

SSX



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 console, 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 console 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 Disc:

- This disc is intended for use only with PlayStation 2 consoles 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.

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.



CONTENTS

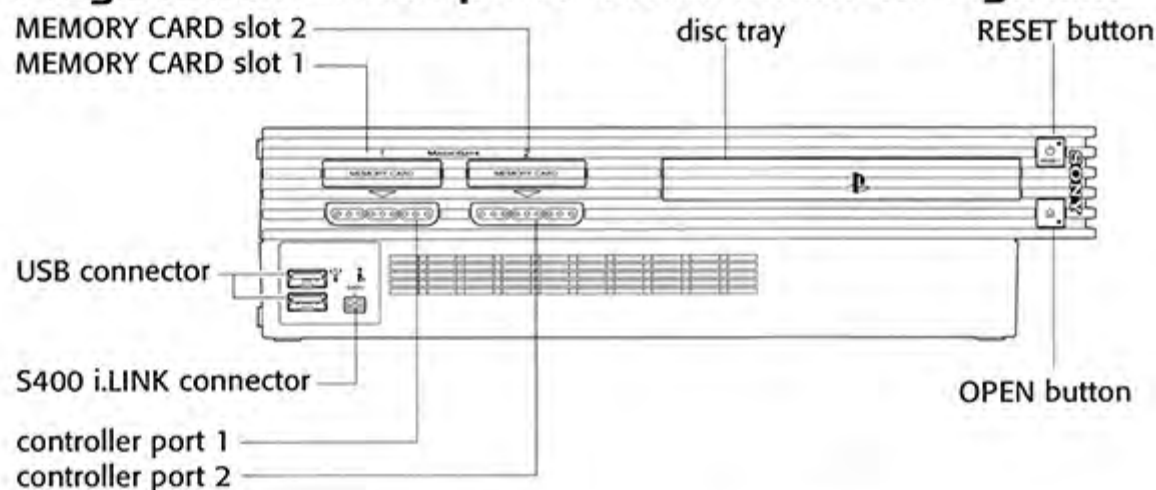


STARTING THE GAME	2
COMMAND REFERENCE	3
BASIC CONTROLS	4
INTRODUCTION	5
COMPLETE CONTROLS	6
TRICKS.....	7
SETTING UP A FREERIDE	10
OPTIONS SCREEN	15
RIDING THE COURSE	16
GAME SCREEN	16
RULING THE COURSE	17
PAUSE MENU	21
SINGLE EVENT MODE	21
WARMUP.....	21
RACE	22
SHOWOFF	22
WORLD CIRCUIT	23
RACE	23
SHOWOFF	24
ADVANCED REPLAY	24
VENUES	27
SAVING AND LOADING	30
CREDITS	33
WARRANTY	39



STARTING THE GAME

PlayStation®2 Computer Entertainment System



1. Set up your PlayStation 2 console according to the instructions in its instruction manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the SSX disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow the on-screen instructions and refer to this software manual for information on using SSX.

COMMAND REFERENCE

(DUALSHOCK™2) analog controller



Menu Controls

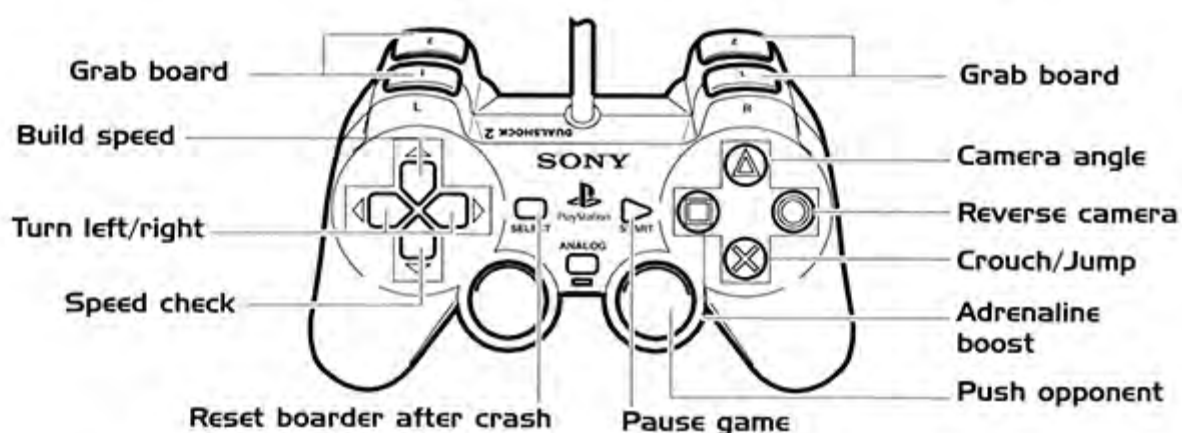
Control	Action
Cycle options forward/backward	D-Button ←→
Advance to next screen	START button/✕
Return to previous screen	▲ /SELECT button
Options menu	■



Check out SSX on the Web at ssx.ea.com.

BASIC CONTROLS

Use these controls to get familiar with the basic moves. After you've mastered the basics, ➤ *Complete Controls* on p. 6.



- ⇒ To perform simple tricks, press and hold **X** to crouch, then release it to jump before you reach the end of the ramp. While in the air, press **L1**, **L2**, **R1**, or **R2** to perform a grab, then release to prepare for landing. (For more advanced tricks, ➤ p. 8.)



NOTE: The longer you crouch, the higher you jump. Note that while crouching when using the default controller configuration, you cannot make turns. To cancel a crouch without jumping, press **L3**.



WARNING: NO RULES NO LIMITS
PLAY AT YOUR OWN RISK

EA SPORTS BIG is not for the weak. Do not play this game if you suffer from weakness in the knees, nerves, bladder, or any other part of your anatomy when faced with super-fast, high-octane, ultra-aggressive, high-flying, hard-hitting, adrenaline-pumping, arcade-style action. When you enter the EA SPORTS BIG world, you pass into a zone without limits, a zone where rules don't exist and where laws and borders are meant to be obliterated. Enter at your own risk. You've been warned.

INTRODUCTION

EA SPORTS BIG nails the intensity of snowboard racing. SSX delivers knee-pounding, board-clattering rides on the wildest runs ever imagined. No matter how you carve it, you're hauling tail with some of the sickest speed freaks to ever hit the snow. Push the edges, hang off ledges, and stomp killer jumps in an insane push to the finish line.

2 Modes and 4 Events Include:

- ❑ **World Circuit Mode**—Rip it in a season-long duel against the world's best boarders. There's only one winner so you better be ruthless. World Circuit Events include Race, Showoff, and Warmup.
- ❑ **Single Event Mode**—It's all or nothing in a one-shot battle for the finish line. Single Events include Race, Showoff, Freeride, and Warmup.
- ❑ **Race Event**—The ultimate goal is to cross the finish line first, but only rookies don't throw in some tricks on the way down.
- ❑ **Showoff Event**—It's a sick trick competition. Nothing else to say.
- ❑ **Freeride Event**—The pressure's off—just enjoy the packed snow and fresh powder.
- ❑ **Warmup Event**—Get a free lesson in speed, tricks, and more. The mountain is all yours.

7 Venues plus one Bonus Track:

- ❑ Snow Dream, Elysium Alps, Mercury City Meltdown, Mesablanca, Tokyo Megaplex, Aloha Ice Jam, Pipe Dream and the bonus Untracked course (► *Venues* on p. 27).
- ❑ **Bonus Untracked Course**—All-natural, all-powder purity. You make the course as you carve it. Take boarding back to its roots.

COMPLETE CONTROLS

It's all about claiming insane speeds, stomping monster jumps, and beating the best of the best to the finish line. After you've mastered the basics, use these controls to take your riding to the next level.

SSX offers two controller configurations: Default and Pro. With the Default configuration, you cannot turn while crouching, but you can use the Left Stick to perform flips and spins. The following actions are for the Default controller configuration:

Action	Command
Turn left/right, spin	D-Button or Left Stick ↔
Build speed	D-Button or Left Stick ↑
Speed check	D-Button or Left Stick ↓
Grab board	L1, L2, R1, or R2
Crouch/Jump	✖ (press and hold to crouch, release to jump)
Adrenaline Boost (► <i>Adrenaline Meter</i> on p. 17)	■
Camera angle	▲
Reverse camera	●
Push an opponent	Right stick ↔
Cancel crouch	L3
Reset boarder	SELECT
Pause game	START

TRICKS

It's as much about big air as it is about high speeds. Launch yourself off a jump and get as squirrely as you can, then stick the landing and get ready for the next jump.



EA Tip: Stick with simple tricks at first. After you master the one-button moves, start to create your advanced aerial combos.



Grabbed Air Tricks

Grab some air then grab your stick. If you really want to get twisted, try a couple grabs on the same jump.

To perform a grabbed air:

1. Press and hold **X** to crouch as you approach a jump, then release to take off.
2. While in the air, press **L1**, **L2**, **R1**, or **R2** to perform a grabbed air.
 - ⇒ Press two or more of these buttons at the same time to perform more complex grabs.
 - ⇒ To “tweak” a grab trick, press **■** while pressing **L1**, **L2**, **R1**, or **R2**. Your body twists as you perform the trick, increasing the difficulty of sticking the landing.
3. When you get close to the ground, release all buttons to prepare for landing.

Rotation Tricks

To get the big points, perform a flip or a spin move. Be sure to pull out in time or you're going to be blowing snow chunks out both nostrils.

To perform a spin:

1. Press and hold **X** to crouch as you approach a jump.
2. Press and hold the D-Button **↔** to spin left or right.
 - ☐ These tricks can also be performed with the Left Stick when using the default controller configuration.
3. Release to jump.
4. When you get close to the ground, release the D-Button to prepare for landing.

To perform a flip:

1. Press and hold **X** to crouch as you approach a jump.
2. Press and hold the D-Button **↑** (↑ for a front flip, ↓ for a back flip).
 - ⇒ If you press and hold the D-Button diagonally, you flip diagonally, which is a tougher trick to land.
 - ☐ These tricks can also be performed with the Left Stick when using the default controller configuration.
3. Release **X** to jump.
4. When you get close to the ground, release the D-Button to prepare for landing.


Advanced Tricks


If you really want to impress the crowd, try combining tricks, like flipping while grabbing or grabbing while spinning. You can also change your grab hand while in the air, or pull off a combination of right and left spins. Here are some advanced tricks to try out, but be sure to experiment to nail your style:

SWITCH

Perform a trick with your "opposite" foot forward (also known as "goofy-footed"). For a regular footed rider, this would mean the right foot forward.


LATE	Jump and perform a trick such as a grab or a spin. After completing this trick and just prior to landing, perform another trick.
FAKIE	Land a trick with your "opposite" foot forward. For a regular footed rider, this would mean the right foot forward.


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

TWEAK	Press  while performing a grabbed air to execute the Tweak. Tweaks are merely a style variation of the grab. Tweaked tricks include Unethical, Sinful, and Madness.
-------	--

Rail Riding

"Rail riding" means jumping up onto a rail or some similar obstacle—logs, fences—and sliding down the length of it on your board. If you really want to show off, try jumping off the end of the rail and performing a trick.

- ⇒ D-Button  to rotate counter-clockwise or clockwise on the rail.
- ⇒ Use the Left Stick to "balance" on the rail.

 **EA TIP:** Getting on a rail can be tricky. Learn where the rails are and how they're oriented so you can imagine drawing a line from your position on the course all the way down the rail. Line up with the rail early so you can get in your crouch and prepare for jumping onto it. The straighter you get onto it, the better chance you have of riding the entire length of it.

SETTING UP A FREERIDE

Whether you're looking to scope out the terrain to find the line, work your basic board riding techniques, or hone your combo skills, Freeride gives you the freedom to ride without the pressure of timed competition.

To start a Freeride:

1. Select **START** from the SSX Title screen. The Mode Selection screen appears.
2. Choose SINGLE EVENT (press **START** or **X** to select). The Player 1 Select Character screen appears.
 - ⇒ If you have more than one controller plugged in, the Select Number of Players screen appears. Highlight the desired number of players and press **X**. The Player 1 Setup Character screen appears (► p. 12).
3. Choose your character and adjust your characters options, then select OK to advance to the Select Event screen.
 - If you are playing with multiple users, each user must select OK before the next user can choose a character.
4. Select FREERIDE from your mode options. The Select Venue screen appears.



NOTE: If you choose a Race event, the Select Opponents screen comes before the Select Venue screen. At the Select Opponents screen, choose the skill level of the computer-controlled boarders (**SEMI PRO**, **PRO**, or **SUPER PRO**).

5. Choose your venue. Only Snowdream and Elysium Alps are available at first; the rest you must unlock in World Circuit mode (► *Race* on p. 23).
 - You can alter sound, control, and other options from any menu screen. Press **■** to access the Options screen.



NOTE: All modes in *SSX* follow this same setup process. The exceptions are World Circuit, which doesn't allow you to select a Venue until you have unlocked one or more (► *World Circuit* on p. 23), and Warmup, which has only one venue (► *Warmup* on p. 21).

Head-to-Head Racing

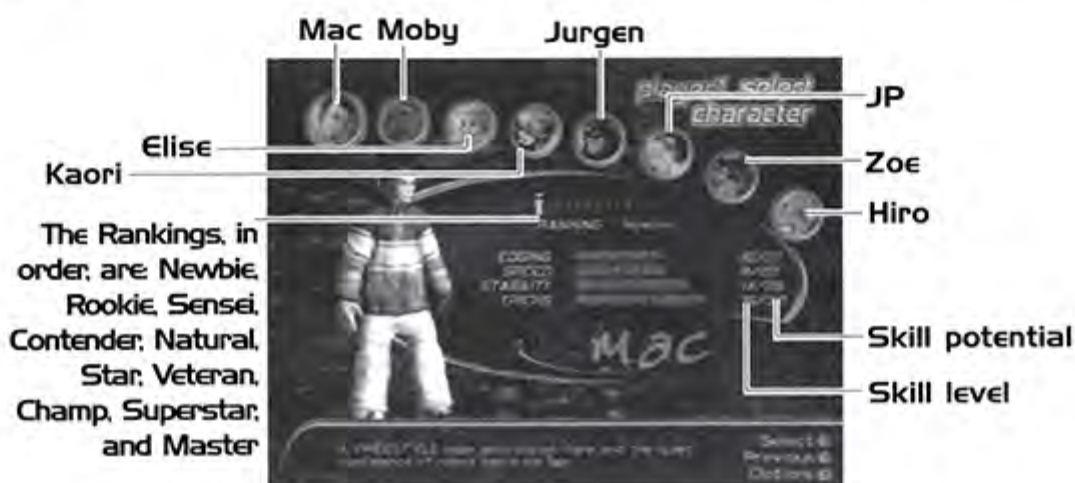
Take on a friend in any Single Event mode except Warmup. A well-placed shove can turn a friendly cruise down the mountain into an all-out brawl for the finish line.

To race head-to-head:

1. Before turning on your Playstation 2 console, insert a controller into Controller Slot 2.
2. From the Select Mode screen, select SINGLE EVENT. The Select Number of Players screen appears.
3. Select TWO PLAYERS. The Player 1 Select Character screen appears.
4. After Player 1 selects a character, adjusts options at the Player 1 Setup Character screen, and presses OK, the Player 2 Select Character screen appears.
5. After Player 2 selects a character, adjusts options at the Player 2 Setup Character screen, and presses OK, the Select Event Screen appears.
- Player 1 and Player 2 may choose the same character.
6. Choose **RACE**, SHOWOFF, or FREERIDE. The Select Venue screen appears (unless you select RACE, in which case the Select Opponents screen appears).
7. At the Select Opponents screen, choose the skill level of the computer-controlled boarders (**SEMI PRO**, PRO, or SUPER PRO). Then proceed through the remaining screens as you would in a single-player game.
- In a two-player game, the screen is split in two (left and right).

SELECT CHARACTER SCREEN

Choose one of the hottest boarders on the planet. Make sure you try them all out though, as they each have their own riding style.



- ⇒ Select your rider, then press **START** or **X**.
 - ❑ Only Mac, Moby, Elise, and Kaori are available at first. To be able to select the others, you must unlock them in World Circuit mode (► *Showoff* on p. 22).
 - ❑ 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* below).

SETUP CHARACTER SCREEN

Customize your outfit and board and view your Trick Book. Blow 'em away in the World Circuit (► p. 23) and reap the rewards with skill upgrades and new boards.

CUSTOMIZE BOARD

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

- FREESTYLE** The best boards for tricks; not designed for speed.
- ALPINE** The opposite of Freestyle boards: Great for speed, not great for tricks.
- BX** A mix between Freestyle and Alpine boards: A good board for both speed and tricks.

- ⇒ To rotate the board, press **L2/R2**.
- ⇒ Select a locked board then read the bottom of the screen to see to see what rank you need to achieve to unlock it. For more on Rankings, ➤ *Race* on p. 23.



EA TIP: Even when you reach your character's maximum "natural" skill levels, the right board can boost those levels.

CUSTOMIZE OUTFIT

You want to look your best as you leave the competition sprawled out in the snow. Choose from the available outfit options or perform tricks to unlock new outfits.

- ⇒ 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).

TRICK BOOK

Your Trick Book shows you which tricks you're capable of pulling off, how to perform them, and which one you've already performed. Perform all the tricks in the book in a certain category and reap the rewards:

Green Circle (easiest)	Unlock outfit.
Blue Square (medium)	Unlock another outfit.
Black Diamond (hardest)	Install a halo effect on the character's icon in the Select Character screen.

Trick Book Instructions

- ⇒ Select the trick you want to perform. The instructions for that trick appear beneath the trick windows.
- 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.
- Spin/flip instructions in parentheses are to be performed simultaneously. For example, (← or →540)♦ ↓360 means a diagonal flip: Spin 540° to the left or right while back-flipping 360°.
- All items listed together (arrows or sets of arrows in parentheses, plus button commands) are to be performed simultaneously, unless separated by the word "TO," which indicates a combo.

SELECT EVENT SCREEN

Here's where you decide the type of ride you want to take. From practicing basic boarding in Warmup to competing in a heart-thumping Race, from pumping up the crowd in Showoff to getting lost in a Freeride, you choose the way you want to rule the hill. (For descriptions of modes, ► *Single Event Mode* on p. 21 and *World Circuit* on p. 23.)

- ⇒ For Freeride mode, highlight FREERIDE, and then press **START** or **X**. The Venue Selection screen appears.



NOTE: Freeride and Showoff modes proceed to the Venue Selection screen from the Select Event screen, while Race proceeds to the Select Opponents screen and Warmup goes straight to the mountain.

SELECT VENUE SCREEN

Whether you're looking for the freedom of a long powder-lined run or the close-quarter craziness of Pipe Dream, *SSX* delivers a wide variety of challenging terrain. (For descriptions of all venues, ► *Venues* on p. 27.)



- ⇒ Highlight the run you want, and then press **START** or **X**. Next stop: the starting gate (► *Riding the Course* on p. 16).
- ☐ Tracks that are grayed out become available after you unlock them in World Circuit mode (► *World Circuit* on p. 23).

OPTIONS SCREEN

Tweak sound and other options, save and load your game, and check out your saved replays.

- ⇒ To access the Options screen, press **■** at any game setup screen.

SOUND Adjust volume controls and choose your sound Preset: NO SPEECH, NO MUSIC, SFX ONLY, MUSIC ONLY, NO SOUND, or **TASTY MIX**. With TASTY MIX, all sound effects are turned on.

CONFIGURE Turn Vibration **ON/OFF** and choose a **CONTROLLER DEFAULT** or **PRO** configuration (► *Complete Controls* on p. 6).

- GAME OPTIONS** Set the Replay mode at **NORMAL** or **ADVANCED** (► *Advanced Replay* on p. 24), turn the Auto Load Option **ON/OFF** (► *Saving and Loading* on p. 30), set the maximum number of boarders on the course (Single Event mode only), and more.
- SAVE/LOAD** Save or load games and options, or load a replay (► *Saving and Loading* on p. 30).
- CREDITS** Check out the crew who created *SSX*.

RIDING THE COURSE

You're on top of the mountain. When the gate opens, bust it.

GAME SCREEN

Don't admire the scenery or you'll be playing catch-up from the get-go.

- ⇒ Once the starting gate drops, you automatically start down the hill. To get some speed right out of the gate, D-Button ↑.



EA TIP: To get a jump on the competition, D-Button ↓ before the light turns green, then try to time your jump forward (D-Button ↑) with the light turning green and the gate dropping.



SCORE

Sure, speed is the name of the game, but you get points for the amount and difficulty level of your tricks.

- ❑ If you pull off a trick successfully, your Trick Points appear, then float to the upper right of the screen and are added to your score.
- ❑ If you face-plant or otherwise fail to pull off a trick, the Trick Points of your attempted trick turns gray and flushes out the bottom of your screen. These points do not, obviously, get added to your score.
- ❑ If you keep trying the same trick, the Trick Points for that trick decrease. So try something new for crying out loud.

ADRENALINE METER

As if pulling off sweet tricks wasn't reward enough, you get Adrenaline boosts for the amount of and difficulty level of your tricks. Watch your Adrenaline Meter rise as you pull off some mid-air acrobatics, then use your Adrenaline later when you need some extra speed.

- ⇒ To use your Adrenaline, press ■.
- ❑ Pump it up by completing major jumps. The more difficult the trick, the more your adrenaline is boosted.
- ❑ 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 when you fall and over time. The longer you ride without jumping, the more your Adrenaline Meter decreases.

RULING THE COURSE

When you take your first ride, your goal is simple: stay on the course and make it to the finish line in one piece. As you gain experience, these general tips will help you learn to master your stick. To go fast, you need to learn how to control the board. Smooth control of the speed of your board as you speed up, slow down, and make turns is your ultimate goal. Controlling the board allows you to take full advantage of all available traction so that you can get the fastest run possible.

GENERAL TIPS

- Maintain vision and focus. Always look at what's ahead so you can read and react to turns, jumps, obstacles, etc.
- Set goals. Sure, the ultimate goal is to win the race, but you can set mini-goals along the way to keep yourself challenged throughout an event.
- You know the saying, "practice makes perfect." Yes, it applies to snowboarding.
- To win, you have to get off-course. Explore the terrain to find shortcuts and secret paths. There's no penalty for going outside the fences, except a quick end to your race if you make a really bad turn.
- Scope out the competition. You know there are some sick riders out there, so take some time while you're picking yourself out of a snowbank to check 'em out.
- Don't be stubborn. Finding the line on a clear track is different than finding it when you're in the middle of a bunch of thrashers. The line you take on a packed track is completely different from the one you take on a powder one. Be flexible and able to adapt to changing circumstances and conditions.

FIND THE LINE

Every boarder searches for the quickest path to the finish line. Taking time to "find the line" will pay off when it comes to race time.

- Get to know your track before the race. Take some runs in Freeride mode to learn the layout of the land.
- Knowing what's ahead puts you in position to attack the track rather than react to it. It pays off to know your turns, discover shortcuts, and locate hazards.
- Learn to turn. You can't keep a smooth line if you don't know how to turn.

CORNERING

Races are won and lost in the corners. The first step toward mastering the variety of turns you'll face on each track is to gain a basic understanding of what a turn is.

Every turn has three parts: 1) the turn-in (or entry); 2) the apex (the point where the board comes closest to the inside of the turn); and 3) the track-out (or exit).

To Negotiate a Successful Turn:

1. Start speed checking on the straightaway approaching the turn-in point.
 2. Turn in smoothly toward the apex, maintaining a clean line.
 3. Speed up smoothly through the apex and continue to build speed as you exit the turn.
- ❑ Go slow to go fast. When you're learning a turn, brake early enough to give yourself a shot at a smooth, clean turn. As you become more familiar with the turn, pick up speed and challenge yourself by slowing down at a later turn-in point.
 - ❑ Use the entire track. Experiment with different approaches to increase speed. Cutting corners too close at fast speed can land you in a grove of trees real fast. Learning how to take wide arcs, on the other hand, allows you to increase corner times.

SPEED CHECKING

When the whole idea is to go fast, it's not the easiest thing to think about braking. However, there are certain times when you have to speed check in order to reach your ultimate goal.

- ❑ As discussed above, you need to slow down when approaching a turn. Slowing down before the turn-in allows you to pick up speed on the exit.
- ❑ Slow down when initiating a pass. Don't approach another rider so fast that you commit yourself to passing at the wrong time (► *Passing* on p. 20).

- ❑ You also have to slow down to avoid a collision, whether that be with another rider or with a piece of the landscape. It's great to get close to nature, but not that close!
- ❑ Try to brake smoothly rather than slamming to a stop. The faster you try to stop, the longer it takes for you to re-build your speed.

PASSING

Once you're good enough to keep up with the leaders, you're going to have to know how to pass. Knowing how to pass also gives you what you'll need to know to block anyone trying to pass you.

- ❑ Be patient! These races are long. Wait for the right moment to pass. Sometimes you might want to follow another rider to find a line. Plus, it might make him/her nervous to have you on their tail.
- ❑ Take 'em on the corners. It's tough to successfully execute passing on the straightaways. Look for better passing opportunities on the corners (this takes more skill, of course).
- ❑ The inside pass is the most common type of passing technique. Use the following steps to execute this type of turn.

To execute an inside pass:

1. As you approach the turn-in point of a corner, pull even with the rider you're trying to overtake and prepare to take the inside line on the approaching turn.
2. Speed check as late as possible, forcing your opponent to take a wider (and therefore slower) line through the turn.
3. If your timing and line are right, you'll speed out of the exit point ahead of the competition. If not, you'll probably be chomping on some ice.

PAUSE MENU

Pause the game to catch your breath after a wicked spill or change game options.

- ⇒ To pause during gameplay, press **START**. The Pause menu appears.

CONTINUE	Keep on going in the current race.
RESTART	Take your stick back up to the start of the run and try it again (available in Single Events only).
OPTIONS	Change the screen's brightness, adjust sound volumes, set the HUD Detail (the level of detail rendered on the screen), and change the soundtrack.
QUIT	Stop the madness and return to the Title screen.

SINGLE EVENT MODE

Here's where it all starts, whether you're looking for the all-or-nothing challenge of a Race or the chance to strut your stuff in Showoff.

- ☐ Follow the setup instructions for Freeride mode (► *Setting up a Freeride* on p. 10) for all of these events. Aside from selecting the appropriate event from the Select Event screen, the setup procedure is the same for all modes. It's easy to pick up and play!

WARMUP

The course is all yours. Practice jumps, tricks, turns, or whatever you need work on. Mac gives you tips as you speed down the run.

Primary Goal: Learn the fundamentals and get ready for the real thing.

- ☐ Warmup is available in Single Event or World Circuit mode.
- ☐ There is only one venue in Warmup—a track designed specifically for this event.

RACE

Pick a track and take on up to five of the top racers in a blistering winner-take-all event.

Primary Goal: One event, one course. At the end of the day, first place is the only place that matters.

- ❑ In a Single Event Race, you race once down the hill. In a World Circuit Race, you start in a Quarter Final and work your way to the Final Race for each course (► *World Circuit* on p. 23).
- ❑ Tracks unlocked during World Circuit become available in this mode. You cannot unlock any tracks in Single Event mode. You must unlock them in World Circuit if you want to play them here (► *World Circuit* on p. 23).

SHOWOFF

Rack up major flight time—it's time to bust out your bag of killer tricks. This is where you make your living by being airborne.

Primary Goal: Cross the finish line after scoring the most points with the best tricks.

- ❑ Successful tricks require successful landings. It might have looked good in the air, but it won't count for beans if you land on your face.
- ❑ Tracks unlocked during World Circuit become available in this mode. 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, and red multiplies the points by five.
- ❑ Each Showoff 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. 24).

WORLD CIRCUIT

To be the best, you have to compete against the best in a full season of high-speed racing. World Circuit pits you against an international field of elite boarders. Win once, and the competition will call you lucky. Win it all, and everyone will know you're the top dog.



NOTE: World Circuit mode offers the same events as Single Event mode, with the exception of Freeride (► *Single Event Mode* on p. 21).

RACE

Primary Goal: Your immediate goal for each event is to advance through the qualifying rounds to earn a chance to rule the event. The ultimate goal, of course, is to smoke the entire circuit and earn the right to be called #1.

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 have to start that course all over. Even if you managed to move into a final round, if your record in the final is 4th or lower, you have to go back to the first round.
- ❑ If you rank third or higher in the final round, you win a medal and **unlock the next course**. You start with the first course Snow Dream. After completing this course, you move on to Elysium Alps.
- ❑ When you finish a course and receive a medal, you receive **Experience Points** which you 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, Sensei, Contender, Natural, Star, Veteran, Champ, Superstar, 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, Snowdream, the required points for a gold medal is 100,000, a silver medal 50,000 and a bronze medal 10,000.



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**. Winning one gold medal unlocks Jurgen, your second gold unlocks JP, three unlocks Zoe, and four gold medals around your neck unlocks Hiro.
- ❑ After you unlock characters, they become available from the Select Character screen when setting up other game events.

ADVANCED REPLAY

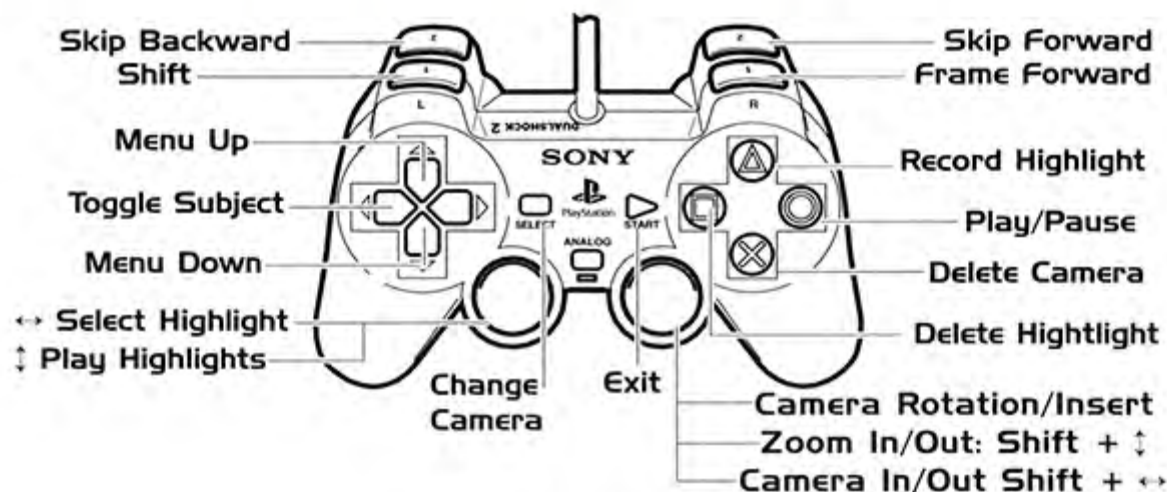
Sick air, radical wipeouts, and sweet victories. You thought they looked cool the first time; check 'em out again and see if you were right. Advanced Replay lets you view all the action from the last race from different camera angles. You can even edit and save your replays (► *Save/Load Replay* on p. 31).



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

To access Advanced Replay:

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



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

- Delete Highlight removes 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 (**R3**) 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).



NOTE: 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.

VENUES

From the deepest backcountry powder to the ultimate in cliff-jumping insanity, these venues offer it all.

SNOW DREAM

Location: Japan



It's a nighttime winter wonderland. From summit to finish line, you're bombing down some of the choicest runs imaginable atop Japan's highest mountain range. Traverse the terrain, hit steep chutes, and take flight off some massive drops. Whether you're nailing an eggplant or doing a face plant, this course delivers on its name-it's a snowboarder's dreamland. Too many blown back-side 540 rodeos, however, and this course quickly turns into your worst nightmare.

ELYSIUM ALPS

Location: Europe



Life is good! It's a winter afternoon in the Old World and you're carving into one of the biggest mountains in the world. This monstrous course is not a ski resort-it was made for boardercross. With rad jumps into tight corners, this is also a course that will put your technical skills to the test. Check your speed hard and often or you'll be getting to know the villagers up close and personal. You'll learn right away how this course earned its reputation for being the most brutal and grueling run in all of Europe. If you live for boarding, this is the life!

MERQURY CITY MELTDOWN

Location: West Coast USA



Here's a snowboarding run like you've always wanted. Trek through this hilly town, blasting through the residential area, shredding through the park, tearing up the downtown, and stomping along the pier.

The holidays are here, and it's time to party. With colored lights and decorated trees lining the run, it's a festive time of year. 'Tis the season for creating a little snowboarding mayhem in the Merqury City.

MESABLANCA

Location: Southwestern USA



As the sun sets on a sunny summer day in the desert, there's just enough blood-red light left to squeeze in a last run before heading back to the lodge. The snow has been melting all day, leaving patches of exposed rock to foul your board.

But don't worry too much about that; you'd be better off paying attention to the boulders and other large rock formations in your path. The downed trees and rock ledges deliver plenty of opportunities to work your railsides. Don't eat it too much, though; wolves in the area get hungry when the sun goes down.

TOKYO MEGAPLEX

Location: Japan



You've got to be a pinball wizard to survive this whacked-out track. This tight-winding obstacle course is a total sensory assault, a neon overload with flashing lights, moving ramps, flippers, opening and closing doors, and much more. In this upside-down world you start at the bottom of

the course. But you won't be there for long. Here's a tip: the wind tunnel is the perfect place to score tons of trick points. Bonzai, baby! Get ready for the most electrifying ride of your life.

ALOHA ICE JAM

Location: Pacific Ocean



You're boarding atop an iceberg being towed into a tropical port. Talk about meltdown—you're boarding on pure slush. The surf is definitely up on this glacier. Palm trees, warm ocean breezes, and a sandy beach at the bottom of your run. You know there's plenty of ice for your favorite tropical drinks. It's the perfect island paradise until you take the wrong turn and end up wishing for a life preserver. Don't forget the suntan lotion, bud. Catch a wave—you're shredding on top of the world.

PIPE DREAM

Location: N/A



It's totally sick! It's like a massive network of exposed plumbing. You're going to need all your tricks and tools to claim this ride.

UNTRACKED

Location: Pristine landscape of your dreams



Get back to nature. Forget the super-sport hype; this is snowboarding at it's purest. With seemingly limitless boardable acreage on the freshest terrain imaginable, you create the course as you carve the mountain. It's an all-natural, all-powder wonderland. Bigger gaps. Bigger cliffs. Bigger air. You've earned your right to be here by proving yourself on the other tracks. Now it's time to get pure and push it to another level.

SAVING AND LOADING

You were on fire coming down the hill but nobody was there to see it. Save and load your baddest tricks and your fastest runs, then call over your boarding buddies so they can bask in your glory.



NOTE: Never insert or remove a MEMORY CARD (8 MB)(for PlayStation 2) when loading or saving files.

SAVE/LOAD GAME/OPTIONS

Save your game and game settings for future use.

To save a game/options configuration:

4. Access the Options screen by pressing ■ at any game setup screen.
5. Select SAVE/LOAD and press ✖.
6. Select SAVE GAME/OPTIONS and press ✖. The screen displays how much space you have left on your MEMORY CARD (8 MB)(for PlayStation 2).
7. Press to ✖ save or ▲ to cancel. If you press ✖ and do not have a previously-saved configuration, your configuration will be saved at this point.
 - ⇒ If you already have a game/options configuration saved, you can delete it by pressing ●.
 - ⇒ If you press ✖ to save and you already have a saved configuration, you are asked if you wish to overwrite the configuration. Press ✖ for YES or ▲ for NO.
8. After you have saved your configuration, press ✖ to continue.

To load a game/options configuration:

1. From the SAVE/LOAD menu (see save instructions above), select LOAD GAME/OPTIONS and press **X**. The screen displays how much space you have left on your MEMORY CARD (8 MB)(for PlayStation 2) and whether or not you have a game/options configuration saved.
2. Press to **X** load or **▲** to cancel.
3. After you have loaded your configuration, press **X** to continue.

AUTO LOAD

Auto Load automatically loads saved options from a MEMORY CARD (8MB)(for PlayStation 2) when you turn on your PlayStation 2 console. This way, you don't have to set up your favorite game settings each time you fire up SSX.

To use Auto Load:

1. Save your desired game/options configuration (► *Save/Load Game/Options* on p. 30).
 2. Access the Options screen by pressing **■** at any game setup screen.
 3. Select GAME OPTIONS and press **X**.
 4. Toggle Auto Load Options ON.
 5. The next time you turn on your PlayStation 2 console, be sure to first insert a MEMORY CARD (8 MB)(for PlayStation 2) into MEMORY CARD Slot 1.
- Your game settings are saved along with your options.

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 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.

2. Press **X** to start the replay. When the replay appears, press **START** to access the Replay menu.
3. Highlight **SAVE REPLAY** and press **X**. The Save Replay screen appears.
4. Select a slot in which to save your replay and press **X**.
 - ⇒ If you do not choose a slot marked **<EMPTY>**, you will be asked if you wish to overwrite the file in this slot. Press **X** for YES or **▲** for NO
 - ⇒ If you already have a replay saved, you can delete it by highlighting it and pressing **●**.
5. After you have saved your replay, press **X** to continue.
 - You can have up to four replays saved at any time.

To load a replay:

1. Access the Options screen by pressing **■** at any game setup screen.
2. Select **SAVE/LOAD** and press **X**.
3. Select **LOAD REPLAY** and press **X**. The screen displays how much space you have left on your **MEMORY CARD (8 MB)**(for PlayStation 2) and all replays available for loading.
4. Highlight a replay to load and press to **X**, or press **▲** to cancel. The replay screen appears (► *Advanced Replay* on p. 24).



CREDITS

Electronic Arts Canada

Lead Programmer: Jon Spencer

Lead Visual Artist: Ian Lloyd

Lead Sound Artist: Frank Faugno

Producer: Larry LaPierre

Development Director: Scott Henshaw

Sr. Development Director: Brian Deppiesse

VP Product Development: Pauline Moller

Executive Producer: Steven Rechtschaffner

Software Engineers: Bob Silliker, Mike Rayner, Darryll Hobson, James Thomas, Dan Brady, Craig Hall, Basil Chan, Paul Martin

Visual Artists: Geoff Coates, Ernie Patzel, Sinisa Karolic, Terry Sanderson, Kim Liptrap, Steve Hinan, Yanick Lebel, Klaus Monies, Edwin Gomes, Cody Ritchie, Rob Tchir, Sang Kyon, Bernadette LaCarte

Sound Artist: John Morgan

Producers: Adam MacKay-Smith, Derek Tam

Consulting Software Engineer: Erik Kiss

Contributing Software Engineers: Stan Tung, John Harvey, Chris Khoo, Iain Macanulty

Contributing Visual Artists: Mike Swanson, Tom Raycove

Contributing Sound Artist: Kenneth Newby

Contributing Producers: Don Mattrick, Jonathan Dowdeswell, Kazuya Makita

Quality Assurance: Martin McQueen (QA Lead), Andy Brathwaite (QA Project Manager), Jeremy Ferguson (Sr. Tester), Trevor Allen (Sr. Tester), Malcolm Andrieshyn, Sean Desharnais, Michael Gascoigne, Kyle Koenig, Ryan Moscovitch, Scott Murray, Jared Schmale, Martin Wasiel, Tony Wong, Chris Van Yperen, Brandon Gill, Rieko Ishizaki, Mike Love, Yuki Taniguchi

EAC Mastering: Peter Petkov, Cary Chao, Shamus Frigon,

EAC Catlab: Colin Cox, D'arcy Gog, Zech Prinz, Mark Henderson, Brian Oberquell

EAC Sr. QA Test Developers: Bob Purewal, Jason Feser,

Marketing/PR: Brian Coleman, Bob Aniello, Charlie Scibetta, Gaylene Nagel, Otis Perrick, Jeane Wong, Anne Marie Stein, Ben Brinkman

EA Square (Japan)

Chris Thompson, Jason Link, Yoichiro Furusawa, Leland Madren, Seichi Mitani, Ryutaro Hayase, Teppei Kuwamura, Yukinori Kanda,

EASquare QA: Noriyuki Ohsawa, Yasutaka Hashimoto, Takayuki Minami, Yojiro Hamaguchi, Ryoichiro Amaike, Keisuke Kawamura, Takanori Hayashi

Electronic Arts Redwood Shores

Package Project Management: Adrienne Rogers

Documentation: Dan Davis, Greg Roensch

Documentation Layout: Nan Wilder

Customer Quality Control: Micah Pritchard, Benjamin Crick, Dave Knudson, Andrew Young, Darryl Jenkins, Tony Alexander, Dave Kellum, Ben Smith, Tony Barbagallo

Package Photography: Imagic SF

Background Photo Source: Digital imagery ® copyright 1999 PhotoDisc, Inc.

Voice Talent

Rahzel, Mix Master Mike, Gene Okerlund, Chris Duggan, Jody Vance, Andreas Kahre, Francois Lafleur, Ryan Wall, Arnauld Gouttin, Adam MacKay-Smith, Shinichi Yamada, Yuiko Nagashima, Plar Alvarez, Bernadette LaCarte, Nick Malaperiman, Kelly Benson

Voice - Special Thanks: Yukinori Kanda, Mike McAllistair, Chris Duggan, Greg Stump, Kendall Cross, Zoe Quinn, Milly, Lori Wilson, Serena Whitters, MC Tim Fuller

Music

Music Licensing

"Slayboarder - Theme Song from SSX"

Performed by Mix Master Mike and Rahzel

Written by Mix Master Mike and Rozell M. Brown

Produced by Mix Master Mike and Rozell M. Brown

Programmed and Produced by John Morgan

Produced by Adam MacKay-Smith

Additional Bass Riffs by Saki Kaskas

©1999 Zektar Musik (ASCAP) and MCA Music Publishing

(P) 2000 Recording courtesy of MCA Records and Asphodel Records

"Suprize Packidge (Remix)"

Performed by Mix Master Mike

Remixed by the Automator

Written by Mix Master Mike

©1998 Mangled Media (BMI)

(P) 1999 Recording courtesy of Asphodel Records

"Shake What Yo' Mama Gave Ya"

Performed by Skank

Written by A. Rizzo and E. Ireland

©1999 Copyright Control and 7even Music Promotions

(P) 1999 Recording courtesy of 7even Music Promotions

"Finished Symphony"

Performed by Hybrid

Written by Mike Truman

Orchestral parts arranged and scored by S. Puttman

All Orchestral parts performed by the Russian Federal Orchestra

©1999 Sherlock Holmes Music

(P) 1999 Recording courtesy of Distinct'ive Records

"Song for Dot"

Performed by Space Raiders

Written by Bradford/Jenkins/Domino

Produced by Space Raiders

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

©1999 Skint Music Publishing Company/Sony/ATV Music/EMI Music Publishing

UK/Fats Domino Publishing Company

(P) 1999 Recording courtesy of Skint Records

"Drop Top Caddy"

Performed by Aphrodite and Mickey Finn

Written by Gavin King and Mickey Finn

Copyright Control by Gavin King and Mickey Finn

Recording courtesy of Urban Takeover

"Dreamers of the Dreams (Chesty Cough Mix)"

Performed by Politika

Written by Stuart Crichton and Craig Dimech

©1998 Reverb Music and Copyright Control

(P) 1998 Recording courtesy of Reverb Records

"If You Pass Me On The Dancefloor, It's Just Because I Am Breaking In My New Acid Trainers"

Performed by LHB

Written by Lee Wilson-Wolfe, Giles Barton

©Irving Music (BMI) administers on behalf of Rondor Music (London) Ltrd. (PRS)

Not for broadcast transmission. All Rights Reserved.

(P) 1999 Recording courtesy of Bolshi Records

From the album Massive Voodoo Payout

"Peaktime"

Performed by Rasmus

Written by Rasmus Gardell

Additional Remixing by John Morgan

©1998 Big Life Music

(P) 1999 Recording courtesy of Bolshi Records

From the album "Mass Hysteria"

"Superwoman"

Performed by Rasmus

Written by Rasmus Gardell

Additional Remixing by John Morgan

©1998 Big Life Music

(P) 1999 Recording courtesy of Bolshi Records

From the album "Mass Hysteria"

"Punk Shock"

Performed by Rasmus

Written by Rasmus Gardell

©1998 Big Life Music

(P) 1999 Recording courtesy of Bolshi Records

From the album "Mass Hysteria"

"Vengeance of the 4/4 Beat"

Performed by Rasmus

Written by Rasmus Gardell

Additional Remixing by John Morgan

©1998 Big Life Music

(P) 1999 Recording courtesy of Bolshi Records

From the album "Mass Hysteria"

"Chartertrip"

Performed by Rasmus

Written by Rasmus Gardell

Additional Remixing by John Morgan

©1998 Big Life Music

(P) 1999 Recording courtesy of Bolshi Records

From the album "Mass Hysteria"

Original Music Compositions

By: John Morgan, Faugno Broz, Saki Kaskas, Ken Marshall, Adam MacKay-Smith, Yukinori Kanda, Francois Lafleur, Rom DiPrisco, DJ Precise (Ryan Wall), MC Neutrixx.

©2000 Electronic Arts Music Publishing Inc. (ASCAP)

(P) 2000 Electronic Arts Inc.

"Gin and Sin"

Music and Production by John Morgan

Scratching by DJ Precise

Bass and Guitar by Saki Kaskas

Dope Beat Vocals by Adam MacKay-Smith

Mixed by Ken 'Hiwatt' Marshall

"Downtime"

Music and Production by John Morgan

Mixed by Ken 'Hiwatt' Marshall

"Top Bomb"

Music and Production by John Morgan

Additional scratching by DJ Precise

Mixed by Ken 'Hiwatt' Marshall

"Speed Freak" (Snow Dream Intro Song)

Music and Production by John Morgan

"Megaplex" (Tokyo Megaplex Intro Song)

Music and Production by John Morgan

"Destroy the Competition" (Aloha Ice Jam Intro Song)

Music and Production by John Morgan

Vocal Samples by MC Neutrixx

"Oddball" (Mesa Blanca Intro Song)

Music and Production By John Morgan

"Renegade" (Mercury City Meltdown Intro Song)

Music and Production by John Morgan

"Elysium" (Elysium Alps Intro Song)

Music and Production by John Morgan

"Pipedream" (Pipedream Intro Song)

Music by Faugno Broz

Production by Francois "KoiHz" Lafleur, Frank Faugno

Addition sound by Rom Di Prisco

Mixed by Ken 'Hiwatt' Marshall

"Prism" (Circuit License Song)

Music and Production by Yukinori Kanda



Music Supervision: Adam Mackay-Smith

Music Licensing: Beverly Koeckeritz

Music - Special Thanks: Sarah@Bolshi Records, Alex and Elliot of Skeewiff/Shaft, Hamish McLean, Anna, Bukem and Conrad@Good Looking Records, Paper Pete@ Paper Records, Wicked Lester, Dianne Lafitte@Green Lous Management, Czech, Dave@Skint, Janet Billig, Gavin King, James@React/Dope on Plastic, John &Freestylers, Karen@ReverbXL, Kingsley Marshall, Audrey Meehan, Trevor Horn and Jill and Sarm records, Wendy, Shirley, Richard and DJ Rap, Troy Shelton, DJ Js-One, Matt@Pussyfoot, Steve Pross of Fantastic Plastic Machine, Richard Smith @ Sony Music UK, Thom Storr@ Logic Records, Scott and Stuart@ Quest Management, Ava MacDowall@Distinctive records, Chris and Monk of Rabbit in the Moon, MC Neutrixx, The Green Guy

Special Thanks

Omar Al-Khafaji, George Ashcroft, Erik Benedicktson, Sven Boecker, Jason Bone, Ed Capuano, Felix Cheung, Terry Chui, Carolyn Cudmore, Matthew Derksen, Edwin Dolinski, Anne Fournon, Stephen Gagnon-Cady, Vanessa Gonwick, Bing Gordon, Crispin Hands, Wendell Harlow, Shaun Hayes-Holgate, Lisha Houg-Lee, Sean Lalla, Paul Lee, Jason Leigh, Bruce MacKinnon, Stu MacKay-Smith, Ace MacKay-Smith, Ken Marshall, Brett Marshall, Doug Masters, Elaine McMurtrie, Andrew Murphy, Adam Myhill, Hiro Nakashima, Sam Nelson, Sheri Newstead, Coral Payne, Brian Robinson, Andy Teal, Allan Traves, Jadranka Travica, Michael Villa, Brian Ward, Glen Wong, Dwayne Wudrich, Kanda Yukinori, EAC Digital Production Services Animation Development Group, Salvatore Melluso, Alan Harrison, Ali Kojori, EAC Tools & Libraries, Iain Macanulty, Frank Barchard, James Fairweather, Daniel Kennett , Maurice Ko, Pattrick Ratto, Dave Mercier, Euphoria Emporium, Localization team, Paul Rossi-BXI, Stu Osborne @ Whistler/ Blackcomb, Toad Hall Studios...

...and all the Spouses, Children, Girlfriends, Boyfriends and Others for understanding what it takes to make a beautiful game.

This game is dedicated to all of the people who have ever started a sentence with the words "what if".

SSX is a CHAOS Production

WARRANTY

NEED A HINT? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, seven days a week!

In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, California 94063-9025



If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call EA's Hints & Information Hotline for hints, tips, or codes.**

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: techsupport.ea.com

FTP: [ftp.ea.com](ftp://ftp.ea.com)

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215,
Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age, parental consent is required.

Software and documentation ©2000 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, and the EA SPORTS Big logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA SPORTS™ and EA SPORTS Big are Electronic Arts™ brands.

PlayStation 2 and the PlayStation 2 logos are registered trademarks and DUALSHOCK 2 is a trademark of Sony Computer Entertainment Inc.

All other trademarks are the property of their respective owners.

NOTES

SSX
Proof of Purchase
1421005





WARNING

**NO RULES NO LIMITS
ENTER AT OWN RISK**

Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065

©2000 Electronic Arts Inc. EA SPORTS, the EA SPORTS BIG logo and EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA SPORTS™ and EA SPORTS BIG are Electronic Arts™ brands. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 1421005