓐ.
5. Press Ⓐ to save or press Ⓑ to cancel. If you press Ⓐ and do not have a previously-saved configuration, your configuration will be saved at this point.

- If you already have a game/options configuration saved, you can delete it by pressing Ⓧ.
- If you press Ⓐ to save and you already have a saved configuration, you are asked if you wish to overwrite the configuration. Press Ⓐ for YES or press Ⓑ for NO.

5. After you have saved your configuration, press Ⓐ to continue.

TO LOAD A GAME/OPTIONS CONFIGURATION:

1. From the Save/Load menu (see save instructions above), select LOAD GAME/OPTIONS and press Ⓐ.
2. Highlight the hard disk or desired Memory Unit and press Ⓐ.
3. Press Ⓐ to load or press Ⓑ to cancel.
4. After you have loaded your configuration, press Ⓐ to continue.

AUTO LOAD

Auto Load automatically loads saved data from the hard disk when you turn on your Xbox video game system. This way you don't have to set up your favorite game settings each time you fire up *SSX Tricky*.

TO USE AUTO LOAD:

1. Save your desired game/options configuration to the Xbox video game system's hard disk (➤ *Save/Load Game/Options* on p. 24).
2. Access the Options screen by pressing Ⓧ at any game setup screen.
3. Select GAME OPTIONS and press Ⓐ.
4. Toggle Auto Load Options **ON**.

- Your game settings are saved.

SAVE/LOAD REPLAY

Check out the spills and thrills from your trip down the mountain. You can save replays in either Normal or Advanced Replay mode.

TO SAVE A REPLAY:

1. After you finish competing, enter your name (when available), then select REPLAY from the menu at the bottom right of the screen. The replay screen appears.
2. Press Ⓐ to start the replay. When the replay appears, press START to access the Replay menu.
3. Highlight SAVE REPLAY and press Ⓐ. The Save Replay screen appears.
4. Highlight the hard disk or desired Memory Unit and press Ⓐ.
5. Select an <EMPTY> slot in which to save your replay and press Ⓐ.

- If you chose an existing replay file, you will be asked if you wish to overwrite the file. Press Ⓐ for YES or press Ⓑ for NO.
- If you already have a replay saved, you can delete it by highlighting it and pressing Ⓧ.

6. After you have saved your replay, press Ⓐ to continue.

- You can have up to four replays saved on a given Memory Unit or hard disk.

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 Ⓐ.
4. Select your desired Memory Unit or the hard disk.
5. Highlight a replay to load and press Ⓐ, or press Ⓑ to cancel. The replay screen appears (➤ *Advanced Replay* on p. 22).

CREDITS

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Lead Front End: Geoff Coates

Lead Sound Artist: Frank Faugno

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Talent Manager: Mitch Miles

Music Licensing: Beverly Koeckeritz

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MC Voice: Rahzell Brown

Movie Samples: Mike Donovan

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Voice Direction: Steve Rechtschaffner, Sean Penney (North America), Martin Schäfer, Bernd Stephan (Germany), Martial Le Minoux (France), Yoichiro Furusawa, Kaz Makita, Tsutomu Onda (Japan)

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Cameramen: Patrick Bell, Ted Cannem, Ken Oreskovich

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Audio Post: Rom Diprisco, Gordon Durity, Frank Faugno, Francois Lafleur, Kerry Uchida

Post Production Supervisor: Mark Lange

Post Production Assistant: Peter Miller

Computer Graphic Artist: Mimi Lee

Additional footage provided by: HotHouse Production (UK Ltd.)

MUSIC

"It's Tricky"

Performed by Run DMC

Written by D. McDaniel/J. Mizell/R. Rubin/J. Simmons

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(P) 2000 Recording courtesy of Arista /Profile Records

"Peaktime"

Performed by Rasmus

Written by Rasmus Gardell

© 1998 Big Life Music

(P) 1998 Recording courtesy of Bolshoi Records

"Superwoman"

Performed by Rasmus

Written by Rasmus Gardell

© 1998 Big Life Music

(P) 1998 Recording courtesy of Bolshoi Records

"System Overload (The Download is Complete Mix)"

Performed by Huda Hudia

Written and Produced by DJ Huda Hudia

Published by Dan Jorajuria/Copyright Control

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(P) 2001 Recording courtesy of Kaleidoscope Music

"Hip Hop Phenomenon"

Performed by BT and Tsunami One

Written by Brian Transeau, Adam Freeland, Kevin Beber

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"Smartbomb – Plump DJ's Mix"

Performed by BT

Written by Brian Transeau

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"Board Burner"

Performed by Mixmaster Mike

Written by Michael Schwartz

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(P) 2001 Recording courtesy of Mixmaster Mike

"Shake What Yo' Mama Gave You"

Performed by Skank

Written by A. Rizzo and E. Ireland

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"Reality Detached"

Performed by The Forth

Written by Andrew Archer

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(P) 2000 Recording courtesy of Quad Communications

"Slayboarder – Theme Song from SSX"

Performed by Mixmaster Mike and Rahzel

Written by Michael Schwartz and Rozell M. Brown

Produced by Mixmaster Mike and Rozell M. Brown

Programmed and Produced by John Morgan

Additional Bass Riffs by Saki Kaskas

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(P) 2000
Recording courtesy
of MCA Records
and Mixmaster Mike

"Finished Symphony"

Performed by Hybrid

Written by Mike Truman

Orchestral parts arranged and scored by S. Puttman

All Orchestral parts performed by the Russian Federal Orchestra

© 1999 Sherlock Holmes Music

(P) 1999 Recording courtesy of Distinctive Records

"Song for Dot"

Performed by Space Raiders

Written by Mark Hornby, Gary Bradford, Martin Jenkins and Antoine Domino

Produced by Space Raiders

Contains excerpts from "There Goes My Heart Again" as performed by Fats Domino, under license from Capitol Records, a division of Capitol Records Inc.

© Published by Skint Music Publishing Company/Sony Music/EMI Publishing UK/Fats Domino Publishing Company

(P) 1999 Recording courtesy of Skint Records

"King of the Beats"

Performed by Aphrodite

Written by Gavin King, Errol Bedward and Tony B (Mukesh Anthony Baboolall)

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"Leader"
Performed by Bif Naked
Written by Bif Naked and Doug Fury, Inc.
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(P) 2001 Recording courtesy of H.R.M. Records/Lava/Atlantic Records

"The Rose Petalled Garden"
Performed by Black Label Society
Written by Zakk Wylde
© 1999 Bellbottoms and Beer Music (BMI)
(P) 1999 Recording courtesy of Zakk Wylde

"Baby Portable Rock"
Performed by Pizzicato 5
Written by Yasuharu Konishi
© 1997 Doormat Music (ASCAP) and Columbia Music Publishing (JASRAC) administered by
Bug Music
(P) 1997 Recording courtesy of Matador Records and Denon-Nipon/Columbia Co. Lt.

"Bonecracker"
Performed by Shocore
Written by Shocore
© 2001 Shocore Music Inc.
(P) 2001 Recording courtesy of Shocore Music Inc.

"Twin Peak Loop"
Performed by Chris Stieber and Martin Stieber
Written by Chris Stieber and Martin Stieber
Publishing courtesy of BMG Germany
Recording courtesy of Chris Stieber and Martin Stieber

Original Music Compositions

"Adam's Revenge"
Written and Produced by John Morgan
Mixed by Francois LaFleur
© 2001 Electronic Arts

"Downtime 2001"
Written and Produced by John Morgan
Mixed by Francois LaFleur
© 2001 Electronic Arts

"Top Bomb"
Written and Produced by John Morgan
Scratching by DJ Precise
Mixed by Ken 'Hiwatt' Marshall
© 2000 Electronic Arts

"Gin and Sin"
Written and Produced by John Morgan
Scratching by DJ Precise
Bass and Guitar by Saki Kaskas
Dope beat vocals by Adam Mackay-Smith
Mixed by Ken 'Hiwatt' Marshall
© 2000 Electronic Arts

"Bass Invaders - SSX Tricky Menu"
Written and Produced by John Morgan
Mixed in by Francois Lafleur
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"Speed Freak - Snowdream Intro"
Written and Produced by John Morgan
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"Elysium Intro"
Written and Produced by John Morgan
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"Renegade - Merqury City Intro"
Written and Produced by John Morgan
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"Himalayas - Mesablanca Intro"
Written and Produced by John Morgan
Mixed by Ken 'Hiwatt' Marshall
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"Destroy the Competition - Aloha Ice Jam Intro"
Written and Produced by John Morgan
Vocals by MC Nuetrixx
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"Garibaldi Theme"
Written and produced by John Morgan
Mixed by Francois LaFleur
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"Alaska Theme"
Written and produced by John Morgan
Mixed by Francois LaFleur
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"Equinox - Megaplex Intro"
Written and produced by John Morgan
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"Brodi Theme"
Written and produced by John Morgan
© 2001 Electronic Arts

"Elise Theme"
Written and produced by John Morgan
© 2001 Electronic Arts

"JP Theme"
Written and produced by John Morgan
© 2001 Electronic Arts

"Mac Theme"
Written and produced by John Morgan
Scratching and Vocals by DJ Precise Ryan Wall
© 2001 Electronic Arts

"Marisol Theme"
Written and produced by Rom Di Prisco
© 2001 Electronic Arts

"Metrognome - Moby Theme"
Written and produced by Saki Kaskas
© 2001 Electronic Arts

"Song from EASports FIFA 97"
Written and produced by Graeme Coleman
Mixed by Randy Staub
© 1997 Electronic Arts

Music Supervision: John Morgan

Music Special Thanks: Troy Shelton, Abel at Vinyl Addiction, Mix Master Mike, Dianne Laffitte, Dan Jorajuria (Huda Hudia) (Kaleidoscope Records), Gavin King (Nettwerk Records), Terry McBride (Nettwerk Records), Geoff Goddard (Nettwerk Records), Carter Marshall (Nettwerk Records), Adam Smith (Nettwerk Records), Sarah (Bolshi Records), Andrew (Boxed), Kiki (Exert Productions), Adam MacKay-Smith

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Very Special Thanks: To all the spouses, children, girlfriends, boyfriends and others for your ongoing support and understanding of what it takes to make yet another beautiful game. Thank you!

SSX Tricky is a Chaos Production.

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World Wide Web: http://techsupport.ea.com

Warranty Inquiries: warranty@ea.com

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