

 XBOX 360

XBOX  
LIVE

NTSC



**AMPED 3**



**2K**  
SPORTS

## **safety information**

### **! About Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms; children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### **! Other Important Health and Safety Information**

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### **! Avoid Damage to Your Television**

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

## **WARNING**

Do not try this at home. Snowboarding, Snowmobiling and Sledding can be hazardous to your health, especially if you snowboard like a video game character. The characters portrayed in this game are fictional and the story is a parody meant to make you laugh. These events are not real and may not happen to you while snowboarding. Then again, some may.

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# how to play

Amped 3 gets you right into the action as soon as you start it up.

First, you're introduced to your crew as you all ride the lift (you're the one in the pink bunny suit). As soon as you get to the top and jump off the lift - YOU'RE IN CONTROL! At the end of the intro run, you can go change out of the bunny suit and create whatever look you want for your rider.



When you're ready to ride, just get on the hill and start playing. With huge open resorts, lots of back country, snowmobiles you can explore the mountain with, and hundreds of cool, fun challenges, Amped 3 is all about freedom.

The first few hours of gameplay will provide you with all the information you need, with advice on how to trick, move, navigate the trail map, accept challenges, and all that good stuff. Hints will appear during gameplay, but you can turn them off at any time in the options menu.

**Don't know how to ride?** Look at the next page.

**How does the story work?** Go to Story & Rider Progression (on pages 15-17).

**Develop your rider? Unlock new levels?** Ditto.



# basic controls

## MOVEMENT:

**Turning** - Move the left stick in the direction you want to go.

**Stopping/Starting** - To slow down or stop, move the left stick down. From a dead stop, press A or move the left stick up to start moving again.

**Looking Around** - Move the right stick in any direction to look around.

**Speeding Up** - Press and hold A to gain speed. You will ollie (a small jump from the ground) when you release A, so don't be surprised when you're suddenly airborne!

## BASIC JUMPS:

**Ollie** - Tap or press and release A.

**Jumps** - To get extra air off a jump, press and hold A to gain speed and then release just as you reach the end of the jump - the closer to the edge of the jump, the better.

**Jumping On/Off Rails** - To get onto a rail, funbox, or any other grindable feature, you have to ollie onto it. Tap or press and release A; if you are close enough, you will attach to the object. Press A again to jump off.

→ (See ALSO **SPEED TUCK** UNDER "ADVANCED MOVEMENT" in the **ADVANCED CONTROLS** section on PAGES 21-24).

## BASIC RAILS:

**Getting On** - You always get on a rail by jumping, but you can also ride straight onto it if it touches the ground.

**Balance** - Whenever you're on a rail, the Balance Meter will appear. Move the left stick left or right to keep the meter pointing to the center. If the meter gets too far out of whack, you'll fall off the rail. A blinking arrow on your balance meter warns you when you're about to crash. If you fall off, you'll lose the accumulated score.

**Transfers** - To transfer from one rail to another, move the left stick in the direction you want to jump and tap A.

**Tricks** - A variety of rail tricks can be executed by pressing and holding X Y and/or B in a variety of combinations.

**Spin** - Pull the left or right trigger to spin.

# Rider customization

THE FIRST time you play AMPED 3, you GO STRAIGHT FROM the INTRO to RIDER CUSTOMIZATION where you DECIDE how YOUR RIDER will LOOK in the GAME.

## WHAT AM I DOING HERE?

THERE ARE LITERALLY THOUSANDS OF CUSTOMIZATION options, INCLUDING:

**Gender** - Only two to choose from, but what a difference.

**Body Type** - Pick a body shape, tats, facial hair (guys only...sorry).

**Face** - [Under Body Type] This covers facial features *and* skin color.

**Clothing** - Everything from head to toe and you'll unlock a ton more.

**Boards & Bindings** - It's like being a Burton rep.

**Dialogue Style** - Choose your rider's voice: Cheeky (sassy) or Chill (chill).

## WHAT IS AWESOMENESS?

AWESOMENESS EFFECTS APPEAR AROUND YOUR RIDER when you REACH CERTAIN HIGH SCORE LEVELS. AS you PLAY, you CAN UNLOCK OR EARN new STYLES of AWESOMENESS, which you CAN SELECT LATER on HERE in the RIDER CUSTOMIZATION.

## CAN I MAKE CHANGES TO MY RIDER LATER ON?

EVERYTHING BUT the RIDER'S NAME AND GENDER CAN BE CHANGED AT ANY time BY SELECTING RIDER CUSTOMIZATION FROM the MAIN MENU. If you'RE on the MOUNTAIN, PRESS START AND SELECT LEAVE MOUNTAIN to GET to the MAIN MENU.

# main menu

The MAIN MENU APPEARS AFTER YOU FINISH CREATING YOUR RIDER, OR ANY TIME YOU START THE GAME OR LEAVE THE MOUNTAIN. SELECT THE OPTION YOU WANT BY MOVING THE LEFT STICK UP OR DOWN AND THEN PRESSING A.

**HIT THE SLOPES** - GO SHRED THE LOADED RESORT.

**TRAVEL TO NEW MOUNTAIN** - ONCE YOU UNLOCK NEW MOUNTAINS, SELECT THIS TO GO TO THE DEPARTURES SCREEN AND TAKE OFF TO ANOTHER RESORT.

**RIDER CUSTOMIZATION** - SELECT THIS TO GO BACK AND CHANGE (OR UPGRADE) YOUR RIDER'S CLOTHING, EQUIPMENT, AWESOMENESS STYLE, AND MORE.

**MY STASH** - THIS IS WHERE YOU KEEP YOUR MUSIC,

AWARDS, STATS, AND MORE. YOU CAN ALSO REPLAY

STORY VIDEOS HERE (SEE STORY & RIDER PROGRESSION ON PAGES 15-17 FOR MORE INFO).

**OPTIONS** - Select from the following options:

**Audio Options** - Edit your audio preferences.

▪ SFX Volume ▪ Music Volume ▪ Voice Volume

**Cheat Codes** - Enter cheat codes.

**Hints** - Turn on/off popup hints that tell you about cool tricks and abilities.

**Credits** - View the Amped 3 credits.

**Media Callouts** - Turn on/off the media callouts.

WARNING: YOU CAN'T EARN ALL GAME REWARDS WITH THE MEDIA CALLOUTS TURNED OFF.

# using the trail map

the TRAIL MAP is your one-stop-shopping SOURCE FOR:

- \* Viewing the mountain, RUNS, BOUNDARIES, AND WHERE YOU ARE;
- \* LOCATING ALL AVAILABLE CHALLENGES;
- \* GETTING INFO ON EACH CHALLENGE, INCLUDING ITS TYPE, LEADERBOARD, AND REWARD;
- \* Seeing your CURRENT STORY OBJECTIVES;
- \* MOST IMPORTANTLY: Getting on the mountain (By selecting DROP POINTS OR CHALLENGES)!



**1** When you first get to Northstar, only one AREA - the Lower Resort - is AVAILABLE to ride on. You'll UNLOCK the other two AREAS (Upper Resort AND BACK COUNTRY) LATER.

**2** Move the LEFT STICK to PAN AROUND the TRAIL MAP

**3** The YELLOW TRIANGLES represent DROP POINTS - where you "get off the lift" AND start a RUN. MAJOR Lifts in the Lower Resort include Loveseat, Vista, Sodergren's, AND Pioneer (where you'll find the first STORY CHALLENGE).

**4.** The GREEN CIRCLES represent CHALLENGES you can BEAT to win STUFF. LATER, the MORE DIFFICULT CHALLENGES will UNLOCK AND Appear AS BLUE AND BLACK CIRCLES.

**5** To select A CHALLENGE OR DROP POINT, move the LEFT STICK until the pointer HIGHLIGHTS it AND then press A. When you CHOOSE to TAKE on A CHALLENGE, you'll GO to A DROP POINT NEAR the CHALLENGE, AND then you'll need to RIDE to the CHALLENGE AREA.

**6-WANT SOME HELP LOCATING THE CHALLENGE AREA?** PRESS A AGAIN AFTER you select the CHALLENGE. DO this AND you'll AUTOMATICALLY BE TAKEN to the NEAREST DROP POINT AND A RAINBOW will Appear over the CHALLENGE AREA in-GAME.



# Trail Map Legend



Drop Point - Points where you begin runs.



Story Challenge - Location of a required Story Challenge.



Locked - Location of a Challenge that is not yet available.



Selected - Indicates which Drop Point or Challenge will be selected.



Challenge Lvl - Colors correspond to difficulty level (Green = Easy, Blue = Medium, Black = Difficult).



Challenge Completed Lvl - Ribbons correspond to level of challenge completion (Bronze = minimum, Silver = medium, Gold = maximum).



Call Out Challenges - Quick Media Challenges, during which you're filmed or photographed and try to beat a set score doing one type of trick.



Impressed People - In an Awesomeness (Rockin' Awesome Robots) One-Off Challenge, indicates a resort area you have won over with Awesomeness.

## TRAIL MAP TIPS

- PULL THE LEFT OR RIGHT TRIGGERS TO VIEW DIFFERENT REGIONS OF THE MOUNTAIN.
- MOVE THE RIGHT STICK UP OR DOWN TO zoom in OR out.
- TO VIEW THE LEADERBOARD FOR A CHALLENGE, PRESS A TO SELECT THE CHALLENGE AND THEN PRESS Y.
- RETURN TO THE MOUNTAIN BY PRESSING B.

INDICATES A STORY CHALLENGE THAT IS OFF-SCREEN

DISPLAYS THE CURRENTLY ACTIVE STORY OBJECTIVE. YOU NEED TO COMPLETE THESE TO PROGRESS TO THE NEXT MOUNTAIN.





# gameplay

## What You Can Do


There's A whole mountain of stuff to keep you busy: PHOTOGRAPHERS WANTING TO GET FOOTAGE OF YOU GOIN' OFF...FANS WHO WANT YOU TO IMPRESS THEM...HUNDREDS OF CHALLENGES YOU CAN BEAT TO WIN RESPECT, COIN, EQUIPMENT, COOL BONUS STUFF - AS WELL AS TO TEST YOUR SKILLS AND GET YOU TO THE TOP OF LEAP...SPONSORS ON THE PROWL FOR NEW TALENT... SHOWMOBILES THAT LET YOU SLED AROUND AND SCOPE THE RESORT..."OLD SCHOOL" SLEDS AND OTHER WACKY STUFF TO STRAP YOURSELF TO AND GO ON KAMIKAZE RUNS... AND THEN THERE'S ALL THE CRAZY STORY MOVIES FOR YOU TO UNLOCK AND ENJOY.

## Media Call-Out Challenges

THERE ARE ASPIRING PHOTOGRAPHERS ALL OVER THE MOUNTAIN LOOKING TO MAKE YOU THE NEXT BIG THING. THEY'RE USUALLY HANGING AROUND KILLER JUMPS AND RAILS, OR BY BIG PATCHES OF VIRGIN POWDER. WHEN YOU ROLL UP ON 'EM, THEY'LL TELL YOU WHAT THEY WANT YOU TO DO. IT MIGHT BE AN AERIAL, A GRIND...WHATEVER. GIVE 'EM WHAT THEY'RE LOOKIN' FOR AND WHO KNOWS... YOU MIGHT SEE YOUR FACE SMILIN' BACK FROM THE COVER OF SNOWBOARDER MAGAZINE ONE DAY!

## Awesome-ness Challenges

AWESOME-NESS CHALLENGES ARE YOUR WAY OF LETTING EVERYONE ON THE HILL SEE HOW GOOD YOU'VE REALLY GOTTEN. AS YOU RIDE AROUND THE MOUNTAIN, COMPLETING CHALLENGES AND JUST DOIN' TRICKS.



YOUR AWESOMENESS METER WILL GRADUALLY FILL UP. When it's FULL, people AROUND you on the hill WILL START paying ATTENTION. Then comes the fun PART! TRICK in front of ONLOOKERS AS OFTEN AS POSSIBLE. IF YOU CAN REALLY impress people in one AREA, you'll START MAKING A NAME FOR YOURSELF. AND then you move on to the other sections of the RESORT. Get YOUR popularity HIGH ENOUGH AND you'll own the mountain!

## ONE-OFF CHALLENGES

### Magic Circles

For this one, you gotta get through a series of colored rings...AND you're gonna need to get a minimum score total by the end while you're at it. Scary stuff!



### Snow Quest

You're on a quest for high score - it's all about how many points you can rack up before time runs out. And here's a hint for rackin' up some insane scores: scout out the challenge area for the best run lines and then use the Builder Menu to plant a bunch of your own objects to trick off!

### Sellout Challenge

Who says kissin' up can't be fun? For the Sellout Challenges, you'll be trying to impress a particular sponsor by doing the kind of tricks they like. If you trick well, the sponsor's Sellout Meter will fill up, but if you're crashing too much, the sponsor'll get bored and split. Fill up the Sellout Meter within the set time limit or you'll have to try again.

### Kitty Cleanup

Gotta pick up a little precision at some point, and the Kitty Cleanup is the just the challenge for that. You have to follow a tight line and collect as much kitty "glitter" as you can before the time runs out.





## ONE-OFF CHALLENGES (continued)

### Lords of the Board

When you rock as hard as you do, you'll get a lot of the local pros wanting a piece of you. Follow 'em like a shadow and trick where they trick. The colored circle on the ground shows where you start a trick (green = easy, blue = moderate, yellow = hard, red = wicked, silly hard). Miss three of 'em, or the last trick in the run, and you're toast.

The clock is ticking...and you got lots of ground to cover. You need to find the time gates placed around the level and get to them before the timer runs out. Each gate you pass through gives you just a little extra time to finish the challenge.

### Samurai Slalom

### Fling Fever

Grab a buddy and another controller, and get to it. You'll be tied together on a pair of sleds, and the goal is to be the one doing the most damage to yourself. Watch for Power-Ups and Power-Downs you can use to help you win the challenge.

### impress the Hottie

Turn on your snowmobile and then do the same to the local talent! This is like Magic Circles on a snowmobile - just hit the gates while trickin' like a muthah to create a lasting impression.



### Mobilize Challenge

This one'll keep you lean and mean! Like the Samurai Slalom - except on a snowmobile - you have to motor through the time gates and get to the finish line at the target time.



### Sled Trauma

Sled Trauma is all about beating yourself up in the most dramatic way you can. The more damage you take falling from the sled, the better. Aim for a nice, hard tree trunk, or some concrete somewhere, and you'll be in business. Don't forget the Bactine.



## A.K.A. Awesomeness Challenge

### Rockin Awesome Robots

Wanna be the sickest boarder on the mountain? If you're gonna be it, folks gotta see it. To own the mountain, you have to get people's attention by tricking in front of them until your awesomeness overwhelms them! The larger resorts are divided into several smaller areas and you'll need to spread your awesomeness across all the areas to beat the challenge.

### Low-Rider Challenge

OK...you're on a sled...you can't miss any gates...it's about how fast you finish...and you don't get any time bonuses. No problem. Except controlling a sled takes more luck than skill, and sometimes you gotta choose between missing a gate and wiping out.



### Story Challenges

THERE ARE HUNDREDS OF MEDIA CALL-OUT AND ONE-OFF CHALLENGES, BUT YOU'RE GONNA COME ACROSS A BUNCH OF STORY CHALLENGES ON YOUR WAY THROUGH AMPED 3. THEY'RE A BIT OUT OF THE ORDINARY, USUALLY EASIER TO GET THROUGH, AND MOST OF ALL...FUN. COMPLETING THE STORY CHALLENGES IS THE ONLY WAY TO UNLOCK NEW AREAS, OPEN UP NEW MOUNTAINS, AND SEE EVERYTHING THERE IS TO SEE IN AMPED 3. FOR MORE INFO ON THE STORY AND STORY CHALLENGES, SEE STORY & RIDER PROGRESSION (PAGES 15-17).

### Challenge Rewards

WE GIVE YOU LOTS OF COOL STUFF IN AMPED 3, BUT THE BASIC CURRENCY IS RESPECT AND COIN. AND YOU EARN BOTH BY KILLIN' THE CHALLENGES. GET ENOUGH RESPECT AND YOU UNLOCK NEW AREAS AND LEVELS; COIN GETS YOU NEW GEAR AND UPGRADES. SEE STORY & RIDER PROGRESSION FOR MORE INFO ON RESPECT AND COIN.



# MEDALS



# BLING



THERE ARE MORE THAN  
A DOZEN UNIQUE HOOK-  
UPS YOU CAN EARN  
DURING THE GAME.

BUT YOU'LL HAVE TO  
EARN 'EM TO FIND  
OUT WHAT THEY ARE!  
(TRUST US...THEY'RE COOL)

## ACHIEVEMENTS

THERE ARE 15 ACHIEVEMENTS YOU CAN EARN THAT  
WILL DEMONSTRATE YOUR DOMINATION OF AMPED 3  
IN YOUR XBOX 360 GAMER CARD:

- 🐉 BEAT THE AWESOMENESS CHALLENGES ON EACH OF FIVE RESORTS;
- 🐉 COMPLETE ALL FIVE ACTS OF THE STORY;
- 🐉 BEAT THE FIVE ÜBER-CHALLENGES.

### The five Über Challenges are:

*Park Designer Merit Badge*  
Reach the highest Builder skill level

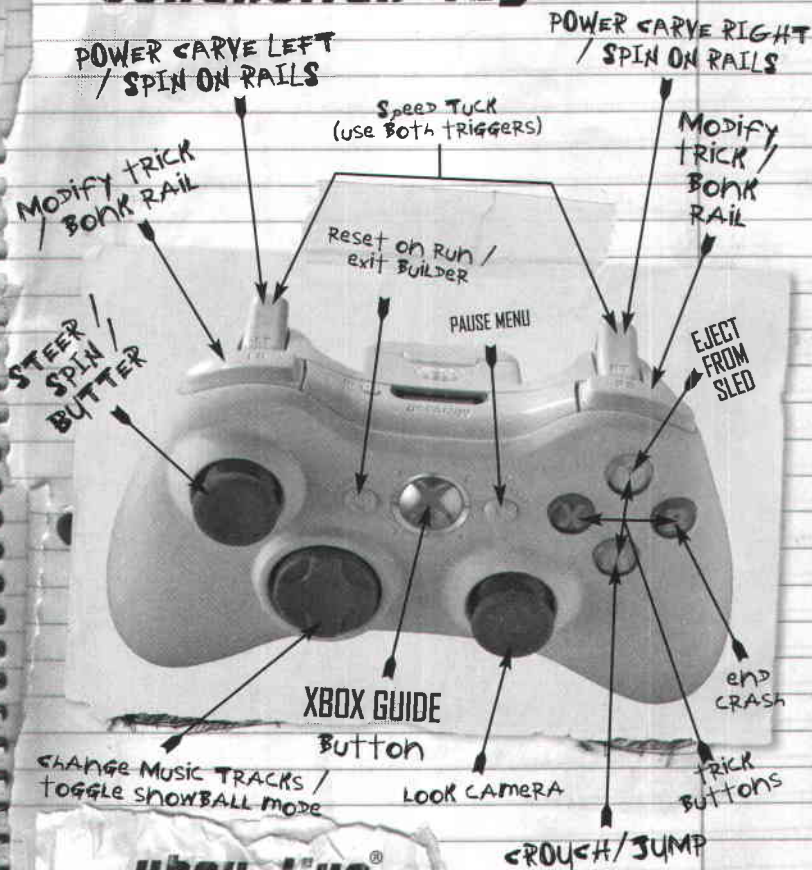
*Snowmobiler Merit Badge*  
Put the most miles on your snowmobile

*Sledding Merit Badge*  
To the most tangled career lowrider

*Lesser Snow God*  
Earn any Medal for every Challenge

*Supreme Snow God*  
Earn Gold Medals for every Challenge

# CONTROLLER layout



## xbox live®

PLAY Anyone AND everyone. Anytime. ANYWHERE on xBox Live. BUILD your profile (your GAMER CARD). CHAT with your FRIENDS. DOWNLOAD content At xBox Live MARKETPLACE. SEND AND Receive voice AND video messages. Get Connected AND join the Revolution.

### CONNECTING

BEFORE you can use Xbox Live, connect your Xbox console to a high-speed INTERNET connection and sign up to become an Xbox Live member. FOR MORE INFORMATION ABOUT connecting, AND TO DETERMINE WHETHER Xbox Live is available in your region, GO TO [www.xbox.com/live](http://www.xbox.com/live).

### FAMILY SETTINGS

THESE EASY AND FLEXIBLE TOOLS ENABLE PARENTS AND CAREGIVERS TO DECIDE WHICH GAMES YOUNG GAME PLAYERS CAN ACCESS BASED ON THE CONTENT RATING. FOR MORE INFORMATION, GO TO [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



# pause menu

While you're riding, you can bring up the Pause Menu at any time by pressing the START button. Select the option you want by moving the left stick in the direction of the icon you want to choose and pressing A.

**The Icons (clockwise from the top):**

**Trail Map** – At any time you can open the Trail Map to see your position on the mountain. More importantly, you can jump to Drop Points, get Challenge information, and see a display of your current Story goals. So if you're not sure where to go next, just consult the Trail Map.

**Snowmobile** – Select this icon at any time to get where you're going fast. You unlock new Rides along with new Levels.

**Rider Info** – At any time you can select Rider Info to check your overall Respect Level, Coin, and **Bag of Tricks** – a list of what tricks you know how to do. Also shows the five main leaderboards.

**Options** – Select from the following options

**Audio Options** – edit your audio preferences

- SFX Volume    ▪ Music Volume    ▪ Voice Volume
- Loudspeakers (ON/OFF)

**Cheat Codes** – disabled in pause menu – can only enable cheats from main menu options

**Hints** – Turn on/off popup hints for cool tricks and abilities

**Credits** – view the Amped 3 credits

**Media Callouts** – turn on/off the media callouts.

**WARNING: YOU CAN'T EARN ALL GAME REWARDS WITH THE MEDIA CALLOUTS TURNED OFF.**

**Leave Mountain** – If you need to get back to the Main Menu to customize your rider, go to My Space, or go to another Mountain, just select this.

**Park Builder** – Plant your own jumps and rails to create your own personal terrain park, add things to trick off to get better High Scores, or just make a hard challenge a little easier. See the **Park Builder** section on page 20 for more info.

**Sled** – Drop your board and grab your sled. Select this icon and you'll be hurtling out of control down the mountain faster than you can say *compound fracture*.

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BACKCARD SALES SLIP  
CUSTOMER COPY



# STORY

The story's too weird to explain, so we're not even gonna try. You'll find out for yourself soon enough. But it's fun, it's pretty darn easy to play through, and most importantly, it's the **ONLY** way to unlock all the resorts in the game.



## FOR THOSE WHO CARE...

You start out at Northstar, where it's Easter weekend and the resort's about to close for the season. You and your crew - **J-Dawg** (Aspiring Pro), **Hunter** (Thrill-Seeking Hottie), **Sebastian** (Buddha Boarder), and **Weiner Boy** (Kung Fu Apprentice) - have been saving your pennies for a trip to exotic Chile, where the five of you will keep riding all year long...or until the money runs out.



It's A GOOD plan...that goes right down the toilet  
By the end of Act I. And then everything gets  
really, really insane.

## Story Progression & Unlocking New Mountains

As you move through the game you'll go through the FIVE ACTS of the story. Act I plays out at Northstar; complete all the Northstar Story Challenges and you'll unlock Snowbird — where Act II takes place — and so on.

Act III takes you to a third resort. During Act IV, you'll unlock three new resorts, and then a final one at the end of Act V.

You can travel back to any resort you've unlocked at any time, but the story only moves forward.

## STORY CHALLENGES

15 STORY CHALLENGES pop up over the five acts.

Almost every STORY CHALLENGE has more than one objective. For example, in the first STORY CHALLENGE,

"Welcome to WienerLand?" you go through Wiener Boy's homemade terrain park in three sequences:

(1) jump & grind, (2) rails, and (3) sled jump of death.

And you've got to complete 'em ALL to finish STORY CHALLENGE #1.

In Act I, there are FOUR STORY CHALLENGES and,

once you've beaten them ALL, you'll unlock Snowbird and move on to Act II. Any time you finish a STORY

CHALLENGE, you can go back to riding around the resort or go straight to the TRAIL MAP and find out the next story objective by checking the yellowish-colored bar with red stars at the bottom of the screen and following the instructions.



Replaying Story Movies — Once you successfully complete a Story challenge, its movies are unlocked and can be viewed whenever you like. Just select My Stash from the main Menu and go to the Peep Show.

## Playing a Story Challenge

1. When a Story Challenge becomes available, a special icon appears on the Trail Map.
2. Select the Story Challenge Icon, go to the mountain, and then find and ride into the Challenge Area.
3. Usually, a short Cinematic Sequence will play, followed by a Story Movie telling you what to do to beat the Challenge.
4. After the Movie plays, there's another short Cinematic, transitioning you back into the game.
5. A text screen will then appear with specific instructions on what you need to do to beat the Challenge.

# RIDER PROGRESSION

In Amped 3, you develop your Rider by earning Respect, unlocking all seven resorts, upgrading your skills, acquiring new tricks, and earning coin to get your hands on the best clothing, equipment, and accessories.

## RESPECT

Respect is earned every time you successfully complete any kind of challenge, and you'll need to earn specific amounts of it to unlock new places to ride. The larger resorts are divided into as many as four areas, but when you first arrive at a new mountain, only one area will be open to you and you'll need to unlock the rest by earning Respect. You can see how much Respect you've amassed at any time in the Rider Info page.





## SKILL UPGRADES

UPGRADE SKILLS SUCH AS RAIL BALANCE, SPIN SPEED, OR BUTTER BALANCE BY KICKING BUTT ON SPECIFIED CHALLENGES. WHEN YOU FIND ONE OF THESE SPECIAL CHALLENGES, THE POTENTIAL SKILL UPGRADE WILL BE DESCRIBED IN THE CHALLENGE INFO.

## NEW TRICKS

LIKE THE SKILL UPGRADES, NEW TRICKS ARE PICKED UP BY DESTROYING A PARTICULAR CHALLENGE. THE TRICKS CAN BE ANYTHING FROM GRABS TO SPINS TO FLIPS TO A WHOLE BAG FULL OF SURFACE TRICKS.

## COIN

LAST, BUT NOT LEAST...YOU GUESSED IT...COIN. YEP, YOU GOTTA BE FOCUSED ON THE GRIP IF YOU WANT TO AFFORD TO BUY NEW GEAR AND TERRAIN PARK OBJECTS. COMPLETING CHALLENGES AT THE SILVER AND GOLD LEVEL, AS WELL AS COMPLETING MEDIA CHALLENGES AT ANY LEVEL, WILL EARN YOU SOME LOOT. THERE ARE SOME CHALLENGES THAT GIVE OUT ESPECIALLY LARGE CASH BONUSES...KEEP AN EYE OUT FOR THESE.

## NEW CD'S

This isn't really an upgrade, but it's still pretty cool. You can also win up to 10 virtual CD's of new killer music. Strap on the headphones and enjoy!

# my stash

MY STASH IS LIKE YOUR OWN PERSONAL SHRINE...TO YOURSELF. YOU CAN JUST RELAX AND BASK IN THE GLOW OF EVERYTHING YOU'VE EARNED SO FAR. TROPHIES ON THE WALL...CAR KEYS ON THE TABLE... IT'S A MONUMENT TO HOW MUCH YOU ROCK. TO REACH MY STASH, JUST SELECT THE MY STASH ICON FROM THE HUB.

TIP  
ANOTHER  
VIEW  
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**AMPED TUNES** - CUSTOMIZE the Amped 3 SOUND TRACK BY PLAYLIST OR BAND NAME. HIT THE SLOPES AND ROCK OUT TO YOUR OWN CUSTOMIZED SELECTION OF AMPED TUNES.

**MY BLING** - SEE YOUR MEMORABILIA, SNOWBOARDING TROPHIES, THE SWAG YOU'VE EARNED, AND ANY OTHER SLICK SHINY GOODNESS YOU'VE RECEIVED FOR YOUR HARD WORK.

**PEEP SHOW** - HERE YOU CAN CHECK OUT ANY STORY MOVIE THAT YOU'VE UNLOCKED.

**STATS** - ALL YOUR RIDER STATS, FROM THE MOST AWESOME TO THE MOST PATHETIC, ARE TRACKED IN THE STATS PAGE.

## leaderboards

All Challenges in Amped 3 (except Story) have an Xbox Live® Leaderboard, which you can check out whenever you finish a Challenge. Earn the Gold for any Challenge and you're qualified for that Challenge's online Leaderboard...see how you compare to the other people playing the game!

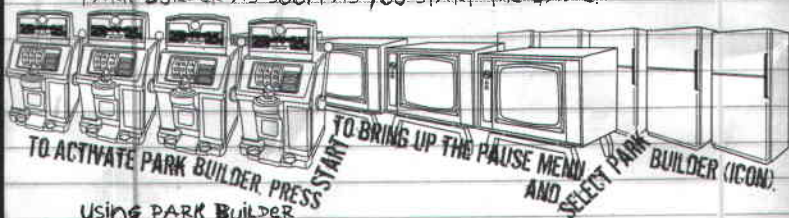
There are lots of other Leaderboards to see, but there are five big ones you might want to keep track of:

- **Overall Completion** - This compares how many Ribbons you've earned so far...rock out on every Challenge to get to the top!
- **Total Score** - This tracks your overall Total Score that you've earned.
- **Top Combo Score** - Tracks your single highest Combo Score.
- **Top Crash Score** - Tracks your single greatest effort to destroy yourself on a sled.
- **Scoring "Tilts"** - Like pinball machines back in the day, Amped 3 only lets you get a maximum score of 999,999 points. Every time you pass this mark, the score rolls back to 0 and starts again. Each time this happens, you earn a TILT.

ER WAY TO  
A CHALLENGE  
ERBOARD IS  
IN THE TRAIL  
P - just press  
O select the  
ALLENGE AND  
EN PRESS Y

# Park Builder

ANYWHERE, ANYTIME, YOU CAN PLANT YOUR OWN JUMPS AND RAILS AND CREATE YOUR PERSONAL TERRAIN PARK. ADD THINGS TO TRICK OFF TO GET BETTER HIGH SCORES, OR JUST MAKE A DIFFICULT CHALLENGE A LITTLE EASIER. YOU CAN EVEN CREATE YOUR OWN SESSIONING POINT - A CUSTOM DROP POINT YOU CAN GO TO AT ANY TIME ON THE TRAIL MAP. AND YOU CAN USE PARK BUILDER AS SOON AS YOU START THE GAME.



## Using Park Builder

THE BUILDER HAS TWO MODES: BUILD, in which you select and place objects, and EDIT in which you fine-tune your creations. HERE ARE SOME OF THE BASIC CONTROLS:



- left/right bumpers - Cycle through feature list;
- left/right triggers - Zoom camera;
- left stick - Pan around resort;
- right stick - Rotate camera;
- D-pad - Rotate selected object;
- right stick (press) - Delete all planted objects;
- A - Plant selected object;
- B - Delete all;
- X - Switch to Edit mode;
- Y - Reset all objects;
- BACK - Finish and Ride (simulate)

## Objects

THERE ARE ONLY A FEW OBJECTS FOR YOU TO WORK WITH AT FIRST, BUT YOU'LL UNLOCK DOZENS OF NEW ONES BY BEATING CERTAIN CHALLENGES. THEN, YOU CAN SPEND YOUR HARD-EARNED COIN ON NEWER AND COOLER OBJECTS.





## BUILD Licenses


When you start out, you have a **STUDENT BUILDER** License, which restricts the number of objects you can place. As you get more experience, you can work your way up to a **PARK ARCHITECT** License.

# advanced controls

## Advanced Movement:


 **SPEED TUCK** - You can gain extra speed while riding and carving by pulling both the left and right triggers at the same time. While you're tucked, turning is harder because of how fast you're going. Holding a turn for too long while in a speed tuck will cause the boarder to come out of the tuck.


 **POWDER TURNS** - While riding in deep powder, pull the left trigger while turning left or the right trigger while turning right to perform a powder turn.

 **POWDER SCORING** - Executing powder turns and speed tucks in deep powder can score you huge points if you can link them smoothly. Crashing will erase any points you've earned.

## AERIALS:

While airborne, you can do a number of tricks:

 **Spin** - Move the left stick left or right to spin in the air.

 **Flip** - Move the left stick up or down to flip in the air.

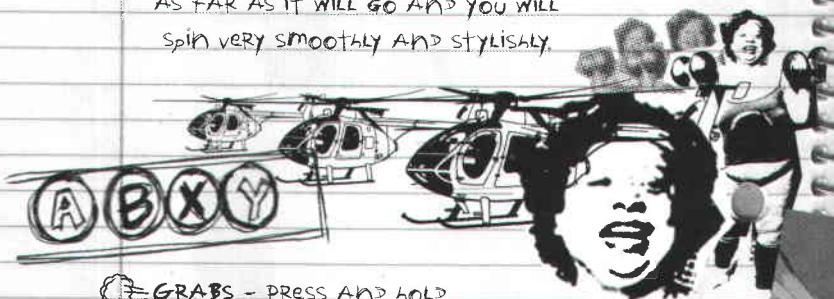




# 27 GIVE UP

☞ **OFF-AXIS** - Move the LEFT STICK in A DIAGONAL DIRECTION to PERFORM AN OFF-AXIS TRICK.

☞ **STYLE** - You CAN GET LOTS OF POINTS FOR FLIPPING OR SPINNING TWELVE TIMES in the AIR, SURE, BUT YOU CAN GET MASSIVE POINTS BY DOING ONE PERFECT SPIN too. To GET STYLE, MOVE AND HOLD the LEFT STICK in ANY DIRECTION, BUT NOT ALL THE WAY. TRY HOLDING LEFT ABOUT HALF AS FAR AS IT WILL GO AND YOU WILL SPIN VERY SMOOTHLY AND STYLISLY.



☞ **GRABS** - PRESS AND HOLD


A, B, X AND Y in ALMOST ANY COMBINATION TO DO DIFFERENT GRABS. THE LONGER YOU HOLD A GRAB, OR THE MORE GRABS YOU DO PER TRICK, THE MORE POINTS YOU'LL EARN. BUT MAKE SURE YOU LET GO BEFORE YOU LAND OR YOU'LL CRASH.


☞ **ADVANCED AERIALS** - In ADDITION TO THE BASIC AERIAL TRICKS, THERE ARE ALSO MULTIPLE ADVANCED TRICKS. TO DO AN ADVANCE AERIAL, YOU MOVE THE LEFT STICK in the DIRECTION WHILE PRESSING EITHER THE LEFT OR RIGHT BUMPER.


☞ **HOLD TRICKS** - SOME OF THE ADVANCED AERIALS TRICKS DON'T SPIN OR FLIP, BUT INSTEAD HOLD A POSE in the AIR. SCORE IS BASED ON HOW LONG THE POSE IS HELD BEFORE LANDING.

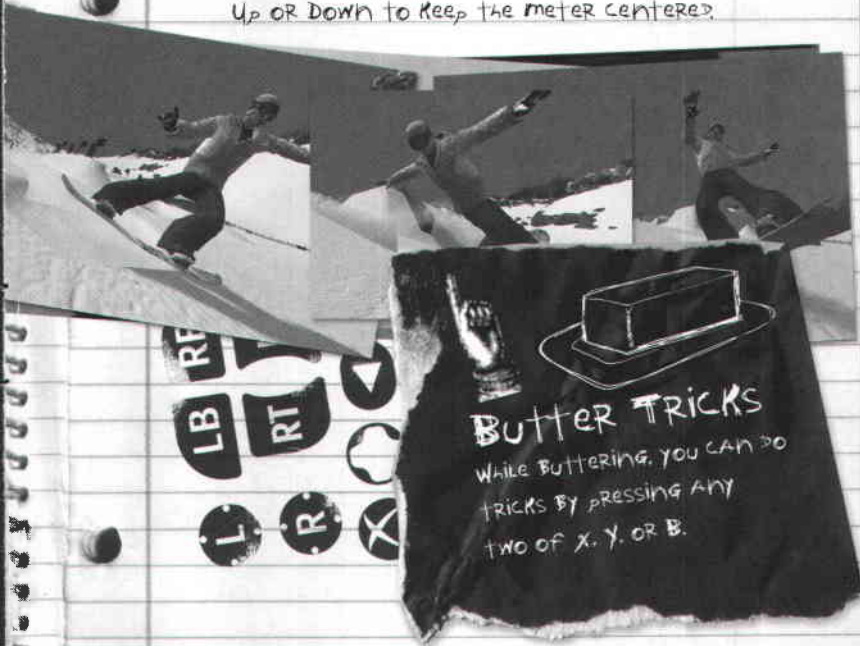


## SURFACE TRICKS

 **COMBOS** - THE BIGGEST SCORING TRICKS IN THE GAME ARE COMBOS. LINK A SWEET GRIND WITH A HUGE AERIAL AND YOU'LL SCORE WAY HIGHER THAN EITHER SCORE BY ITSELF, PLUS SOME! USING SURFACE TRICKS TO LINK YOUR COMBOS IS THE SURE-FIRE WAY TO MAKE YOUR SCORE BLOW UP.

 **BUTTER** - START BUTTERING BY MOVING THE LEFT STICK QUICKLY UP THEN DOWN OR DOWN THEN UP. A BALANCE METER WILL APPEAR, AND LIKE RAILS, YOU WILL STOP BUTTERING OR EVEN FALL IF YOU LOSE YOUR BALANCE.

 **BUTTER BALANCE** - UNLIKE RAIL BALANCE, YOU BALANCE A BUTTER BY PRESSING THE LEFT STICK UP OR DOWN TO KEEP THE METER CENTERED.



## Showmobile



**Movement** - On A showmobile, steering works just like A snowboard (move the left stick left or right to turn). pull the right trigger to accelerate or the left trigger to slow down and go in reverse. pull the right bumper to activate the emergency brake.



**TRICKS** - While airborne, press combinations of A, B, X, or Y to perform tricks.



**Rolls/Flips** - You can unlock a variety of showmobiles in Amped 3; not all of them can perform aerial rolls or flips. But for those that can - just move the left stick while pulling both the left and right triggers. combine rolls or flips with other tricks for higher scores!

## Sledding



**Getting on A Sled** - To get on A sled At Any time, press START and select the sled icon.



**Moving** - Press A to begin your near-death experience. On A sled, steering works just like A snowboard (move the left stick left or right to steer).



**BALANCING** - To keep the sled balanced, move your weight left or right by pulling the left or right trigger.

**CRASHING** - The bigger the crash, the bigger the score! You crash when you get too far out of balance or press Y. While crashing, you can move the left stick to hit things and inflict more damage to yourself.



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POWER CARVE LEFT  
/ SPIN ON RAILS

SPEED TUCK  
(USE BOTH TRIGGERS)

POWER CARVE RIGHT  
/ SPIN ON RAILS

MODIFY  
AERIAL TRICK  
/ BONK RAIL

STEER /  
SPIN  
BUTTER

RESET ON RUN /  
EXIT BUILDER

PAUSE MENU

MODIFY  
AERIAL-  
TRICK /  
BONK RAIL

EJECT  
FROM  
SLED

END  
CRASH

CHANGE MUSIC TRACKS /  
TOGGLE SNOWBALL MODE

XBOX GUIDE  
Button

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