



winter **Games** *snowboarding™* **2002**



www.konami.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 computer entertainment system, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 computer entertainment system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 computer entertainment system with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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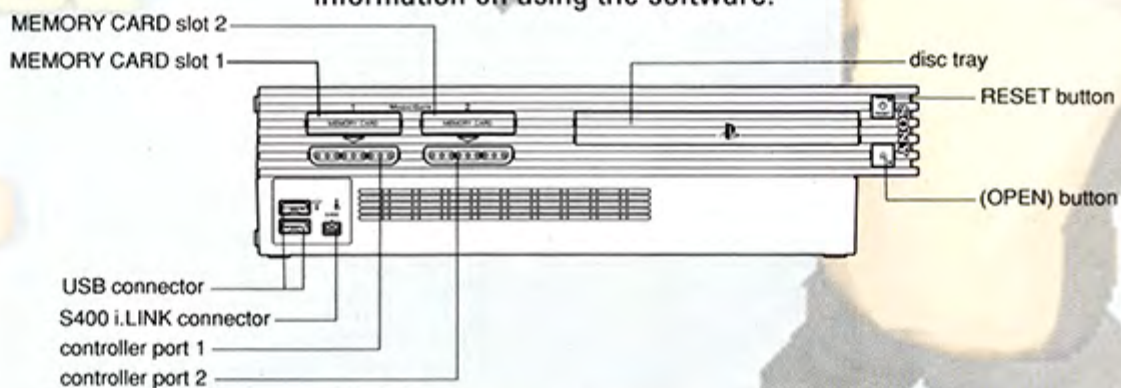
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Thank you for purchasing **Winter X Games Snowboarding™ 2002**. To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.) At Konami, we continuously strive to improve our products. As a result, your product may differ slightly from someone else's, depending on the date of purchase.

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **ESPN™ Winter X Games Snowboarding 2002** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.



Memory Cards

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card, or from any memory card containing previously saved games.

At least 250 Kb of free space must be available on the memory card in order to save game data. If less than 250 Kb of free space exists, erase some older data before saving.

ABOUT THE X GAMES

The X Games is an alternative sports event organized by ESPN. Since their inception in 1995, The X Games have thrilled audiences worldwide as they have brought action sports to a whole new audience. The Winter X Games celebrate the unique talents and innovative styles of a new generation of athletes who thrive not entirely on competition but creativity, determination and internal strength as well.

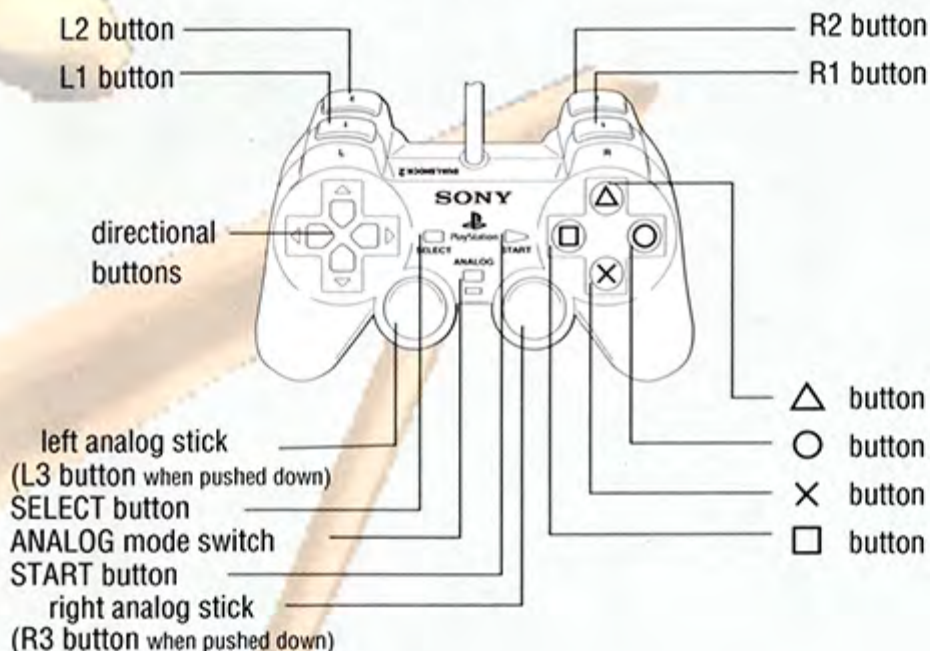
CONTROLLERS



ESPN™ Winter X Games Snowboarding 2002 can be played with either DUALSHOCK®2 analog controller or DUALSHOCK® analog controller. For 1 player, plug the controller into the controller port 1 of the PlayStation®2. For 2 players, plug the controllers into the controller ports 1 and 2.

Analog Controllers

DUALSHOCK®2 analog controller / DUALSHOCK® analog controller only: Press the analog mode button (LED lit) to use the left analog stick and right analog stick. Toggle the vibration function ON/OFF by using the Option>Vibration setting. When the vibration function is set to ON, the controller will vibrate in response to the on-screen rider's moves.



Standard Controller

If you are using a standard controller press the directional button in place of analog stick controls. However, some operations are not possible if you use a standard controller.

In **Winter X Games Snowboarding 2002**, players can compete in four snowboarding events: Slopestyle, Superpipe, Boarder X, and Big Air. In the Snowboarder mode, players can create their own rider, select their equipment and live the life of a pro boarder as they strive to earn sponsorship and a chance to win a Winter X Games gold medal.

CONTROLS

Note: Controls are given using the left analog stick. The directional button can be used in place of the left analog stick for all menu commands and most boarder controls.

Menu Controls

Start/Pause game



Select menu item

Move to next screen

left analog stick to highlight and press the button or button to confirm.

Move cursor

left analog sticks or directional pad

Cancel/Return to previous

button or button

Scroll menu dialogue

button or button

Basic Boarder Controls

Turn

left analog stick LEFT/RIGHT

Crouch or ollie

button hold to crouch and release to ollie

Switch stance

button (tap)

Stop

left analog stick DOWN

Lock onto rail

button

Raise eye level for higher view

button

Drop from rail and land

or buttons

358

Trick Controls

Spins (Ollie as executing commands)

Frontside or Backside Spin
(180, 360, 540 etc.)

left analog stick LEFT/RIGHT

Faster rotations

Pressing **L1** and **L2** + Left analog stick (in direction of rotation)

Forward or Backward Flip

X button (Ollie) + left analog stick
↑ or ↓

3D Tricks (Ollie as executing commands)

Backside Corkscrew

left analog stick ↙

Frontside Rodeo

left analog stick ↘

Backside Rodeo

L1 button + left analog stick ↘

McTwist

left analog stick ↘

Chicane

left analog stick ↖

Michalchuk Flip

L1 button + left analog ↘

Haakon Flip

L2 button + left analog stick ↙

Grab It! (In the Air)

Indy

○ button

Mute

L1 button + **○** button

Melanchollie

□ button

Stale Fish

R1 button + **□** button

Method

R1 button + **△** button

Tail Grab

X button + **□** button

Nose Grab

△ button + **○** button

Japan Air

R1 button + **X** button

One Foot

R3 button (push right analog stick in like a button)

Rail Slides (Press ) to Jump/Ollie on an obstacle. Press the  button to lock onto a rail.)

50/50	move the left analog stick left / right to place board parallel to rail.
Board Slide	left analog stick LEFT/RIGHT to place board perpendicular to rail
Nose Press (from 50/50)	left analog stick UP
5-0 Grind (from 50/50)	left analog stick DOWN
Nose Slide (from Board Slide)	 button or  button
Tail Slide: (from Board Slide)	 button or  button

Ground Tricks

Enter command while riding.

Nose Butter	Press the  button continuously Move the analog stick left / right to spin rider while executing tricks
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See Performing Tricks on page 29
and Special Tricks on page 29.

THE MAIN MENU



1. Press the  button on the Title screen to display the Main Menu.

2. Press the left analog stick UP/DOWN to highlight the event you want and press the  button or  button.

X Games Mode

Just like the X Games! Press the left analog stick LEFT/RIGHT to select SLOPESTYLE, SNOWBOARDER X, SUPERPIPE, BIG AIR or one of two FREE RIDE events. See "X Games Mode" on page 15.



Snowboarder Mode

Create a custom rider and blaze a new trail in your career as a professional snowboarder. First you'll have to make a name for yourself at home. Later the film jobs will start rolling in and you'll get a shot at the world's hottest snowboarding venues. The final payoff is a chance to get legendary when you take an X Games gold medal. See "Setting Up Snowboarder Mode" on page 16.

Duel Mode

Two players compete in split-screen events. See Duel Mode on page 27.

Save Game

Store the data from your last game. See "Saving and Loading Game Data" on page 31.

Load Game

Saved game data auto-loads when you start up the game. See "Load Game" on page 31.

OPTIONS

Press the left analog stick UP/DOWN to highlight menu items and press the **X** button or **Y** button to confirm. Press the left analog stick LEFT/RIGHT to change a setting.

SOUND

Change Audio settings.

BGM (Background Music) – Adjust the volume of the music that is played throughout the course of the game.

SE (Special Effects) – Adjust the music volume.

Voice – Adjust the sound effects volume.

Mono/Stereo – Switch between MONO and STEREO.

CAMERA

Set the player's point of view.

Default – Standard point of view

Follow – Camera following the rider

Own – Rider's point of view

Far – Zoom out

VIBRATION

(DUALSHOCK®2 analog controller /
DUALSHOCK® analog controller only)

Toggle the Vibration function ON or OFF. When it is set to ON, the controller vibrates in response to the rider's actions.

DEFAULT

Return all settings to the defaults.

EXIT

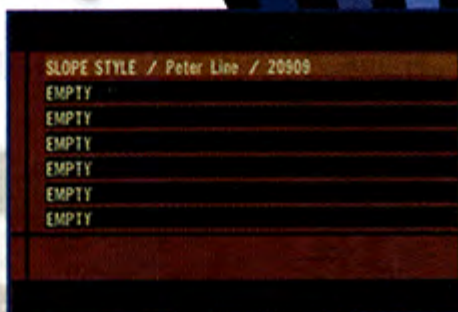
Return to the Main Menu.



Replay Theater

Check out your saved videos with this feature. Press the left analog stick UP/DOWN to highlight a video and press the  button or  button to play.

- Press the left analog stick LEFT/RIGHT to change the music during the replay.
- Press the  button or  button to stop the replay and return to the Replay Theater selection menu.



Movie Theater

Watch some sick riding videos or check out the game credits. Press the left analog stick UP/DOWN to select a video.

Press the  or  button to play a video.

Press  or  at any time during play to return to the Movie Theater Menu.

Tutorial Mode

Select this mode first to learn the basic moves. Follow the Tutorial instructions.



GAME SCREEN



Quarter or Section Point Total



Current Tricks Points

Special Trick OK

Note: The game screen and displays vary depending on the mode and event.

Point Total – Total number of points you have earned for the current run.

Event Timer – Counts down to zero in all events except Snowboarder X which is a contest of shortest elapsed time.

Switch Warning – The switch warning appears when you are riding fakie (switched). Tap the  button to return to the normal stance. Performance is sometimes impaired when riding switched.

Best Score – This is the total for the best run so far. Beat this and you're good.

Trick – This is the trick you are attempting. As you chain together tricks during one jump, they appear here. To get points for these tricks you must make a successful landing.

Quarter or Section Point Total – Events are divided into sections or quarters. Each time you complete one part of the total event distance, the score earned in that part displays onscreen. At the end of your run, the point result for each quarter or section is displayed.

Current Trick Points – These points appear along with your last trick at the bottom of the screen, when and if you stomp the landing. They are added to the point total.

Chain Tricks Clock – Quickly transition from one trick to the next and earn bonus points. When the Chain Tricks clock appears at the top right of the screen, you will earn extra points for quickly pulling a trick before the Chain Tricks Clock runs to zero. Chain together more difficult tricks to add time to the clock. Keep it up and the Special Trick OK alert appears.

Chain Score Multiplier – Perform a combination trick and the Chain Score Multiplier appears. Any tricks you land will be multiplied by this number.

Special Trick OK – Each pro rider can perform special tricks. When "Special Trick OK" appears on-screen you are allowed to attempt that rider's signature move. The Chain Score Multiplier must be at 1.5 or above before you can attempt a Special Trick. See "Special Tricks" on page 29.

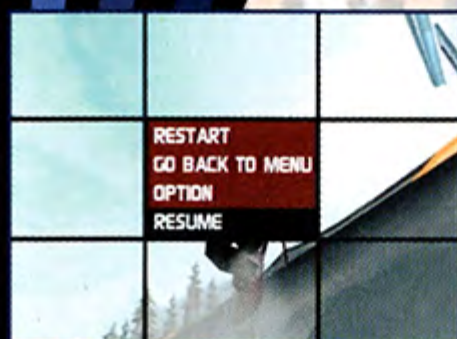
Position – Shows your current position relative to other boarders in the Snowboarder X event.

Speed – Shows your speed in kilometers per hour during Snowboarder X and Big Air events.

Distance – Shows the distance traveled from launch to landing in the Big Air event. **Height** – Shows jump altitude during Big Air event.

Life Meter – This displays how much life you have remaining in Snowboarder Mode. Avoid wipeouts to keep the life at the maximum. Hit zero and your rider goes to the hospital. The life meter maximum is raised with boarding experience.

THE PAUSE MENU



Press the  button during play to display the Pause Menu.

Restart – Return to the beginning of the currently selected competition. Some events do not allow restarts.

Go Back To Menu – Return to the Stage Select Screen

Option – Change the same play options available on the Main Menu.

Exit – Return to the game.

X GAMES MODE

Compete in four different competitions: Slopestyle, Snowboarder X, Superpipe, and Big Air. To enter the finals, you must place among the top three qualifiers. There are also two free riding stages, The Dawn, and The Valley.

Competition Selection

Select the desired event. The first run in any event is the Nomination run where you try to qualify for the Final event. It will be possible to choose between NOMINATION or FINAL if you have won the Gold Medal during a Final event.

Rider Selection

Press the left analog stick LEFT/RIGHT to select a pro rider or your created rider. Check out the highlighted pro rider's profile by pressing the left analog stick UP/DOWN. See "Pro Rider Profiles" on page 32.



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Board Selection

Press the left analog stick LEFT/RIGHT to select an available board. Check each board's performance specs on the right hand side of the screen with the "X" bars. There are 4 bars for each board: Stability, Trick, Power and Speed. Choose a board that is suitable for the type of riding and terrain that you will face. On the superpipe and slopestyle events; a shorter, freestyle board is better for maneuverability. For the time attack and downhill events, a longer board with more speed is better.



Music Selection

To select a song, press the left analog stick LEFT/RIGHT and press the  or  button.

Results

Points and standings are posted following the event. If you placed in the top three on the Nomination run, you can move onto the Final event, if not give it another try.

Replay – Check out a previous move.

Stock Replay – Create your own replay archive.

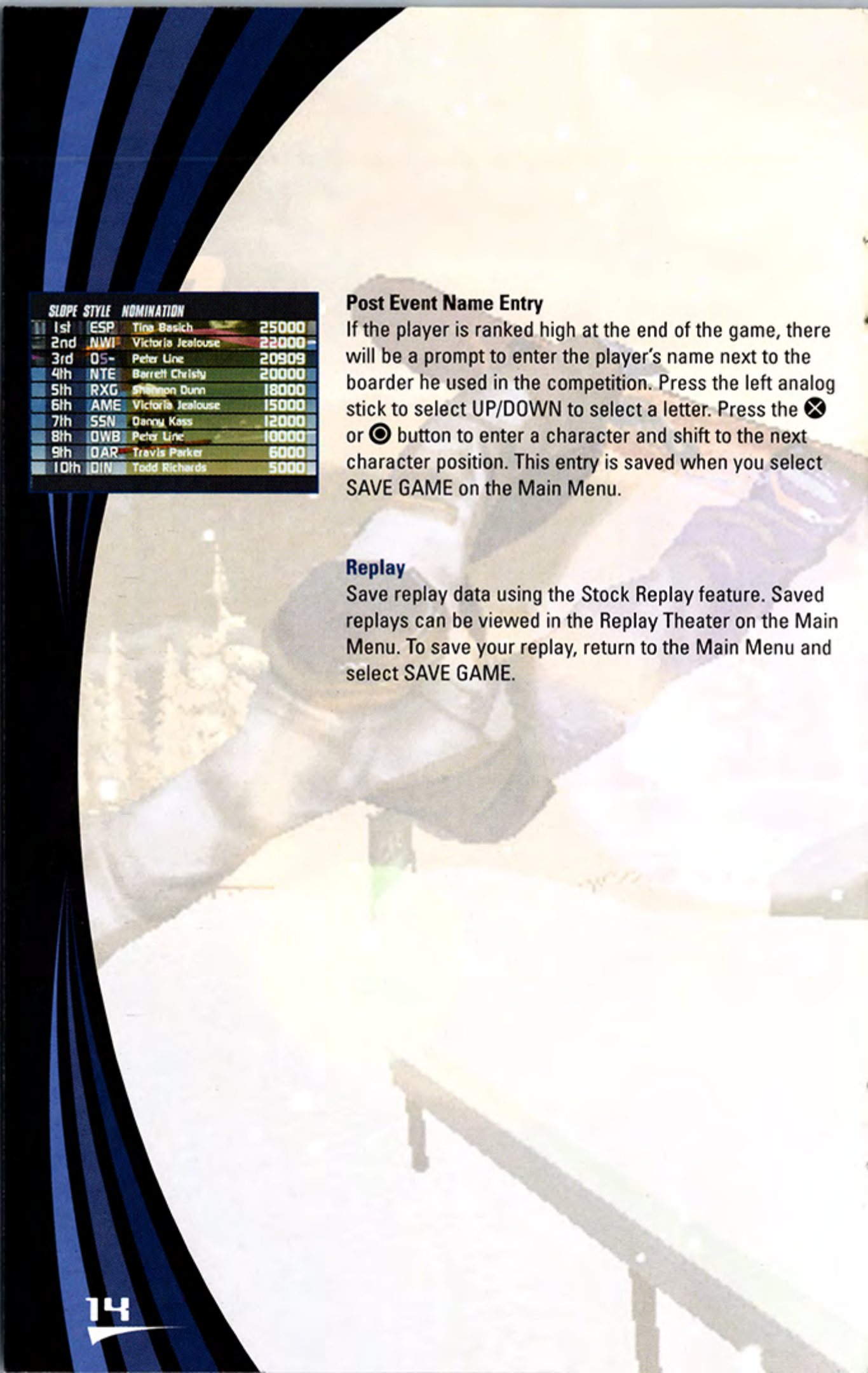
Try Next Level (Snowboarder X only)

Retry – Try the last event again. In Snowboarder Mode, you only get one attempt.

Go To Final – Go for the Gold! This appears after you have qualified in a nomination event during X Games Mode.

Go Back To Menu – Return to the Stage Select Screen.

QUALIFIED			
SLOPE STYLE NOMINATION			
RESULT			
1st	Travis Parker	23171	
2nd	Peter Line	20909	IP
3rd	Victoria Jealous	20853	
4th	Tina Basich	18767	
5th	Devon Walsh	16890	
 REPLAY  STOCK REPLAY  RETRY  GO TO FINAL			



SLOPE	STYLE	NOMINATION	
1st	ESP	Tina Basich	25000
2nd	NWI	Victoria Jealousie	22000
3rd	OS-	Peter Line	20909
4th	NTE	Barrett Christy	20000
5th	RXC	Shannon Dunn	18000
6th	AME	Victoria Jealousie	15000
7th	SSN	Danny Kass	12000
8th	DWB	Peter Line	10000
9th	DAR	Travis Parker	6000
10th	DIN	Todd Richards	5000

Post Event Name Entry

If the player is ranked high at the end of the game, there will be a prompt to enter the player's name next to the boarder he used in the competition. Press the left analog stick to select UP/DOWN to select a letter. Press the  or  button to enter a character and shift to the next character position. This entry is saved when you select SAVE GAME on the Main Menu.

Replay

Save replay data using the Stock Replay feature. Saved replays can be viewed in the Replay Theater on the Main Menu. To save your replay, return to the Main Menu and select SAVE GAME.

THE X GAMES MODE EVENTS



Slopestyle

Exploit the trick potential for every kicker, rail, picnic table, fence, box and pipe you can find. Points will be based on the number and difficulty of tricks you can nail from start to finish. Riders who do not complete the course within the given time limit will be disqualified.

Snowboarder X

Just think speed. This is snowboarding's version of a Indy car race. To complete the course successfully, you must pass between the gates (pairs of poles erected along the course). If you go off-course and do not pass through a gate, you lose! Clear the EASY stage, and you will automatically progress to the NORMAL and HARD stages.

Superpipe

Drop into this huge halfpipe and throw down as many tricks as you can. The more difficult tricks you can pull during your run, the higher your final score! Jack your score even higher by rapidly moving from one trick to the next.

Don't Go the Wrong Way!

If you begin boarding toward the top of the pipe, the Wrong Way alert appears and your score will rapidly begin to drain. Turn your board in the direction of the finish at the bottom of the pipe.

Big Air

This is all about tricks while in low earth orbit. Launch off the enormous kickers and execute a trick. There are three separate kickers in this event. Go for maximum height and distance to buy trick time. Stomp it!

Free Ride

Practice on these courses loaded with kickers and rails and face-frosting speed. Free Rides have no time requirements.

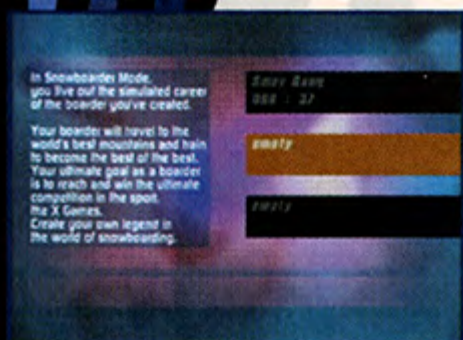


SETTING UP SNOWBOARDER MODE

Create your own snowboarder and aim for the X Games! Head for the mountains to earn a reputation as a professional boarder. By touring snowboarding locales around the world, your pro could hit the big time, and get an invitation to the X Games! Keep learning new tricks, and keep your pro rider healthy and soon you'll be on your way to fame as a pro snowboarder.

1. On the Main Menu, select SNOWBOARDER MODE.
2. Create a data file to store your boarders progress.

Press the left analog stick UP/DOWN to select an empty file or select one with previously saved data which will be overwritten by the new data.



Create Your Boarder on the Player Edit Screens Name your Boarder

Press the left analog stick to move the cursor to the letter or number you want to enter and press the **X** button or **○** button to enter it. Press the **△** button to backspace and remove a character. Select END when you have the name you want.



Create Your Boarder's Attributes and Physical Characteristics

The skills and performance of your original snowboarder will reflect the choices you make here.

- A short boarder can steer the board better than a tall one.
- A lightweight boarder can accelerate faster than a heavier one and get bigger air.
- A heavy boarder will accelerate more slowly but be capable of higher top speed than a light boarder.



To create attributes:

Press the left analog stick to change a setting and press the **X** button or **○** button to display the next attribute. When you are finished, select YES.

1. Select boarder gender.
2. Select an age.
3. Select a stance of REGULAR or GOOFY. Performance potential is not different, but riding fakie (switched) will reduce performance in some situations.

Note: Trick controls in this manual are for a regular stance.

To create physical characteristics:

1. Press the left analog stick UP/DOWN to select a physical characteristics including FACE, HEAD, HEIGHT, WEIGHT.
2. Press the  button.
3. Press the left analog stick LEFT/RIGHT to change the characteristic and press the **X** button or **○** button.
4. Select END and YES when prompted to finish creating your boarder.



PLAYING SNOWBOARDER MODE



Progress from nobody grommet to big name boarder. Athletic ability, experience and charisma are career essentials.

Charisma

Supporting a snowboarder is not cheap. Charisma is your boarder's popularity rating. When Charisma is increased, your rider will gain sponsors who pay royalties. The rider may only have one sponsor per item, and should always remember to display the sponsor's brand in public. Make sure that your boarder hits the slopes on a regular basis to insure a high charisma rating.

Increase charisma by:

- Boarding regularly
- Entering competitions
- Appearing in films

Experience

Practice makes you a better boarder. Select SKI AREA or COMPETITION (if you signed up) on the Town map to practice your boardcraft. Each time you enter a competition or free ride in a ski area, your skills increase. At the end of each session, the changes in your rider's status (and money earned) are displayed. Select STATUS on the Home screen to review your status.

Injury

Hospital bills are just part of doing business. Injuries never stop a snowboarder from trying, but they sure get expensive. The money you spend for hospitals and physical therapy can wipe out funds for entry fees and equipment. Watch your life bar along the top of the screen for an indication of your health during a competition.



Entering Competitions

Earn money and increase charisma by entering your rider in competitions. See "Competition" on page 25.

Film Gigs

Star in a snowboarding videos directed by a video production company and produced by the Shop. As your rider's popularity (Charisma) grows, so will the appearance fee – and offers will begin to roll in. When on location, the rider may further gain popularity by responding to the video director's requests.

Passes

You need passes for traveling to different locations around the world. Obtain passes by winning specific events. On the Competition screen in the Shop, competitions where you can win passes are marked with the word "Pass".

Rank

A rider's rank may move upward based on experience, contest wins and film appearances. Beginning riders have a C Ranking and top riders have an A Ranking. It is not possible to compete in events that are ranked higher than the rider. You can enter in contests that are rated below your rider's rank.

Shopping and Money

Buy better gear, physical training and competition entries and pay for medical bills. You begin with 1000G. The amount can be increased through appearance fees in filming projects or cash prizes at competitions.

Life Rating

The life rating is diminished with every fall or accident. When this rating reaches 0, the word "Breakdown" appears on-screen and it's time for medical attention. You will be checked into a hospital and billed for medical expenses. Complete recovery takes place every time you begin a new day, but you can speed up healing by taking rehab at the gym.

Moving Around on the World Map

Fly to locations all over the globe from this screen. There are nine locations. Earn passes to new locations by winning special events that have passes as awards. In the beginning, you are homebound. Once you gain passes, you can go to the Airport found on the Town Map and fly to events world-wide. Press the left analog stick to select locations on the on the World Map.

THE SNOWBOARDER MODE TOWN MAP



This is your local area. It includes ski resorts, the Shop, the Gym, the Airport and your Home. You also go to Competition locations from the Town Map when you have entered them during a visit to the shop. Press the left analog stick to move the cursor to the place you want to go.



Home

E-Mail, Screen Dialogues and Prompts

Learn about what you have to do by reading e-mail messages and prompts. You can also learn about places and things using the screen dialogue.

- When the E-mail icon appears on the Home screen or prompts appear at the bottom of the screen, press **X** button to scroll through the message.
- Invitations to filming gigs will arrive by e-mail. This happens when your charisma points build up and when you start getting sponsors.
- Medical bills arrive by e-mail and are paid when you read them. The hospital has a soft spot for snowboarders. When you run out of money, they will treat you for free.
- You can also learn about places and things using the screen dialogue.
- Prompts appear asking YES or NO when there is a decision you have to make. Press the left analog stick LEFT/RIGHT to make a decision.

EQUIPMENT

Select EQUIPMENT to ready your board and gear from your inventory of boarding gear. You can equip yourself with any items you have acquired. There are also items listed that you do not yet have.

1. Select the desired gear by pressing the left analog stick LEFT/RIGHT to select the gear type and UP/DOWN to make brand selections.
2. Go to the gear selection screen. Press the left analog stick LEFT/RIGHT to select the gear type and UP/DOWN to make color selections.

The numbers shown next to the brand names indicate the number of items available for use (left) and the total number of that type of item (right) that exist in the game.



SETTING

Go to this screen to fine-tune your bindings and decide whether you'll need goggles and a beanie to go riding. Press the left analog stick UP/DOWN to select an item RIGHT/LEFT to change a setting

Goggles – Select ON to wear goggles.

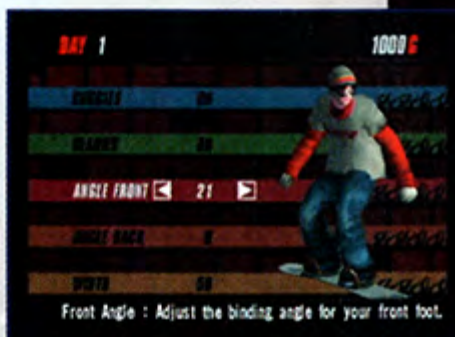
Beanie – Select ON to wear a beanie.

Angle Front – Set the binding angle for your front foot.

Angle Back – Set the binding angle for your back foot.

Width – Set the width of your stance.

Note: See "Pro Rider Profiles" on page 32 to get hints on how the pros set their bindings and stance.



STATUS

Check out your skills by viewing your statistics. Press the left analog stick LEFT/RIGHT to switch between the two sets of statistics for your character. The yellow digits indicate your character's base statistics, while the red ones are your character's skills using that particular set up of equipment.

You can increase status features by:

- Working out in the Gym
- Practicing on Free Rides

Life – Shows your current life rating. When this rating hits 0, it's hospital time.

Charisma – Popularity. Influences the number of events you can participate in, your fee for appearing in films. Your competitive standing and boarding experience influence charisma.

Rank – This is the level of competitions you are qualified to enter. Ranking C is the lowest. Ranking A is the highest.

Nicknames – Changes according to the character and actions of the player.

Speed – This is the fastest you can travel.

Accelerate – This is your rate of acceleration.

Curve – This is turning skill.

Spin – Rate of spin when airborne.

Pipe Spin – This is the rate of spin when riding the pipe.

Rail – Rail skills measure how well you perform grind tricks.

Landing – Determines how often you will land your tricks.

Ollie – An Ollie is a vertical leap. This tells how high you can jump

Stamina – Affects state of life gauge.

Physical – Determines strength of impact on other riders when you collide during races.

Recovery – This is how much time it takes you to stand up after a face plant.

Switch – This is your ability to ride switch stance (fakie).



RECORDS

View your career history. The Records screen shows an up to date picture of your performance.

Day – Displays which day you are in.

Money – Displays how much cash you have for equipment, training and entry fees and medical costs.

Competition – Shows your win/loss record and total winnings.

Filming – Shows the number of film gigs you have worked in and total earnings.

Sponsor – Shows your total earned sponsor royalties.

Prize – This is your total prize winnings.

Accident – This shows your accident record.

DAY 9		234
COMPETITION	Number of competitions	4
	Number of wins	1
	Number of 2nd	1
	Number of 3rd	0
	Win percentage	25.00
	Total winnings earned	300
FILMING	Number of competitions	0
	Total salary earned	0
SPONSOR	Total sponsor royalties earned	0
PRIZE	Total money earned	300
ACCIDENT	Total number of times retired	0
	Number of injuries	0

to. Here are your competition standings to date. Here ar

SCHEDULE

Check out your event schedule for the next few days.

NEXT DAY

Select NEXT DAY to change the day. You can view what day it is on the upper left corner of the Town Map. Dates change when you ride, and the change in date will affect what is on sale in the Shop, the competitions you can enter and available filming gigs.

Be careful. Changing the day too many times without riding the slopes will not help to increase your CHARISMA rating.

DAY 9		134		
Day	Grade	Mountain	Town	Genre Rank
9	SPECIAL	Northern area of a town	HT	C
10		Northern area of a town	HT	C
11	SPECIAL	HQ at the back	HT	C
12		Northern area of a town	HT	C
13		Free		
14		Northern area of a town	HT	C
15		Free		
16		Free		

he venue on the right day. Here is your current list of con

he venue on the right day. Here is your current list of con

SAVE

Save the game and return to the Main Menu. Select SAVE. When the prompt appears, select YES.

EXIT

Return to the Town Map

Ski Area

When there are no competitions or filming gigs, select a SKI AREA to go free riding. Boarding at ski areas may not earn you any money, but every time you go, your status numbers increase. You can also use this free ride time to practice your tricks and learn the ins and outs of the local slopes.

Event Locations

These are sites for filming and competitions. These events flash on the Town Map and appear on the day they were scheduled.

Note: If you have entered an event but don't see it flashing on the Town Map, you need select NEXT DAY on the Home screen to move to the scheduled day of the event.

Gym

Increase specific status ratings of your character by working out and improving your physical attributes. You have to pay for training at the Gym. The amount of money you have is at the top right of the screen. Select the type of training you want based how you want to improve and what you can afford. You can also get rehab treatment for injuries by selecting RECOVERY.

The Shop Screens

Buy all your gear here, fill out entry forms for competitions and check for filming gigs.

SHOPPING

One-stop shopping for the snowboarder. Selections vary daily, so be sure to check back.

- You will start out with 1000G to cover purchases.
- In the beginning, no products have sponsors. When you are eventually sponsored, you will see sponsored items.
- Check the specs on each item you are considering. Boards, bindings, boots, jackets and pants are rated on a scale of one to ten for specific performance. They are also color-coded in comparison to the equipment the character is currently using. A red rating means the equipment is worse than your current setup. A yellow rating means the equipment is equal to what you currently have. A green rating means the equipment is better than what you have. Spend your money wisely and upgrade to equipment that will give you a competitive edge.



To make a purchase:

1. Press the left analog stick UP/DOWN to select a category.
2. Press the left analog stick LEFT/RIGHT to select an item. Check out the specs and price on each item you are considering to help make a wise purchase.
3. When you have the item you want, press the  button or  button to return to the main Shop screen. The price of the item you selected will appear next to the item.
4. Continue to shop through any categories that interest you.

When you are ready to buy the items, select BUY and YES to buy your stuff. Make sure that the total cost of all items does not exceed your total cash listed at the top left of the screen.

COMPETITION

Enter yourself in competitions based on your ranking. You cannot enter competitions that are higher than your ranking.

- "C" rank competitions are free of charge. Higher ranked competitions cost money.
- Special competitions can earn you bigger cash and other prizes.
- Make sure to enter "Get Pass" competitions. If you win a pass, you will get the chance to go to other locations by going to the airport.

To enter a competition:

1. Select COMPETITION on the SHOP screen.
2. Press the left analog stick UP/DOWN to select a competition. Note the Day that the event is held.
3. Press the left analog stick LEFT/RIGHT to select a rank. (You may not have any option depending on your rider's ranking.)
4. When prompted to sign up, select YES to display the contest information. If there is a fee, it will be displayed on the screen. If you decide to accept, the fee is subtracted from your available cash.
5. The Competition will appear on the Town Map on the day listed on the Competition screen. It will be flashing. Press the left analog stick to move the cursor over the competition to select it.



FILMING

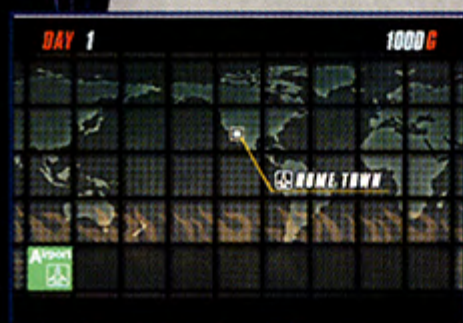
Film makers are always hunting for new talent. At some point they are going to discover your rider. Select **FILMING** on the Shop Screens and see if you can get into a video. The shop keeper will give you the word when a movie gig is in the works. Filming is a good way to earn charisma points and to increase your cash earnings.

EXIT

Leave the Shop.

Airport

Return to the World Map and travel around the world once you win a pass.



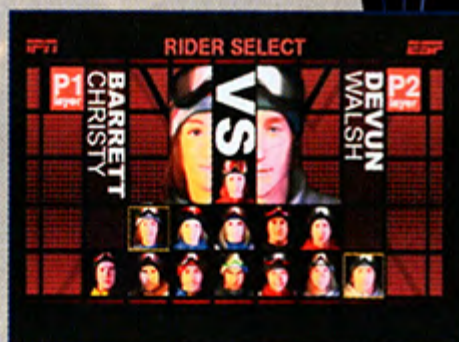
DUEL MODE



Duel Mode is a 2 Player game. Choose from all 16 stages and 13 pro snowboarders for single event head-to-head boarding competitions.

To set up a duel:

1. Select DUEL MODE on the Main Menu.
2. Press the left analog stick to select an event. Player 1 controller gets to choose.
3. Press the left analog stick to select a pro rider. Both players can choose the same rider. Both players must press the **X** or **O** button to confirm the selections.
4. Press the left analog stick LEFT/RIGHT to select a board. Both players must press the **X** or **O** button to confirm the selections and begin the event.
5. On the Event Title screen, Player 1 can change the music prior to starting the event.



TUTORIAL MODE



Play Tutorial Mode to learn all the skills necessary to become a world-class snowboarder. Follow the example and learn from the best! On the Main Menu select TUTORIAL MODE.

Basic Rider Controls

Speed Up

To get up to speed from a stop, tap the left analog stick UP repeatedly.

Turning

- Press the left analog stick LEFT/RIGHT to turn.
- To carve and reduce sliding in a turn, press and hold the  button.

Jumping

Press and hold the  button to ollie just before you hit a kicker and release the button to ollie into the jump. Don't hold down the  button unless you intend to jump.

Braking

Press the left analog stick DOWN to slow or stop.

Riding Rails

Press and hold the  button to lock onto rails. Release and land by pressing either  or  buttons.

PERFORMING TRICKS



Rotations

To increase rotations:

Push the left analog stick LEFT or RIGHT while airborne to increase rotations in the trick. Press the **L1** button and **L2** button during the rotation to speed up your rotations.

Chain Tricks and Combos

Bonus points can be earned by giving a fluid run, with rapid transition from one trick to the next. When the Chain Tricks Clock and Chain Score Multiplier appear at the top of the screen, you can earn bonus points. To trigger the Chain Tricks Clock and Chain Score Multiplier, link at least two tricks (a combo) together. A multiplier number beginning with "1.1" appears above the clock. If you land your next trick within the time displayed on the Chain Tricks Clock, your score will be multiplied by that number. Each successive trick adds seconds to the clock allowing you still more time to keep the chain going. The multiplier also increases with each additional trick. At 1.5 and above, your rider can perform his or her Special Move. Note: You must hit the ground before the clock runs out to keep Chain Tricks going.

Special Tricks

These are signature moves by the pro snowboarders featured in ESPN™ Winter X Games Snowboarding 2002 and become available when the Chain Score Multiplier reaches 1.5 or above. Ollie (press **X**) while executing the commands. Some riders have two tricks, which can be pulled off in different locations (i.e. in the halfpipe or off a "kicker" (jump)).



ST RUN

Tina Basich

One footed Corkscrew 720

R1 button + R2 button

Barrett Christy

Double Barrett roll

R1 button + R2 button

Shannon Dunn

Rodeo 1080

L2 button + R2 button

Victoria Jealouse

Double Michalchuk Flip (pipe trick)

L2 button + R1 button

Backside Rodeo 720 (kicker trick)

L2 button + R1 button

Kevin Jones

Chicane 900

L2 button + R1 button

Danny Kass

Cab 1080 Truck Driver

L2 button + R2 button

Bjorn Leines

One footed McTwist (pipe trick)

L1 button + R2 button

Backside Corkscrew 900 (kicker trick)

L1 button + R2 button

Peter Line

Frontside 360 Benihana

L1 button + R2 button

Travis Parker

Backside Rodeo 900

L1 button + R1 button

Todd Richards

Wet Cat 10 (pipe trick)

L1 button + R1 button

Backside Corkscrew 900 (kicker trick)

L1 button + R1 button

Rio Tahara

Michalchuk Flip (pipe trick)

L1 button + R1 button

One footed Backside Rodeo 720
(kicker trick)

L1 button + R1 button

JP Walker

Frontside Corkscrew 1260 tail grab

L2 button + R1 button

Devun Walsh

Triple Wild Cat

L2 button + R2 button

SAVING AND LOADING GAME DATA



Save Game

All data will be saved on the memory card (8MB) (for PlayStation®2). Data from X Games Mode, Snowboarder Mode, and the Replay archive are saved to one file. To save **ESPN™ Winter X Games Snowboarding 2002** data, there is a minimum storage capacity requirement of 250 KB. If there is not enough space on the memory card to save data, delete data and follow instructions to save.

Note: If there is already data saved, it will be overwritten by the new data.

Note: Do not insert or remove the memory card while data is being saved or loaded or data loss may result.

Load Game

Saved game data is auto-loaded when you start up the game. When the prompt "Auto-load successful appears, press the  button or  button to display the Title screen.

Would you like to save all game data
(X Games Mode, Snowboarder Mode, and Replay archive)
to the memory card (8MB) (for PlayStation®2)
inserted in MEMORY CARD slot 1?

Yes No

PRO RIDER PROFILES



PETER LINE

The world's #1 snowboard video superstar, Peter Line revolutionized the way people snowboard by introducing 3D tricks. He heads the extremely stylish Forum team and is a co-owner of Forum Snowboards.

Hometown Seattle, WA USA
DOB August 3
Height 5'6"
Weight 140 lbs.
Stance Goofy
Binding Angles Front 20/ Back -15
Width 20.5
Sponsors FORUM, FOUR SQUARE,
GMC GLOVES, ELECTRIC EYEWEAR

Competition History

Winter X Games 2000 1st Place, BIG AIR
Winter X Games 2000 3rd Place, SLOPESTYLE
Winter X Games 1999 1st Place, SLOPESTYLE



TRAVIS PARKER

Attracting plenty of attention as one of the big new up-and-comers, Parker's tricks are simultaneously graceful and explosive. He made more snowboard magazine appearances in the U.S. last year than any other boarder.

Hometown Truckee, CA USA
DOB July 2
Height 5'10"
Weight 165 lbs.
Stance Goofy
Binding Angles Front 24 / Back - 6
Width 22.25
Sponsors K2 SNOWBOARDS, SESSIONS,
DC BOOTS, SMITH, ROBOT FOOD,
PRO-TEC, MILOSPORT, GMC GLOVES

Competition History

Winter X Games 2000 5th Place, BIG AIR
Winter X Games 2000 21st Place, SLOPESTYLE

TODD RICHARDS

The most stylish and smooth rider out there, this 10+-year snowboard veteran is widely respected by all. Richards is known for pulling off super progressive and difficult tricks.

Hometown Encinitas, CA USA
 DOB December 28
 Height 5'9"
 Weight 160 lbs.
 Stance Regular
 Binding Angles Top Secret
 Width 21.5
 Sponsors ROSSIGNOL, QUIKSILVER, OAKLEY,
 DC BOOTS, NIXON, CLIVE, PRO-TEC,
 POWERADE, PREMIER SNOW
 SKATES AND RDS.

Competition History

Winter X Games 2001 2nd Place, SLOPESTYLE
 Winter X Games 2001 2nd Place, BIG AIR
 Winter X Games 2000 1st Place, SUPERPIPE



RIO TAHARA

Japan's top snowboarder, Rio Tahara was one of the invited riders at the 2001 Winter X Games. Part of the world-renowned Forum team, this Mr. Nice Guy is credited for keeping his team together.

Hometown Tokyo, Japan
 DOB September 10
 Height 5'5"
 Weight 165 lbs.
 Stance Regular
 Binding Angles Front 9 / Back - 9
 Width 21
 Sponsors FORUM, SPECIAL BLEND,
 ARNETTE, GMC, NIXON,
 PREMIER SNOW SKATES

Competition History

Winter X Games 2001 19th Place, HALFPIPE



BEST RUN



J.P. WALKER

A Forum team rider, he draws upon his skateboard technique to throw down his perfectly executed and original tricks. Walker is known primarily for his sweet rails, controlled spins and forceful style.

Hometown Salt Lake City, UT USA

DOB December 28

Height 5'6"

Weight 140 lbs.

Stance Regular

Binding Angles Front 18 / Back -15

Width 21.5

Sponsors FORUM, SPECIAL BLEND, OAKLEY,
NIXON, GMC GLOVES,
PREMIER SNOW SKATES,
CIRCA, BAKODA

Competition History

Winter X Games 2000 15th Place, SLOPESTYLE

Winter X Games 1999 7th Place, SLOPESTYLE



DEVUN WALSH

A Big Air specialist who is hugely popular in Japan. Devun is one of the original wildcats and known for his sick style on and off the mountain. Walsh has gained recognition for his gigantic air and smooth, leisurely rotations.

Hometown North Vancouver, British Columbia,
CANADA

DOB May 9

Stance Regular

Binding Angles Front 29 / Back -15

Width 21.5

Sponsors FORUM, WILDCATS, IRIS,
PREMIER SNOW SKATES,
YRIDE.COM, HOT SKATES SHOP,
CIRCA FOOTWEAR

TINA BASICH

A top-level Big Air and Slopestyle rider, Tina Basich also somehow manages to design clothing and boards. Basich is known widely for founding Boarding for Breast Cancer - a non-profit group that raises money and awareness for breast cancer.

Hometown Nevada City, CA USA

DOB June 29

Height 5'6"

Weight 115 lbs.

Stance Goofy

Binding Angles Front 18 / Back 0

Width 20

Sponsors SIMS, AIRWALK, 241 CLOTHING, SMITH,
HURLEY, NIXON, ALLY CONTAINMENT COMPANY
JESTER.COM, GIRO,

Competition History

Winter X Games 1998, 1st Place, BIG AIR

X Games (Summer) 1998, 2nd Place, BIG AIR

Winter X Games 1997, 3rd Place, BIG AIR



BARRETT CHRISTY

The most winsome competitor in Winter X Games history, Barrett Christy has earned nine medals so far. Her small, delicate appearance belies the horsepower she pours into her tricks. Christy is a crowd favorite at every event she participates in.

Hometown Vail, CO USA

DOB February 3

Height 5'2"

Weight 110 lbs.

Stance Goofy

Binding Angles Front 21 / Back 3

Width 19

Sponsors GNU, NIKE, ONE BALL JAY,
NORTHWEST SNOWBOARD SHOP,
POWERADE

Competition History

Winter X Games 2001 2ND Place, BIG AIR

Winter X Games 2000 2ND Place, SUPERPIPE

Winter X Games 1999 2nd Place, SLOPESTYLE





SHANNON DUNN

One of the best snowboarders in the world, Shannon Dunn was awarded the prestigious Overall X Athlete Award (and a car) at the 2001 Winter X Games. Loved by snowboarders all over for her personality and passion for snowboarding, Shannon is also a co-founder of Boarding for Breast Cancer.

Hometown Tahoe Vista, CA USA

DOB November 26

Height 5'2"

Weight 115 lbs.

Stance Regular

Binding Angles Front 24 / Back 9

Width 19

Sponsors BURTON, VELVET EYEWEAR,
HURLEY, NIXON, YRIDE.COM

Competition History

"Winter X Games 2001 Overall X Athlete"

Winter X Games 2001 1st Place, HALFPIPE

Winter X Games 2001 2nd Place, SLOPESTYLE

Winter X Games 1999 2nd Place, HALFPIPE



VICTORIA JEALOUSE

Popular around the world as a top-notch rider, Victoria Jealouse rarely competes, making freeriding videos her mainstay. A very aggressive rider, she can't seem to get enough of Alaska, big mountain riding, and the backcountry.

Hometown Whistler, British Columbia, CANADA

DOB October 25

Stance Goofy

Binding Angles Front 21 / Back 0

Width 19

Sponsors BURTON SNOWBOARDS, SPY,
SUBARU

KEVIN JONES

At the 2001 Winter X Games, Kevin Jones succeeded in winning the most medals of any male athlete. His tricks on the rail are second to none, and although he insists that he doesn't much enjoy it, no big Slopestyle contest is complete without him.

Hometown Truckee, CA USA

DOB January 23

Height 5'10"

Weight 160 lbs.

Stance Regular

Binding Angles Front 10 / Back -12

Width 23.5

Sponsors JEENYUS SNOWBOARDS, , BILLABONG,
NORTHWAVE, DRAKE, TSG; DVS, ANARCHY,

Competition History

Winter X Games 2001 1st Place, SLOPESTYLE

Winter X Games 2000 1st Place, SLOPESTYLE

Winter X Games 1999 2nd Place, SLOPESTYLE



DANNY KASS

Danny Kass exploded onto the scene at the 2001 Winter X Games, in which his older brother, Matt, was also a participant. Wowing the crowds with a big, airy 900, he succeeded in snatching X Games Halfpipe Gold. Winning medals at most of the halfpipe contests he competed in this past season, he has quickly become the most visible newcomer today.

Hometown Mammoth Lakes, CA USA

DOB September 21

Height 5'5"

Weight 135 lbs.

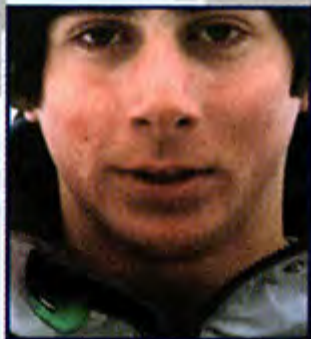
Stance Regular

Binding Angles Front 15 / Back -12

Sponsors GNU, QUICKSILVER, NORTHWAVE/DRAKE,
DRAGON, GRENADE GLOVES,
ONE BALL JAY WAX

Competition History

Winter X Games 2001 1st Place, HALFPIPE





BJORN LEINES

Leines is a headliner of the Forum team and received critical praise for his awesome riding in the video "Technical Difficulty". He recently began a new marriage and settled into a new home in Salt Lake City.

Hometown Sandy, UT USA

DOB March 27

Height 5'10"

Weight 155 lbs.

Stance Regular

Binding Angles Front 18 / Back -9

Width 21.75

Sponsors FORUM, VOLCOM, OAKLEY,
DROP GLOVES, CIRCA,
DIAKKA WATCHES

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KEVIN JONES
BJORN LEINES
PETER LINE
TRAVIS PARKER
TODD RICHARDS
RIO TAHARA
JP WALKER
DEVUN WALSH
TINA BASICH
BARRETT CHRISTY
SHANNON DUNN
VICTORIA JEALOUSE

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PETER LINE
TODD RICHARDS
JP WALKER

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HANDA YUKIKO
KANAKO NAKAHARA

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Velvet
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Wildcat
www.wildcats.ca

VIDEO CREDITS

Opening Movie
Cinemaseaone

"Stand and Deliver"
MACKDAWG PRODUCTIONS
www.mackdawgproductions.com

"True Life"
MACKDAWG PRODUCTIONS
www.mackdawgproductions.com

"Blacklight"
Jackalope Productions
STANDARD FILMS
www.standardfilms.com

"OptiGrab TB10"
STANDARD FILMS
www.standardfilms.com

"Keep Your Eyes Open"
Rough Mix Productions
www.keeptoureyesopen.com

"Hardly Angels"
XX Productions

"Transcendence"
Absinthe films

"Cloud Nine"
Red Eyes Film
PONY CANON
www.ponycanyon.co.jp
Thanks to Rio Tahara

MUSIC SUPERVISION:
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On Board Entertainment

Allison Schwarz - Community Music Group (for Static X)

MUSIC CREDITS

"Dammit, I Changed Again" by OFFSPRING
Produced and Mixed By Brendan O'Brien
Written by The Offspring
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"GO" by The Vandals
Written by Warren Fitzgerald
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(from The Vandals album 'Look What I Almost
Stepped In')

"Permanence"
Performed by: Static-X
Written by: Wayne Static, Ken Lacey and
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"Danger Is Go"
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Music by Powerman 5000, Lyrics by Spider
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"LOOKIN FOR ACTION" - The Damned
(from The Damned album, 'Grave Disorder')
The Damned
'Lookin For Action'
from the album, 'Grave Disorder'
Music and Lyrics by
Vanian/Sensible/Pinch/Morrison/Burrow

"WESTER"
(from the A.F.I. album, 'The Art Of Drowning')
Music by AFI
Lyrics by Davey Havok
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"Unwind" by Oleander
Produced & engineered by Rich Mouser
Mixed by Andy Wallace
Written by Ivanisevich/Flowers/Eldridge
Published by Oleander Noise / Songs Of
Universal (BMI)>
Thomas Flowers: vocals, guitar
Ric Ivanisevich: lead guitar
Doug Eldridge: bass
Scott Deavours: drums

"800" by Saliva
Lyrics: Scott/Music: Swinny, Novotny &
Saliva
(P) 2001 The Island Def Jam Music Group.
Five Superstars Music/Rondor Music
(ASCAP).

"Thanks For The Ride"
As performed by Halfcocked
Written by: Sarah Reitkopp, Charles
Johnson, Jennifer Kobran, John Heatley,
Jaime Leia Richter
HCP Music/ Songs of DreamWorks (BMI)
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River Music Co. (BMI)

"Sick Tight"
Performed by 311
from the album 'From Chaos'
Written by Hexum & Martinez
A Volcano Entertainment Recording
Hydroponic Music / BMI

THE HUMAN ATOM BOMB
Music & Lyrics: Stefan Granberg
Arr: Johan Brandstrom
Fredrik Granberg
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"Long Road to Glory"
Performed by Jurassic 5
Produced by DJ Nu-Mark
written by D. Givens, C. Henderson, L.
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NOTES



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