

EmuMovies

SSX TRICKY



BIG

INSTRUCTION BOOKLET



NINTENDO
GAMECUBE.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCub[®] power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCub[®]. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



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, OR VISIT WWW.ESRB.ORG



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GETTING STARTED

1. Turn OFF the POWER Button on your Nintendo GameCube™.
CAUTION: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.
2. Make sure a Nintendo GameCube™ Controller is plugged into Controller Socket 1 on the Nintendo GameCube™.
3. If you're playing against a friend, plug another Controller into Controller Socket 2.
4. Insert the *SSX Tricky* Game Disc into the Optical Disc Drive.
5. Turn ON the POWER Button and proceed to the *SSX Tricky* title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the *SSX Tricky* title screen, press **START/PAUSE** to advance to the Main menu.



COMMAND REFERENCE



NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	➤ Control Pad or Control Stick Up/Down
Change highlighted item	➤ Control Pad or Control Stick Left/Right
Select/Go to next screen	A Button
Cancel/Return	B Button
Options menu	Y Button




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 **A** Button to crouch, then release it to jump before you reach the end of the ramp. While flyin' in the air, press and hold the **L** Button, **R** Button, or **Z** Button to perform a grab, then release to prepare for landing. The showboatin' is that easy. For more advanced tricks, ► p. 16.

 **Tip:** The longer you stay in the crouch position, the higher you fly. Keep this in mind that 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**—New "ÜBER" tricks take airborne stunts to the next level.
- ❖ **An International Cast Of Riders**—Six all-new competitors plus six riders from the original *SSX* 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 Freeride.
- ❖ **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.

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**.

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 behind the scenes video footage, producer outtakes, and more. Select **MAKING OF** from the intro screen and press the **A** Button 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 **START/PAUSE** or the **A** Button. 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 **A** Button. The Player 1 Select Character screen appears.
3. Press the **+Control Pad** or **Control Stick Left/Right** to highlight your character (► *Setup Character Screen* on p. 10), and press the **A** Button to continue.
4. To access the Select Event screen, select **Continue** and press the **A** Button. To access the *Setup Character Screen*, select **modify**.
5. From the Select Event screen, highlight **RACE**, **SHOWOFF**, or **TIME CHALLENGE** (► p. 8) and press the **A** Button. The Select Venue screen appears.

TIP 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 the **+Control Pad** or **Control Stick Left/Right** to highlight your venue. Press the **A** Button to accept.

TIP When selecting a venue, only *Garibaldi*, *Snowdream*, and *Elysium Alps* are available. Unlock tracks in *World Circuit* mode (► p. 20).



TIP You can alter sound, control, and other options from any menu screen. Press the **Y** Button 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, select **SINGLE EVENT** and press the **A** Button. The Select Number of Players screen appears.
2. Select **TWO PLAYERS** and press the **A** Button. 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 the **A** Button 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 **A** Button. The Select Event Screen appears.
5. 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).
6. At the Select Difficulty screen, choose the skill level of the computer-controlled boarders (**AMATEUR**, **SEMI PRO**, or **PRO**). Then proceed through the remaining screens as you would in a single-player game.
7. 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 funky-fied Garibaldi 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. Once a track is unlocked, it becomes available in all game modes. 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 the **Control Pad** or **Control Stick** Left/Right to scroll through the other boarders



Press the **A Button** 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 by winning a Gold Medal 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 (> *Customize 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 Player 1 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 to 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 rank you need to achieve to unlock it.

RIDER PROFILE Check out any Rider's personal Biography, Backstory, World Circuit (WC) status, and Riders 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 the book 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.



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).



USER NAME

Personalize a User Name for a rider to add some more flare.

☞ On the User Name screen, use the +Control Pad or Control Stick to highlight a letter and press the A Button to accept. That letter appears in the edit box. Repeat this step. After a name is created, highlight END and press the A Button.



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 the **←**Control Pad or Control Stick Left/Right to scroll through the courses



Press the **A** Button to select a 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 the **B** Button at any game setup screen.

SOUND

Adjust the volume—the sounds and music—of the game.

CONFIGURE CONTROLLER

Turn Rumble Feature **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.



SSX Tricky offers two controller configurations: Default and Pro (► *Options* on p. 12). With the **PRO** configuration, you cannot turn while crouching, but you can use the Control stick to perform flips and spins. The actions listed below are for the Default controller configuration.

ACTION

Turn left/right

Spin in air

Flip in air

Build speed

Speed check

Grab board

Crouch/Jump

Adrenaline boost (on the ground)

Tweak (in the air)

Push an opponent

Reset boarder

Pause game

COMMAND

←Control Pad or Control Stick Left/Right

X Button then **←**Control Pad or Control Stick Left/Right

X Button then **←**Control Pad or Control Stick Up/Down

←Control Pad or Control Stick Up

←Control Pad or Control Stick Down

L Button, **R** Button, or **Z** Button

A Button (press and hold to crouch, release to jump)

B Button

B Button (while performing a grab)

C Stick **↔** / **↑**

Y Button

START/PAUSE



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 the **A** Button to crouch as you approach a jump. Just before the end of the jump, release the **A** Button to take off.
2. While in the air, press the **L** Button, **R** Button, or **Z** Button 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 the **B** Button while performing a grabbed air trick (when the Adrenaline meter is NOT full) (➤ see *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 the **A** Button to crouch as you approach a jump.
2. Press and hold the **+**Control Pad Left/Right to spin left or right (Left to spin left, Right to spin right).
3. Release the **A** Button 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 the **A** Button to crouch as you approach a jump.
2. Press and hold the **+**Control Pad Up/Down (Up for a front flip, Down for a back flip).
- ☞ If you press and hold the **+**Control Pad or Control Stick diagonally, you flip diagonally, which is a tougher trick to land.
3. Release the **A** Button 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 the **B** Button 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:

- Press the **A** Button to jump on a rail.
- **+**Control Pad or Control Stick Left/Right to rotate counter-clockwise or clockwise on the rail.
- Use the **+**Control Pad or Control Stick Left/Right 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 the **A** Button to crouch as you approach a jump. Just before the end of the jump, release the **A** Button to take off.
2. While airborne, press and hold the **L** Button, **R** Button, or **Z** Button + the **B** Button (hold).
3. Über time.

 **NOTE:** If the Adrenaline Meter is empty, you can still pull off an Über trick just as long as this 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 the **Z** Button plus the **L** Button and then the **B** Button when playing as Zoe, Brodi, or Elise. For all other characters, press the **Z** Button plus the **R** Button and then the **B** Button.



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 the **+**Control Pad or Control Stick Up.



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 the **B** Button 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.

- ❖ **ÜBER** 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 the **START/PAUSE**. 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 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 are **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 (► *Single Event Mode* 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.

 **NOTE** You can win medals in World Circuit Race events as well.

- ❖ 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 of 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 **A** Button. 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. Click SHOW ME and then pay close attention to the Button commands. Here, the CPU is your friend. Only the tricks in the chapter that you are working on can be viewed.
- ❖ 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 Replays* on p. 25).

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

TO ACCESS ADVANCED REPLAY:

1. At one of the game setup screens, press the **Y** Button 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.



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

- ❖ Delete Highlight removes any highlight to the right of the red cursor.
- ❖ Delete Camera removes any camera insertion to the right of the red cursor.

TO ADD A CAMERA:

1. Move the cursor to the frame where you want to insert a new camera.
2. Press the camera insertion Button (**Y** Button) to place a camera index. This makes all frames to the right of the camera index the camera view (until another camera index is inserted).


The camera view retains the last camera view used. If you set a camera you like and then go back and choose another angle, it retains that second camera angle.


3. Repeat to insert another camera.
- ❖ The target of the camera changes based on where the red cursor is on the time bar. There is, however, no indication on the time bar of a change in target.



SAVING AND LOADING

Save your game and options settings for future use.

 **Tip** Be sure to have your Nintendo GameCube™ Memory Card inserted in Memory Card Slot A. SSX Tricky does not support Memory Card Slot B.

 **Warning** Never insert or remove a Memory Card when loading or saving files.

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 the **Y** Button at any game setup screen.
2. Select Save/Load and press the **A** Button.
3. Select Save Game Options and press the **A** Button. The screen displays how many blocks you have left on your Memory Card.
4. Press the **A** Button save or the **B** Button to cancel. If you press the **A** Button 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 the **X** Button.
 - ↳ If you press the **A** Button to save and you already have a saved configuration, you are asked if you wish to overwrite the configuration. Press the **A** Button for YES or the **B** Button for NO.
5. After you have saved your configuration, press the **A** Button to continue.

TO LOAD A GAME/OPTIONS CONFIGURATION:

1. From the Save/Load menu (see save instructions above), select Load game/options and press the **A** Button. The screen displays how much space you have left on your Memory Card and whether or not you have a game/options configuration saved.
2. Press to the **A** Button to load or the **B** Button to cancel.
3. After you have loaded your configuration, press the **A** Button to continue.

AUTO LOAD

Auto Load automatically loads saved options from a Memory Card when you turn on your Nintendo GameCube™. 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 (► *Save/Load Game/Options* on p. 24).
2. Access the Options screen by pressing the **Y** button at any game setup screen.
3. Select Game Options and press the **A** Button.
4. Toggle auto load options ON.
5. The next time you turn on your Nintendo GameCube™, be sure to first insert a Memory Card into Memory Card slot A.

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 the **A** Button to start the replay. When the replay appears, press **START/PAUSE** to access the Replay menu.
3. Highlight save replay and press the **A** Button. The Save Replay screen appears.
4. Select an <EMPTY> file in which to save your replay and press the **A** Button.
 - ↳ If you chose an existing replay file, you will be asked if you wish to overwrite the file. Press the **A** Button for YES or press the **B** Button for NO.
 - ↳ If you already have a replay saved, you can delete it by highlighting it and pressing the **X** Button.
5. After you have saved your replay, press the **A** Button to continue.
 - ↳ You can have a number of replays saved at any time.



TO LOAD A REPLAY:

1. Access the Options screen by pressing the **Y** Button at any game setup screen.
2. Select **Save/Load** and press the **A** Button.
3. Select **Load replay** and press the **A** Button. The screen displays how much space you have left on your Memory Card and all replays available for loading.
4. Highlight a replay to load and press to the **A** Button, or press the **B** Button to cancel. The replay screen appears (**> Advanced Replay** on p. 22).

CREDITS

ELECTRONIC ARTS CANADA

Lead Programmer: Bob Siskier

Lead Character Artist: Ian Lloyd

Lead Front End: Geoff Coates

Lead Sound Artist: Frank Faugier

Art Director: Ron Egge

Technical Art Director: Chris Harless

Producer: Larry LaPere

Development Director: Scott Hemfiah

Sr. Development Director: Brent Bradstock

VP Product Development: Pauline Muller

Executive Producer: Steven Rochschaffner

Software Engineers: Mike Rayner (Chief Platform Engineer), Basil Chan, Dana Fujiwara, Bethos Georges, D'arcy Gog, Craig Hill, Davyell Hobson, Don Humphrey, Barry McCallum, Ficham Park, James Thomas

Audio Programmers: Chris Khoo, David Weeban

Visual Artists: Malcolm Androschyn, Vincent Chi, Steve Hinar, Gang Hyak-Kyeh, Sneha Karolic (Chief Course Builder), Natsuko Kinoshita, Mimi Lee, Paul B. Lee, Klaus Monies, Andrew Murphy, Gilbert Ngo, Ted Nugent, John Parent, Claire Peterson, Dennis Patel, Cody Reche, Terry Sanderson, Winston Tai, Gordon Wang, Ross Young

Sound Artists: Omer Al-Khatiji, John Morgan

Additional Sound Support: Juan Jacynia, Tim McKenzie, Martin Wasiel

Producers: Steve Anthony, Dave Eilers, Jeremy Ferguson, Kirby Lewing, Scott Murray, Scott Penney

Production Coordinator: Nathalie Mathieu

Contributing Producers: Don Markicki, Ian Venches, Kaz Makita

Contributing Software Engineers: Mauricio Ko, Jordan Loo, Edwin Yano



Contributing Visual Artists: Meg Freeman (Sylkii), Sofia Vyshima, Alan Harrison, Aki Kojan, Sal Melluso, John Ko, Dejan Stankovic

EAC Tools and Libraries: Frank Buchard, Blair Bikonto, Jason Fairweather, Ray Gardener, Sean Halliday, Bart Jacques, Daniel Koncinski, Mauricio Ko, Ian Macneil, Dave Mecca, Curtis Patzer, Patrick Ratto, Ted Sylka, Scott Wadley

EAC Video Post: Sam Hofer, Mark Lange, Peter Miller, Stuart MacKinnon, Tom Raycever

Quality Assurance: Jason Bowen (QA Manager), Martin McCanna, Todd Wilson (QA Leads), Pat Russell (QA Project Manager), Grant Bryson, Cameron MacKinnon, Richard Selo (Senior Testers), Olivia Bogacki, Sean Desjardins, Arthur Lee, Edward Lam-ick, Rob MacDermott, Shaun Morrison, Ryan Mouscovich, Chris Phillips, Dan Smith, Terence Tao, Martin Wasiel, Tony Wong, Chris Yan Yipson, Ryan Yao

EAC Mastering Lab: Raphael DeLeon Franis, Michael Gussinger, Brett Henderson, Bill Peterson, Peter Pelkey, Josh Smith

EAC Sr. QA Test Developer: Elio Pavesal

EAC CATLAB: John Adams, Mark Henderson

EA Square (Japan) QA Testers: Hanakazu Tadatsuka, Sawamura Kousaku, Sugiyama Rei, Ueki Naoko, Tamaya Kenji

EA Square Technical Support: Hiroshi Tsuda

LOCALIZATION

ELECTRONIC ARTS CANADA

Localization Producers: Shannon Bruce, Andrea Walker

Localization Quality Assurance Project Manager: Carole Esabem

Localization Coordinator: Patrick Chomay

Test Coordinators: Alejandro Huerta-Rodas, Samer Raad

Senior Testers: Davinder Biaz, Mikael Kinnunen

International Testers: Xavier Lambert (France), Marcel Kufel (Germany), Yuki Taniguchi (Japan)

EA EUROPE

Localization Product Managers:

Sylvain Caburetton, Nathalie Fernandez

European Localization Audio Manager: David Lupp

EA FRANCE

Localization Manager: Christine Jean

Translator: Veronique Yreffa

Translation Coordinator: Nathalie Duiet

Test Coordinator: Laurent Gilbert

Tester: Sarry Benromdhane



EA GERMANY

Localization Manager: Michaela Baroff
Translation Coordinator: Bettina Bacher
Translators: Robert Bock, Brita Hummel
Test Coordinator/Tester: Dirk Vojtlo

EA SQUARE (JAPAN)

Territory Localization Manager: Tsutomu Onda
Assistant Producer: Takahito Toyoshima
Language Testing Product Manager: Takashi Tajima
Localization QA Lead: Takemori Hayashi

PRODUCT MARKETING

NORTH AMERICA

Marketing/PR: Ben Glickman, Brian Coleman,
Frank Gibson, Jeff King, Tracy Muller,
Olis Patrick, Joann Wong

EUROPE

Marketing/PR: Juerg Blackl, Dan Holman,
Raphael Martiner

EA SQUARE (JAPAN)

Marketing/PR: Kazuyuki Kamagata, Yoshinori Tsuji, Masaru Takahashi

ELECTRONIC ARTS REDWOOD SHORES

Package Project Management: Adrienne Rogers
Package Design: Nathan Carrico
Package Illustration: Bob Roszman, Michael Kerbow
Documentation: Gabu Leon, Dan Davis
Documentation Layout: Christopher Held
Customer Quality Control: Tony Alexander, Darryl Jenkins, Dawn Knodock,
Andrew Young, Ben Smith, Anthony Barzagallo

BUSINESS AFFAIRS

Content Licensing: Brian Hupp
Talent Manager: Mitch Miles, Beverly Kockswalt
Music Licensing: Beverly Kockswalt



VOICE RECORDINGS

In Game Characters: Eddie: David Arquette; Semaj: Mary Gray; Elise: Lucy Liu;
Moby: Nick Malaperrinac; Zoe: Bill Nicks; Luther: Oliver Platt; Phynon Shade: Jim Rose; Marisol: Patricia Velasquez; Mac: Ryan Wall; Dredd: Billy Zane; Rocco: Yuko Nagashima; Marty: Tobias Foppig; JP: Xavier Fagnon

MC Voice: Rahniff Brown

Movie Samples: Mike Donovon

Talent Coordination: Mitch Miles (EARS), Nathalie Mathieu (EAC), GGG (Vancouver)

Recording Studios: Electronic Arts Canada, Vancouver, BC; EA Atomic Studios, Santa Monica, CA; Nola Studios, New York City, NY; Lolas Ross Studios, Paris, France; M&S Studios, Frankfurt and Tonewood, Hamburg, Germany; EA Square, Tokyo, Japan

Recording Engineers: Hein Hoven (EA Atomic Studios), Bill Motts (Nola Studios), Francis Lalleu (Electronic Arts Canada), Stéphane Dollier (Lolas Ross Studios), Michael Tokarsky (M&S Studios), Andreas Gieroch (Tonewood), Kocoon Kanda (EA Square)

Script Writers: Janice Brandan, Martin Doryck, Brooke Dargatzis, Adam Elm, Sean Penney, Deborah Peraya, Mitchell Scott, Ramay Wagner

Front End Voice: Karlheer Bar (North America), Laurence Bremond (France), Ingarit Dressler (Germany), Yuko Nagashima (Japan)

Narrator Voice: Brent Chapman (North America), Jean Francois Anglard (France), Wolfgang Ley (Germany), Hiroyuki Sato (Japan)

Voice Direction: Steve Rechtschaffen; Sean Penney (North America), Martin Heller, Bernd Stephan (Germany), Marisa Le Minoux (France), Yoshio Fukutawa, Tetsu Nakita, Tsutomu Onda (Japan)

THE MAKING OF SSH TRICKY

Director: Martin Perry (Hothouse Productions, UK Ltd.)

Art Director: Ron Egnell

Production Manager: Nathalie Mathieu

Camera-men: Patrick Bell, Ted Carrens, Ken Orskovoch

Editors: Kathy Garland, Bob Landy, James Lawson, Mike Taylor

Audio Post: Rom Dipicco, Gordon Dwyer, Frank Faugus, Francois Lalonde, Kory Lichda

Post Production Supervisor: Mark Lange

Post Production Assistant: Peter Miles

Computer Graphic Artist: Mini Leo

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



MUSIC

"It's Tricky"

Performed by Run-DMC
Written by D. McDaniels/J. Mizell/
R. Rubin/J. Simmons
© Protons, Inc. (ASCAP) /
Ruff! Groove Music (ASCAP)
(P) 2000 Recording courtesy of
Arista / Profile Records

"Rasmus"

Performed by Rasmus
Written by Rasmus Garfeld
© 1998 Big Life Music
(P) 1998 Recording courtesy of
Bolshe! Records

"Superwoman"

Performed by Rasmus
Written by Rasmus Garfeld
© 1998 Big Life Music
(P) 1998 Recording courtesy of
Bolshe! Records

"System Overload (The Download is Complete Mix)"

Performed by Huda Huda
Written and Produced by
DJ Huda Huda
Published by Dan Jorajuria/
Copyright Control
© 2001 Kaleidoscope Music
(P) 2001 Recording courtesy of
Kaleidoscope Music

"Hip Hop Phenomenon"

Performed by BT and Tsunami One
Written by Brian Tronesso,
Adam Friedland, Kevin Babor
© 2000 Warner-Tamela Publishing
Corp. (BMI), Embrace the Future
Music (BMI) and Copyright Control
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Embrace the Future Inc.
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Network Productions

"Smartbomb - Pump DJ's Mix"

Performed by BT
Written by Brian Tronesso
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Music (BMI)
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Embrace the Future Inc.
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"Blood Bunter"

Performed by Mamiester Mike
Written by Michael Schwartz
Additional production and programming
by John Morgan
Mixed by Francois Francois LaFleur
© 2001 Copyright Control/
Michael Schwartz
(P) 2001 Recording courtesy of
Mamiester Mike

"Shake What Yo' Mama Gave You"

Performed by Skank
Written by A. Rizzo and E. Ireland
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Seven Music Promotions
(P) 1999 Recording courtesy of
Copyright Control & Seven Music
Promotions

"Reality Detached"

Performed by The Forth
Written by Andrew Archer
© 2000 Copyright Control
(P) 2000 Recording courtesy of
Quad Communications

"Slaybeater - Theme Song from SSK"

Performed by Mamiester Mike and
Rahzel
Written by Michael Schwartz and
Rozell M. Brown
Produced by Mamiester Mike and
Rozell M. Brown
Programmed and Produced by
John Morgan

Additional Bass Riffs by Saki Keskas
© 2000 Copyright Control/Michael
Schwarz and MCA Music Publishing
(P) 2000 Recording courtesy of MCA
Records and Mamiester Mike

"Finished Symphony"

Performed by Hybrid
Written by Mike Trunam
Orchestral parts arranged and scored
by S. Pultman
All Orchestral parts performed by the
Russian Federal Orchestra
(P) 1999 Sherlock Holmes Music
(P) 1999 Recording courtesy of
Instructive Records

"Song for Dot"

Performed by Space Raiders
Written by Mark Hornby, Gary Bradford,
Kerlin Jenkins and Arlone Damino
Produced by Space Raiders
Contains excerpts from "There Goes
My Heart Again" as performed by
Luis Domino, under license from
Capitol Records, a division of Capitol
Records Inc.
© Published by Skunk Music Publishing
Company/Sony Music/EMI Publishing
UK/Fats Domino Publishing Company
(P) 1999 Recording courtesy of
Capitol Records

"King of the Beats"

Performed by Apathetic
Written by Gavin King, Erol Bedeviro
and Tony B. (Mukesh Anthony Babootal)
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Protons and Copyright Control
(P) 2000 Recording courtesy of
V2 Records

"Leader"

Performed by Bif Naked
Written by Bif Naked and Doug Fury,
Inc.

© 2001 Taylor
Music
(P) 2001
Recording courtesy of HJCM
Records/Lava/Atlantic Records



"The Rose Petalini Garden"

Performed by Black Label Society
Written by Zakk Wylde
© 1999 Bellbottoms and Door Music
(BMI)
(P) 1999 Recording courtesy of
Zakk Wylde

"Baby Portable Rock"

Performed by Fluzio D
Written by Yasuharu Kuroki
© 1997 Doornat Music (ASCAP) and
Columbia Music Publishing (ASCAP)
administered by Bag Music
(P) 1997 Recording courtesy of
Matador Records and Denon
Nipon/Columbia Co. L.L.

"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 Steiner and
Martin Steber
Written by Chris Steiner and
Martin Steber
Publishing courtesy of BMG Germany
Recording courtesy of Chris Steiner
and Martin Steber

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 'Hwaat' Marshall
© 2000 Electronic Arts

'Gin and Sn'

Written and Produced by John Morgan
Scratching by DJ Precise
Boss and Gurlz by Saki Kaskas
Dope beat vocalz by
Adam Mackay-Smith
Mixed by Ken 'Hwaat' Marshall
© 2000 Electronic Arts

'Bliss Invaders - SSK Tricky Menu'

Written and Produced by John Morgan
Mixed in by Francois LaFleur
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'Speed Freak - Simwadream Intro'

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'Elysian Intro'

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'Renegade - Mercury City Intro'

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'Himalayas - Mesablanca Intro'

Written and Produced by John Morgan
Mixed by Ken 'Hwaat' Marshall
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'Destroy the Competition - Aloha Ice Jam Intro'

Written and Produced by John Morgan
Vocalz by MC Nautico
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'Gairfield 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
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'Eiso Theme'

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'JP Theme'

Written and produced by John Morgan
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'Mac Theme'

Written and produced by John Morgan
Scratching and Vocals by DJ Precise
Ryan Wall
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'Marisol Theme'

Written and produced by Roni DiPietro
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'Metrozone - Moby Theme'

Written and produced by Saki Kaskas
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Music Supervision: John Morgan

Music Licensing: Beverly Kocenda

Music Special Thanks: Troy Shelton, Abel at Vinyl Addictz, Mia Master Mix, Duane LaFite, Dan Jerusalem (Holds Huda) (Kaleidoscope Records), Gavin King (Network Records), Terry McBride (Network Records), Geoff Grubba (Network Records), Carter Marshall (Network Records), Adam Smith (Network Records), Sarah (Bolsi Records), Andrew (Boxed), Kiki (Excel Productions), Adam MacKay-Smith

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EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
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EA Tech Support Contact Info

Email: support@ea.com

Web Page: techsupport.ea.com

FTP Site: ftp.ea.com

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