

PRIMA'S OFFICIAL STRATEGY GUIDE

SSX3

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HIDDEN ITEMS
REVEALED**



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Prima's Official Strategy Guide

Shawn Smith



SSX3

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SSX 3

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Before You Start

HOW THE GAME WORKS

This section provides general, helpful information about how the game works, and the type of events, challenges, and cold, hard cash you'll need to advance to later peaks. The game is absolutely huge, so be prepared for a snowboarding excursion of epic proportions.



Of course, like so many snowboarding games, *SSX 3* has an indispensable arcade element. You can select your player, get on your board, and tear up the powder without having to worry about the troubles of life. This mode is Quick Play, and you should definitely give it a play through to become accustomed to the feel of the game's levels and trick system.

Remember: Quick Play is only one little bit of the *SSX 3* experience.

So if you're looking for the meat of this game, go straight to Conquer the Mountain mode. This is where you prove yourself as a gamer and snowboarding aficionado.



In Conquer the Mountain, you have to work your way up from Peak 1 to Peak 3. Each peak has the following main events:

- * Two Race events (except for Peak 3 which has one Race)
- * One Slopestyle event
- * One Super Pipe event
- * One BIG Air event

In addition, each peak has two types of Rival Challenges: A Rival Race and a Rival Jam, both of which start in the uppermost point of each peak, called the Backcountry. These Rival Challenges open up once you place in the Race and Freestyle portions of each peak. After completing the Rival Challenges in the Backcountry, the Peak Events will open up. These are long multi-track events that will test your attention span. You must complete these challenges to advance to later peaks.





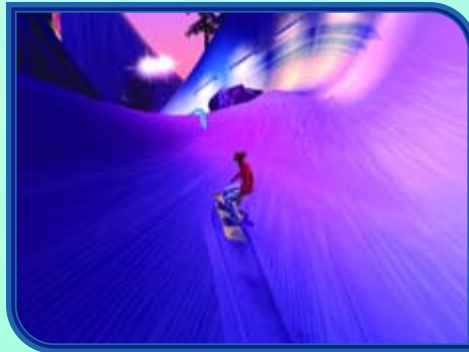
You start the game in a general area right before the first Hub (Green Station). This Hub, like all of the game's Hubs, acts as a waypoint, giving you the choice of stopping off at the Lodge or using the Transport that lies across from it. The Lodge is where you can customize options; buy a variety of gear, attributes, and special moves; and save the game. As you could probably guess, the Transport takes you to any area in the entire game, as long as that area has been opened up. If you choose not to go into the Lodge or use the Transport, you can go straight to the events, broken up into the types outlined above.

It is important to remember that *SSX 3* is on one huge mountain. Because of this, you can go from the top of Peak 1 all the way to the bottom, depending on the events you choose. In fact, the final race of the game (Peak 3's Rival Challenge Race) starts clear at the top of Peak 3 and takes you to the bottom of Peak 1—a race that takes about 30 minutes to complete! You're meant to explore, and explore you shall if you want to get more than the minimum 33 percent or so that's required to finish the game.

EVENT DESCRIPTIONS

To advance in the game, you must complete any of the Peak Goals on a particular Peak. Medals are awarded if you place in the top three of any of the four main types of events: Race, Slopestyle, BIG Air, and Super Pipe.

RACE



In Race, it's all about speed. If you make it to the end of the track in the least amount of time, you get a medal. This means you have to find the quickest way from point A to point B (which is no easy task considering how many branches and secret paths you can find). What's more, it's awfully tempting to pull off tricks on the various jumps and rails on the track, but tricks take time, and wasting time isn't what you want to do in a Race. But remember, tricks equal boost, so it's up to you to find the right balance to get the fastest time.

SLOPESTYLE



In Slopestyle, you barrel down a track similar to Race, except this time you're encouraged to waste time via wicked tricks and combos. Whoever has the most points at the end of this course gets a medal. Look for secret paths that lead to big multipliers, and always try to pull off combos for mega-points.

BIG AIR



In BIG Air, you get just that—big air. Gain some speed on an extreme vertical slope and show the cheering crowds just what you've got. Get enough points thanks to killer moves, combos, and rail slides, and you'll get a medal.



SUPER PIPE



The final Event type, Super Pipe, doesn't give you a wheelbarrow full of paths to choose from. Instead, it's you, the pipe (or pipes), and the sky. Pull off some killer, big-scoring moves and pick up your fair share of Point Icons and you'll get a medal.

OTHER MODES

BACKCOUNTRY

Once you are awarded medals in particular events, you can challenge your rival in the Backcountry of a particular peak.

FREE RIDE

Of course, let's say you don't feel entirely comfortable with how the courses are laid out at first and don't want to compete. No problem—you can take a Free Ride on any of the events to get better acquainted with how they work, where the big jumps are, and even where to find the secrets. And trust me; you need to run through these more than a few times to figure out where everything is (even with this helpful guide).

Free Riding also gives you an opportunity to find the shortcuts. And there are plenty—at least three per event, not including short events such as BIG Air and Super Pipe. Some shortcuts are integrated into the design of the course and are usually quite hidden, while others are clearly marked with an Out of Bounds sign. These Out of Bounds areas always provide a faster way through a stretch of course (which means you'll gain the upper hand competing in a Race event). In addition, Collectibles and BIG Challenges often can be found within these shortcuts. However, if you go too far off of the track, you go "Off Limits". The game encourages exploration, but be mindful of a course's limits (more on this later).

SESSIONING



If you fall in love with a particular stretch of a track, or are having one heck of a time making through a series of rail slides, no worries—you can session a course. Sessioning is a way to start from one of many points on a track and proceed to the finish from there (of course, you can't

session during an event). It comes in very handy when you're trying to find shortcuts, Collectibles, and Out of Bounds areas.

CHALLENGES, COLLECTIBLES, AND MORE

All of the events on all of the peaks also contain the following items:

- * BIG Challenges (represented by a tower of light)
- * Collectibles
- * Point Icons (in Freestyle events)
- * Multiplier Icons (also in Freestyle events)
- * Boosts

BIG CHALLENGES

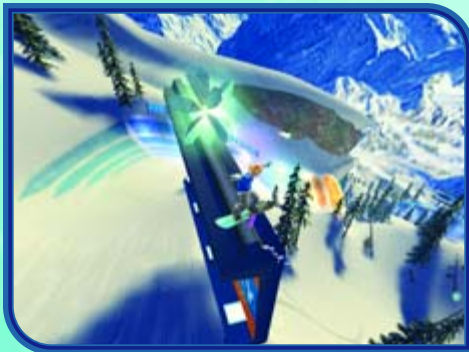


If all of this isn't enough for you, along the way in the Free Ride section of each event you find a variety of BIG Challenges—88 of them overall. Some involve pulling off certain kinds of tricks in succession, while others involve getting major points by the end of a particular stretch of the peak. Beat the BIG Challenge, and you're awarded cash (not to



mention working closer toward 100 percent completion). This cash counts toward the Earnings portion of your peak goals. Remember: Like Collectibles, BIG Challenges sometimes take you off course a bit to show you shortcuts, or to help you improve your point-scoring skills on one of the race courses, for example, or conversely, your speed-skills on a trick course. A chart outlines where you can find these Challenges on each of the events.

COLLECTIBLES



You'll notice sparkling icons that resemble snowflakes littering the courses. These are the game's Collectibles—some 425 in all. Some are extremely easy to find, while others are hidden high above the course or deep within a secret pathway. Often they lie just at the start of a shortcut, so be willing to go off the beaten path if you're gathering Collectibles. Once you enter a shortcut, generally you're rewarded with a few more Collectibles. A chart in the section explaining each event lets you know how many Collectibles to look for in that event.

POINT ICONS

In the Freestyle portion of each peak (Freestyle includes Slopestyle, BIG Air, and Super Pipe competitions) you also find Point Icons. Point Icons simply give you points. They break down like this:

POINT ICONS

Gold orb	2,000
Blue cube	3,000
Silver diamond	5,000
Black chrome diamond	10,000

MULTIPLIER ICONS



In Slopestyle events in particular, you find Multiplier Icons floating in the air. When you nab a Multiplier, the points you achieve with whatever trick you do while obtaining it get multiplied by that amount (this doesn't continue if you happen to do a combo right away, by the way). Here's how the Multipliers break down:

MULTIPLIERS

Gold X	2X
Blue X	3X
Silver X	5X
Black chrome X	10X

That about does it for the general stuff—the tip of the iceberg. Now we can get into the inner-workings of the game where things get extremely interesting.



Riders



It may seem you have the world at your fingertips when you first encounter the Character Selection screen. After all, 10 snowboarders await, each with a totally different look. But what about all of those attributes? While the attributes affect rider performance when you're on the slopes, they're not unique to each rider. In other words, each rider has a baseline at which he or she starts, and you can buy attributes as you proceed through the game to beef up your

rider (more on this later). It's best to pick the character you most identify with. The 10 riders are:

- * Allegra Sauvages
- * Elise Riggs
- * Griff Simmons
- * Kaori Nishidake
- * MacKenzie "Mac" Fraser
- * Moby Jones
- * Nate Logan
- * Psymon Stark
- * Viggo Rolig
- * Zoe Payne

NOTE

The Signature Moves listed for each character are for the PlayStation 2 version of SSX 3. Please refer to the game manual that accompanies your GameCube and Xbox version for Signature Moves for those systems.

ALLEGRA SAUVAGESSE



ONE LINER: Fresh, fierce and barely constrained by gravity.

RIDER DNA

AGE18
 VERTICAL5'5"
 MASS115 lbs
 NATIONALITYAmerican
 AKABig Al
 STANCEGoofy
 BLOOD TYPEO

RIDER FAVES

THING IN THE WORLDBoys
 THING TO HATEBoys
 PLACE TO RIDEMt. Hood, USA
 RIDING PARTNERBoys
 VICTIMElise Riggs
 OTHER SPORTSkateboarding
 TRICKBackside 360—inverted
 SSX EVENTSlopestyle
 SECRET SPOTA chute in Chamonix,
 simply called 6.
 FOODCaffinated burritos
 ACCESSORYFlying V Electric Guitar
 CAREER HIGHLIGHTAll of it.

RIDER QnA

BOXERS OR BRIEFS:
 Boxers. Men's. Extra small.

THINGS YOU HAVE BROKEN:
 Lot's of boards.

IF YOU WEREN'T A PRO:
 Never happen.

THE WORD:
 "Girls do it better."

SIGNATURE UBER:
 Capo Air(L1 + L2 + ■)

RIDER BIO:

Allegra is, and always has been, a rebel. Fully entrenched in the snowboarding scene, she is renowned for her jibbing talents as much as she is worshipped as the embodiment of the ultimate boarding "Betty" by pizza-faced punks everywhere. The best description of Allegra? Fresh. She is the real thing—and shows it with the drive of an Olympic athlete mixed with a healthy blast of teen enthusiasm to keep it real. Once a girl simply content to ride with the boys, she now leaves them behind in the clouds of her wake.

ELISE RIGGS

ONE LINER: An imposing beauty and indomitable spirit.

RIDER DNA

AGE	.26
VERTICAL	5'11"
MASS	150 lbs.
NATIONALITY	Canadian
AKA	Bombshell
STANCE	Goofy
BLOOD TYPE	O NEG

RIDER FAVES

THING IN THE WORLD	Men
THING TO HATE	Flat places
PLACE TO RIDE	Elysium Alps
RIDING PARTNER	Eddie Wachowski
VICTIM	Marisol
OTHER SPORT	Surfing
TRICK	Frontside half-cab melon grab
SSX EVENT	Boardercross
SECRET SPOT	Smillie's Run—Whistler
FOOD	Portabello mushroom omelette
ACCESSORY	Leather jacket
CAREER HIGHLIGHT	Every win

RIDER QnA

BOXERS OR BRIEFS:

Thong

THINGS YOU HAVE BROKEN:

Multiple records. The odd nail.

IF YOU WEREN'T A PRO:

Whatever I want

THE WORD:

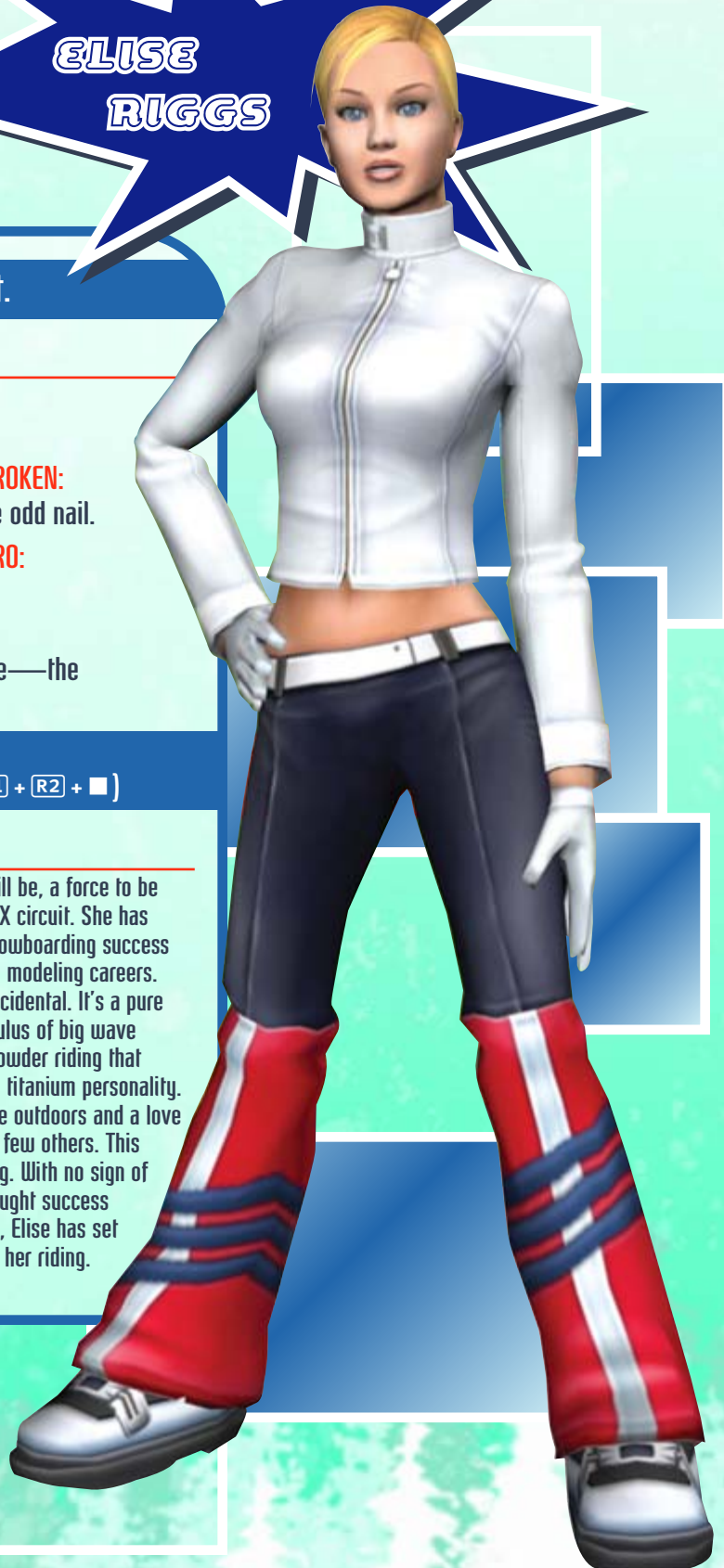
"Snowboarding is life—the rest is details."

SIGNATURE UBER:

Lalala Lock Step (R1 + R2 + ■)

RIDER BIO:

Elise has, and always will be, a force to be reckoned with on the SSX circuit. She has successfully built her snowboarding success with savvy business and modeling careers. Nothing about Elise is accidental. It's a pure love for the mental stimulus of big wave surfing or fresh tracks powder riding that shows the kink in Elise's titanium personality. She has a passion for the outdoors and a love for the thrill matched by few others. This season has Elise evolving. With no sign of relinquishing her hard fought success within the world of SSX, Elise has set her sights on improving her riding.





ONE LINER: A sugar-stoked engine driving mad-skill and one-of-a-kind talent

RIDER DNA

AGE13
 VERTICAL4'7"
 MASS75 lbs.
 NATIONALITYAmerican
 AKAGrommet
 STANCERegular
 BLOOD TYPEB

RIDER FAVES

THING IN THE WORLDVideo games
 THING TO HATEGoing to bed
 PLACE TO RIDEBig Bear, California
 RIDING PARTNERNate Logan
 VICTIMN/A
 OTHER SPORT ..Video game marathons
 TRICKSliding any and all rails
 SSX EVENTSlopestyle
 SECRET SPOTRated "M" for Mature
 FOODSugar coated anything
 ACCESSORYAstronaut helmet
 CAREER HIGHLIGHT ...Winning the Gold
 in my first comp

RIDER QnA

BOXERS OR BRIEFS:
 Uh...what? You mean my gonch?
THINGS YOU HAVE BROKEN:
 I broke Nate's new goggles.
 Don't tell him.
IF YOU WEREN'T A PRO:
 Cowboy. No—a trucker...or maybe a pilot. A jet pilot. A jet test pilot.
THE WORD:
 "Excellent...but the way that guy on TV says it—eeeexcccelant..."

SIGNATURE UBER:
 Sugar Rush (R1 + R2 + ■)

RIDER BIO:

Griff appeared on the SSX circuit's stage and instantly secured himself a position as the definitive next gen snowboarding phenom. With skill and courage far beyond his years, Griff has become a major competitor throughout the tour. There are few photos of the astounding 13-year-old where he is in focus. Explosive excitement/energy/sugar levels keep him in a constant state of vibration. Griff truly loves the whole SSX gig. His never-ending energy and love for the sport are contagious among the other characters. He is a highly giddy, walking/riding combination of unbridled energy, uncanny skill, and fearlessness wrapped up in childish innocence.



KAORI MISHIDAKE

ONE LINER: An electric animated package of positive energy and style.

RIDER DNA

AGE19
 VERTICAL5'0"
 MASS105 lbs.
 NATIONALITYJapanese
 AKATricky Nishidake
 STANCERegular
 BLOOD TYPEB POS

RIDER FAVES

THING IN THE WORLDManga
 THING TO HATEIdiots
 PLACE TO RIDENagano, Japan
 RIDING PARTNERMac Fraser
 VICTIMPsymon Stark
 OTHER SPORTShopping
 TRICKCab 900
 SSX EVENTSlopestyle
 SECRET SPOT ..Big Sky resort, Montana
 —it's so huge!
 FOODTiger Treats
 ACCESSORYBear Backpack
 CAREER HIGHLIGHTBeating Mac in
 backcountry showdown

RIDER QnA

BOXERS OR BRIEFS:
 You are very strange needing to know this...

THINGS YOU HAVE BROKEN:
 My own expectations

IF YOU WEREN'T A PRO:
 I'd be shopping

THE WORD:
 "Snowboarding is not to be taken seriously—it's to be enjoyed..."

SIGNATURE UBER:
 Pirouette Grind (R1 + R2 + ■)

RIDER BIO:

Kaori has built a reputation on the circuit as being extroverted, fun loving, and gregarious. She has always been tough to upset, but has had little tolerance for thuggery in competition. Kaori has achieved a celebrity status few female athletes in Japan could dream of. Fame and recognition have helped Kaori to grow up and radiate a more sophisticated air. Her riding has progressed to a more assured and confident level. The boundless energy is still evident but now it's channeled and harnessed to get what she wants.



MACKENZIE
"MAC" FRASER



ONE LINER: Always riding to the beat of his own personal soundtrack

RIDER DNA

AGE18
VERTICAL5'7"
MASS140 lbs.
NATIONALITYAmerican
AKAMac "Smack" Fraser
STANCERegular
BLOOD TYPEAB

RIDER FAVES

THING TO HATESkiers in the park
PLACE TO RIDE ..Mammoth Mtn., USA
RIDING PARTNERKaori Nishidake
VICTIMJP Arsenault
OTHER SPORTSkateboarding
TRICK Rail—switch nosepress to hell
 pop to switch backside lipslide
SSX EVENTSuper Pipe, Big Air
SECRET SPOTHeidi's Playground
FOODLemonade
ACCESSORYMP3 player and
 headphones
CAREER HIGHLIGHT ...Every time I ride

RIDER QnA

BOXERS OR BRIEFS:
 Boxers or briefs: Uhh...lemme check—
 boxers! No—briefs!

THINGS YOU HAVE BROKEN:
 Hearts baby—hearts

IF YOU WEREN'T A PRO:
 An extra in a zombie film

THE WORD:
 "I may not be much—but I'm all I
 think about."

SIGNATURE UBER:
 Walking the dog (R1 + R2 + ■)

RIDER BIO:

Mac is always first on the parks and pipes each morning and the last to pack it in at the end of the day. The new SSX circuit sees an older, more mature and confident Mac Fraser. Mixing his passion for music and riding has given Mac a constant groove and positive vibe that draws others to him. Some would say he is unaware or ambivalent of most things around him—in actuality it's more accurate to say that he is highly selective of what he wants or cares to acknowledge. Mac's quiet confidence almost guarantees him a season-long spot up on the podium.

MOBY JONES

ONE LINER: An intensely cool UK funk junkie

RIDER DNA

AGE	.20
VERTICAL	.5'10"
MASS	.195 lbs.
NATIONALITY	.British
AKA	.Mr. Jones
STANCE	.Goofy
BLOOD TYPE	.A NEG

RIDER FAVES

THING IN THE WORLD	.Footy
THING TO HATE	.Small talk
PLACE TO RIDE	.Chamonix, France
RIDING PARTNER	.Zoe Payne
VICTIM	.Mac Fraser
OTHER SPORT	.BMX
TRICK	.Frontside invert on anything
SSX EVENT	.Boardercross
SECRET SPOT	.Short Squaw—Red Mountain, BC
FOOD	.Roti
ACCESSORY	.Downhill armor
CAREER HIGHLIGHT	.A Gold in all disci plines—in one weekend



RIDER QnA

BOXERS OR BRIEFS:

Freedom in boxers, mate

THINGS YOU HAVE BROKEN:

Left shoulder, jaw, most of me toes, an' all me fingers

IF YOU WEREN'T A PRO:

A spy

THE WORD:

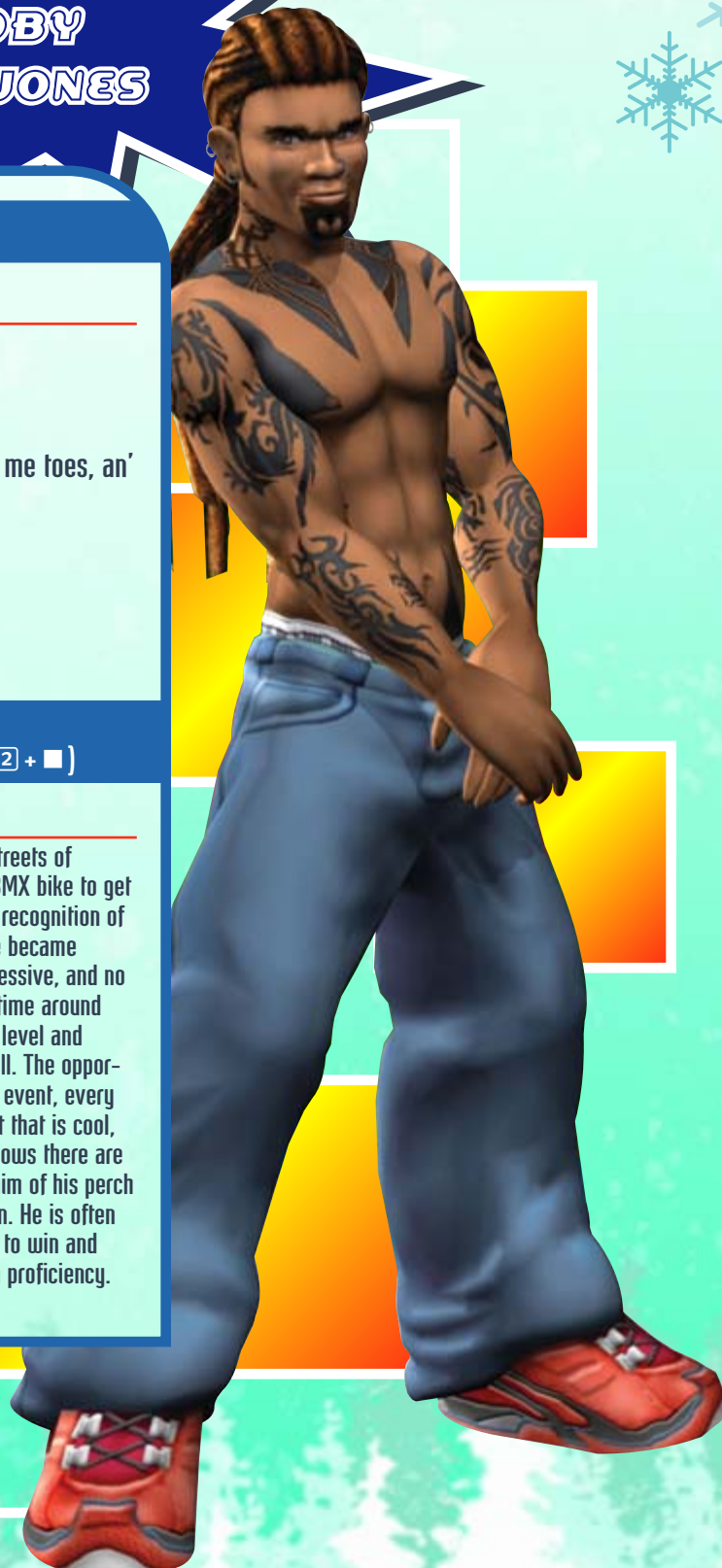
"I am what I always is."

SIGNATURE UBER:

Superman Barspin (L1 + L2 + ■)

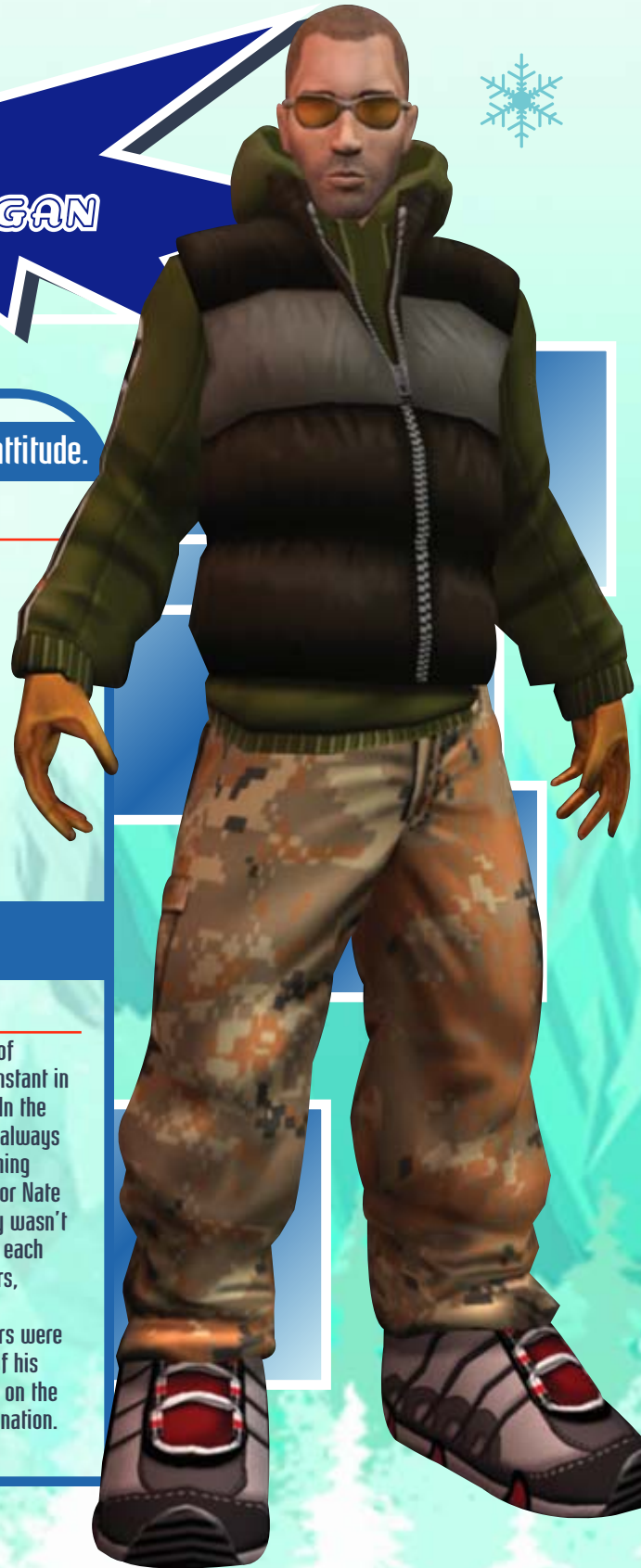
RIDER BIO:

Raised in the rough and tough streets of Brixton, England, Moby used a BMX bike to get him on the path to international recognition of his extreme athlete prowess. He became recognized as fearless and aggressive, and no one went bigger or better. This time around Moby has raised his confidence level and balanced it with a newfound chill. The opportunity to be challenged in every event, every ride, has left him with a mindset that is cool, calculating, and strategic. He knows there are young riders lined up to knock him of his perch and calmly rejects their ambition. He is often described as a machine—able to win and ride with an almost superhuman proficiency.





**NATE
LOGAN**



DEFINER: Driven by rock solid ambition and an indestructible attitude.

RIDER DNA

AGE	26
VERTICAL	6'2"
MASS	215 lbs.
NATIONALITY	American
AKA	Bull
STANCE	Regular
BLOOD TYPE	A

RIDER FAVES

THING IN THE WORLD	Riding backcountry
THING TO HATE	Cities, golfers
PLACE TO RIDE	Colorado, USA
RIDING PARTNER	Griff Simmons
VICTIM	Psymon Stark
OTHER SPORT	Motocross
TRICK	Misty
SSX EVENT	Boardercross, BIG Air
SECRET SPOT	Kicker built on his folk's property
FOOD	Steak
ACCESSORY	My lucky hat
CAREER HIGHLIGHT	Winning a race with only one binding

RIDER QnA

BOXERS OR BRIEFS:
White boxer briefs only

THINGS YOU HAVE BROKEN:
Horses, trucks, nose, someone else's nose

IF YOU WEREN'T A PRO:
Still riding everyday

THE WORD:
"Life's better in the mountains."

SIGNATURE UBER:

Banger (L1 + L2 + ■)

RIDER BIO:

Nate Logan hails from the mountains of Colorado where two things were a constant in his life—ranching and snowboarding. In the end he realized his daydreams would always be about riding the slopes—not farming cattle. The rise to fame and success for Nate was not a long one—but it definitely wasn't easy. He earned his winter lift money each summer by bouncing in backwater bars, logging, forest firefighting, or working construction—whatever it took. Winters were spent following the circuit living out of his truck. He secured himself a solid spot on the circuit through hard work and determination.

PSYMON STARK

ONE LINER: A catastrophic natural disaster just itching to happen.

RIDER DNA

AGE	.28
VERTICAL	5'9"
MASS	180 lbs.
NATIONALITY	Canuck
AKA	Sketchy Psymon
STANCE	Goofy
BLOOD TYPE	B

RIDER FAVES

THING IN THE WORLD	Explosives
THING TO HATE	Cease-fire agreements
PLACE TO RIDE	Mount Seymour, BC, Canada

RIDING PARTNER	Zoe Payne
VICTIM	Kaori Nishidake
OTHER SPORT	Mountain biking
TRICK	Guillotine
SSX EVENT	Boardercross
SECRET SPOT	Wildman's Wingding
FOOD	Pretty much anything cooked "rare"

ACCESSORY	Chainsaw
CAREER HIGHLIGHT	Making a certain male competitor cry

RIDER QnA

BOXERS OR BRIEFS:

Jock strap

THINGS YOU HAVE BROKEN:

Everything I own—at least once

IF YOU WEREN'T A PRO:

Inmate

THE WORD:

"Give me air—or give me death."

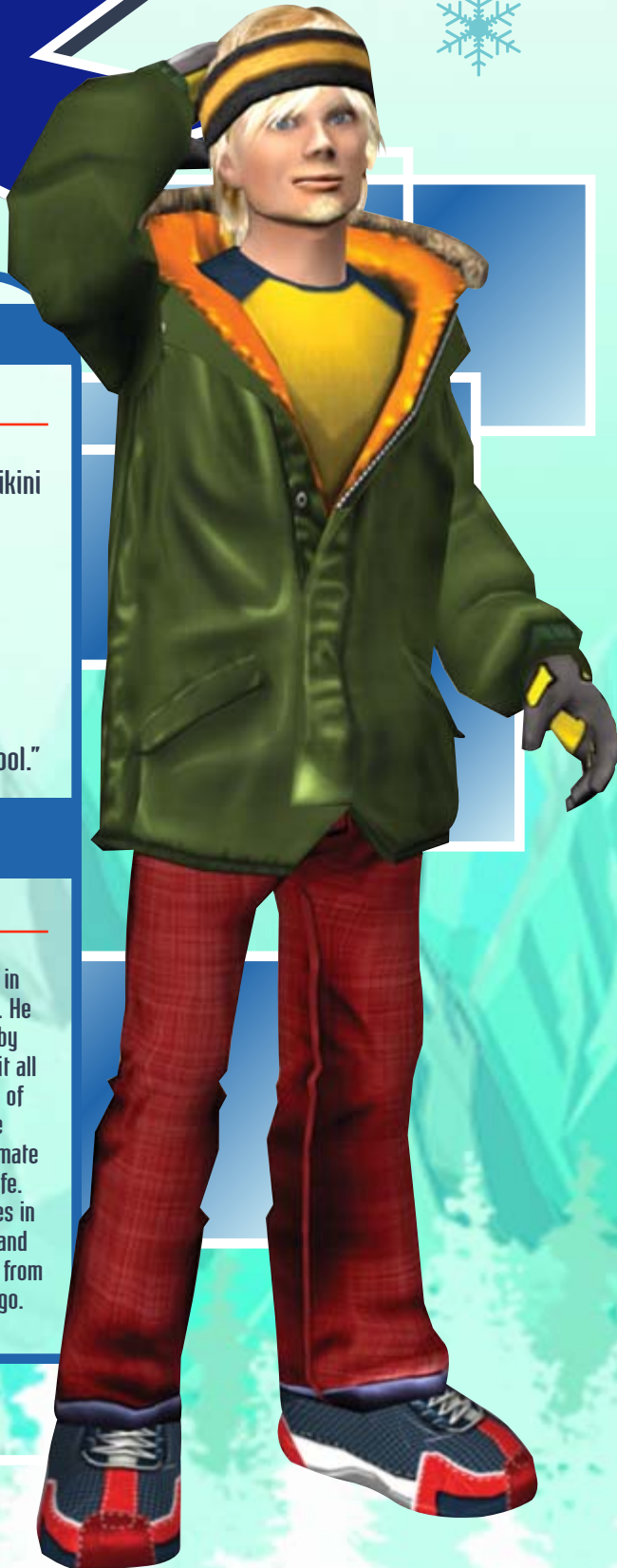
SIGNATURE UBER:

Guillotine (R1 + R2 + ■)

RIDER BIO:

Psymon has been a maniac ever since he was electrocuted during an attempt to jump his bike over some power lines on a dare. With the latest SSX season underway, one thing seems clear—Psymon Stark has lost it altogether. Psymon has raised an already high bar with tricks once thought impossible, airs deemed improbable. Psymon manages to rage against it all. His riding is faster and looser—his airs no longer astonishing but purely frightening. He has rediscovered his strongest motivator—fear.





ONE LINER: Twenty pounds of atomic cool in a five-pound bucket

RIDER DNA

AGE19
VERTICAL5'8"
MASS170 lbs.
NATIONALITYSwedish
AKAScanner
STANCERegular
BLOOD TYPEB

RIDER FAVES

THING IN THE WORLD ..Sponsor parties
THING TO HATEThe next day
PLACE TO RIDETalma
RIDING PARTNER ...Allegra Sauvagesse
VICTIMNate Logan
OTHER SPORTHot tub diving
TRICKSwitch backside double helicopter
SSX EVENTBIG Air, Super Pipe
SECRET SPOT ..A certain face in Alaska
FOODSushi
ACCESSORYMjolnir
CAREER HIGHLIGHT ...Being known for the biggest air in Europe

RIDER QnA

BOXERS OR BRIEFS:
 Monogrammed satin high cut teal bikini briefs
THINGS YOU HAVE BROKEN:
 Nothing so far...
IF YOU WEREN'T A PRO:
 Comic book artist
THE WORD:
 "Always thought neuralblast was cool."

SIGNATURE UBER:

Acrobat (L1 + L2 + ■)

RIDER BIO:

With parents working as high-level ski instructors, Swedish-born Viggo has lived in nearly every major ski resort in the world. He continues the mountain hopping tradition by relocating on a regular basis. Throughout it all Viggo grew into a happy-go-lucky beacon of mischief, tom-foolery, and daredevilry. He snowboards because, to him, it is the ultimate celebration of everything that is good in life. He means no harm—but inevitably leaves in his wake destroyed furniture, hefty tabs, and demented dudes unable to stop their girls from falling all over the oblivious—to-it-all Viggo.

ZOE PAYNE

ONE LINER: An exotic icon of adrenaline and turbulent powerhouse

RIDER DNA

AGE22
VERTICAL5'6"
MASS130 lbs.
NATIONALITYAmerican
AKARoyal' Payne
STANCERegular
BLOOD TYPEB NEG

RIDER FAVES

THING IN THE WORLD ...Cutting loose
THING TO HATEIn line skaters
PLACE TO RIDE .Crystal Mt., Washington
RIDING PARTNERMoby Jones
VICTIMGriff Simmons
OTHER SPORTMountain Biking
TRICKCab
SSX EVENTBoardercross
SECRET SPOT ...Refused answer based on "It wouldn't be a secret then."
FOODTurbo smoothies
ACCESSORYPiercings
CAREER HIGHLIGHT .Anytime I beat Elise

RIDER QnA

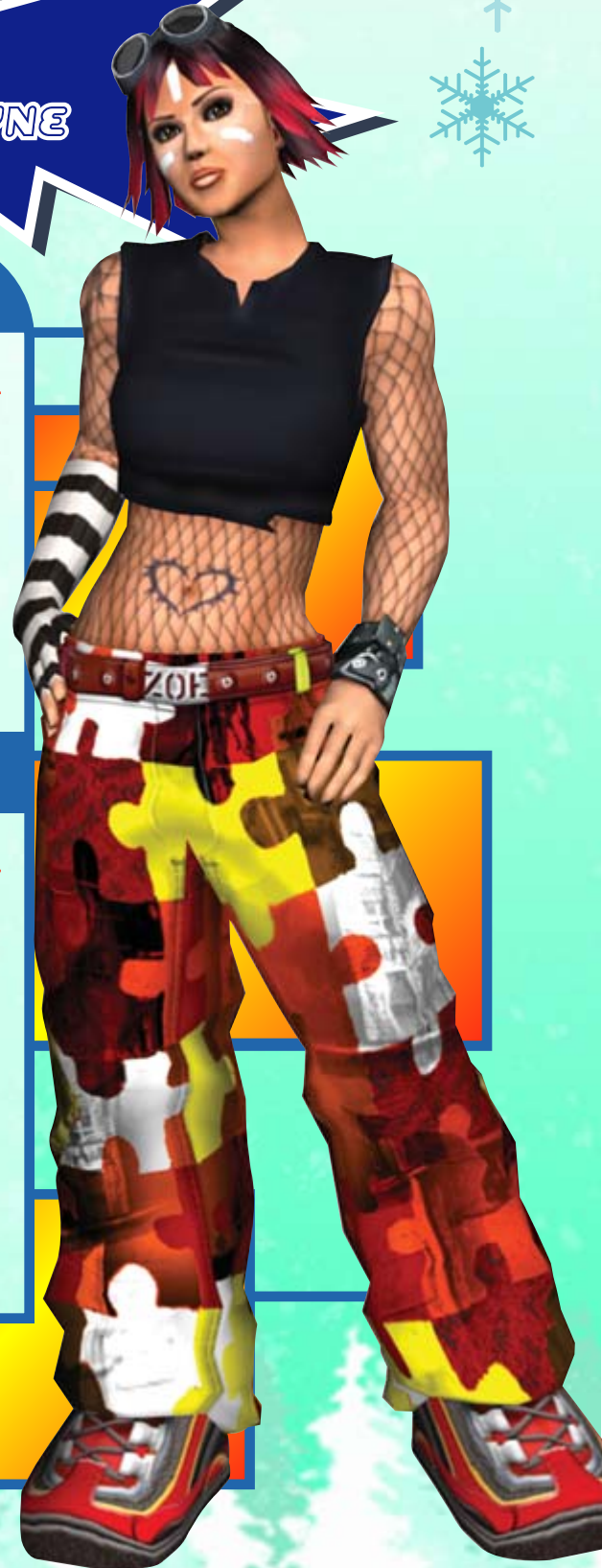
BOXERS OR BRIEFS:
 What do you think?
THINGS YOU HAVE BROKEN:
 The sound barrier
IF YOU WEREN'T A PRO:
 Owning my own bike/coffee shop
THE WORD:
 "Less talk—more riding."

SIGNATURE UBER:

Pommel Me (L1 + L2 + ■)

RIDER BIO:

Zoe's style has always pegged her as someone who gives little thought to fads or trends. Instead she starts new ones. To her—image is nothing, brand names inconsequential, and the opinions of her peers secondary to her own self-image. Zoe enters the new season with a fresh perspective and renewed commitment. The off-season for Zoe was all about finding a balance. She took off on a series of grueling and gnarly solo bike treks into the deepest and most treacherous jungles, across isolated mountain ranges. Her only motivation was herself. Physically and mentally she is now at a level few could ever hope to understand.





SECRET CHARACTERS

A character-based snowboarding game wouldn't be complete without hidden characters. *SSX 3* has 20 hidden characters (some awarded, others purchased), which include all of the characters from the original *SSX*, all of the characters from *SSX Tricky* (including a character from the European version of the game) and a few ridiculously fun characters like a snowman, beaver, and others.

- * Brodi
- * Eddie
- * JP
- * Luther
- * Marisol
- * Seeiah
- * Marty
- * Jurgen
- * Hiro

As with accessories, all of the secret characters act as skins. As such they do not have special skills and attributes. For instance, if you select the snowman as a secret character, you do not have better ability to turn. In fact, the secret character skin you select has the same attributes as your character because they're simply "pasted on top of" whatever character you chose at start.

NEW CHARACTERS

- * Far East Myth
- * Gutless
- * Snowballs
- * NW Legend
- * Unknown Rider
- * Churchill
- * Canhuck
- * Cudmore
- * Stretch
- * Svelte Luther
- * Bunny San
- * Beaver



STRETCH



UNKNOWN RIDER



BEAVER



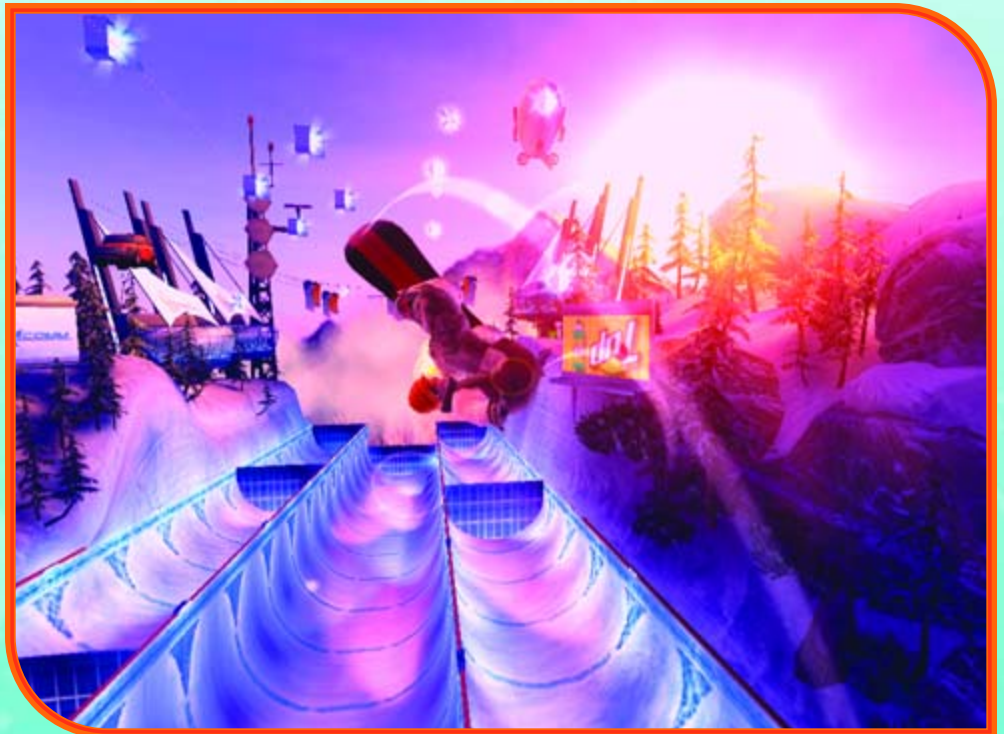
Tricks

GENERAL CONTROLS

There are two types of control set-ups: Default and Pro. In Pro, **▲** pulls off handplants, and the idea is you control your character more with the left analog than the D-pad. However, we found there is little difference between the two in terms of character performance. That said, here is the Default set-up control configuration for your reference.

NOTE

The basic controls listed below are for the PlayStation 2 version of SSX 3. Please refer to the game manual for the button configuration if you own the GameCube or Xbox version of the game.



Button	Ground	Air	Rails
L1	Punch	Heel-side grab	Uber rail*
R1	Punch	Heel-side grab	Uber rail*
L2	—	Toe-side grab	Uber rail*
R2	—	Toe-side grab	Uber rail*
L1 + L2	—	Nose grab	—
R1 + R2	—	Tail grab	—
R1 + L1	Block	—	—
●	Handplant	—	—
▲	—	—	—
X	Jump	—	Jump
■	Boost	Tweak	Boost
L Analog	Turn, tuck, and brake	In-air adjust	Balance
R Analog	Nose/tail press	Nose/tail air-adjust	Nose/tail press
R3	Ollie	—	Ollie
START	Pause	Pause	Pause
SELECT	Reset character	Reset character	Reset character
D-pad	Turn, tuck, spin/flip	Late spin/flip	50-50, FS/BS

*Must be in Uber state

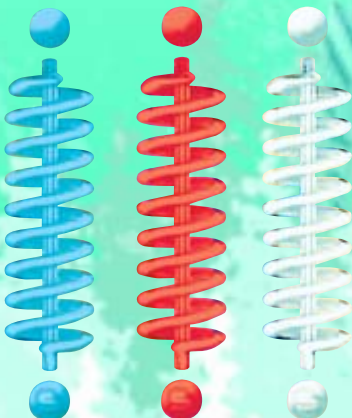
BOOST BAR

The Boost Bar will quickly become your new best friend. Without it, you simply won't win. Worse, you won't be able to make it over jumps high enough to pick up big Multipliers, Point Icons, and Collectibles, and shortcuts will essentially be invisible.

Don't get too worried though. Simply do big tricks to fill up your Boost Bar. The more tricks and combos you pull off, the more boost you get, eventually filling the bar, which allows you to go into an Uber state. In an Uber state not only do you have cool trails of snowboarding power flowing from you, you can pick up bigger points, and pull off some amazing moves. Fill the letters U-B-E-R, and you move into a Super Uber state. Fill S-U-P-E-R and then you can pull off some really crazy moves called Monster tricks. But don't think those are easy to pull off—in fact, it's quite complicated to even get these (more on this later).

BOOST BAR STATES:

- * **Empty:** Clear
- * **Full:** Red
- * **Level 1:** White
- * **Level 2:** U-B-E-R complete
- * **Level 3:** S-U-P-E-R U-B-E-R complete
- * **Monster tricks:** Win these via Career Highlight completion (or accidentally do them if you're extremely lucky)



TRICKS, UBER TRICKS, AND MORE



Consider these general notes on tricks before we get down and dirty (refer to your manual for GameCube and Xbox controls):

- * Tricks are the same for each character, except for a signature move called Super Uber tricks (these are outlined in the character-specific sections) and level one Ubers. These will be variation 1 or 2.
- * Pre-wind for spins by holding X and pressing in whatever direction you want to spin.
- * Don't just grind on rails and logs—Uber grind if you're in Uber state! It gives you more points and looks pretty darned cool.
- * When an event starts, push off from the gate to go faster. Do this simply by pressing up right before the timer hits zero.
- * Don't do the same tricks over and over during a combo because repeated tricks score lower.
- * Balance your rail slides and handplants with left analog. Not only does this help you keep combos going, it can change

your direction while sliding or doing a handplant, which often helps you find new areas.

- * Uber tricks are worth more than regular tricks, and Super Ubers are worth more than Ubers. Monster tricks are worth the most.
- * Uber tricks are available only when you're in Uber boost mode, likewise Super Ubers are only available in Super Uber boost mode (and because Monster tricks always involve a Super Uber trick, this also applies to Monster tricks).
- * Keep this equation in mind: Tricks = points = money. Specifically, 500 points equals \$1. However, there's a cap. Once you hit 10,000 points and above, you get a flat \$20. Sure, it doesn't seem like much, but it adds up quickly, and before you know it you'll be making thousands of dollars just by practicing! If you're looking for quick cash, transport to one of the Super Pipes and go for a Free Ride. Those back-to-back big airs add up really quickly.

TRICK LIST

Trick Name	PS2	Xbox	GameCube
Stalefish	R1	R	Z
Method	L1	X	R
Indy	R2	B	R+L
Mute	L2	Y	L
Tailgrab	R1+R2	R+B	R+Z
Nosegrab	L1+L2	R+X	L+Z
Melancholy	L1+R1	Y+X	—
Swiss Cheese	L2+R2	Y+B	—
Lein	R1+L2	R+Y	—
Stiffy	L1+R2	X+B	—
Chicken Salad	R1+R2+L1	X+B+R	—
Spaghetti	R1+R2+L2	Y+B+R	—
Stalemasky	L1+L2+R1	X+Y+R	—
Seatbelt	L1+L2+R2	Y+B+X	—
Shifty	L1+L2 R2+R1+R2	R+Y+B+X	R+L+Z

BASIC TRICKS

You'll need to know how to pull off the basic moves. But come to think about it, we use the term "basic" lightly. After all, you can combine any of the grabs below with forward and backward flips, not to mention spins, Uber Tricks and Super Ubers. For instance, to do a front flip stalefish, you would jump and hold R1 while pressing forward on the D-pad. Remember, too, Monster Tricks are combinations of a Super Uber with one of the moves listed below. All of this makes the following list indispensable.

NOTE

You'll notice duplicate button presses in the tables below. Visit Uber trick configure screen in the lodge to determine which one you use.

UBER AND SUPER UBER TRICKS

Here are all of the Uber and Super Uber tricks in the game. For those listed as Level 1, you simply need to be have the Boost Bar filled. For those listed as Level 2, you need to have U-B-E-R spelled out. Then you can move onto Super Ubers, but keep in mind that not all Super Uber tricks are available at the start. You purchase Level 3 Super Uber tricks at each of the Lodges on the three peaks. In addition, you can

Ubers

STALEFISH

Name	PS2	Xbox	GameCube	Level
Springer*	R1+■	R	Z	1
Tricky Flicky*	R1+■	R	Z	1
G-Money	R1+■	R	Z	2
Superman	R1+■	R	Z	2
Smithereen	R1+■	R	Z	3
Torpedo	R1+■	R	Z	3

INDY

Name	PS2	Xbox	GameCube	Level
Extended Play*	R2+■	B	L+R	1
Can Opener*	R2+■	B	L+R	1
Mattrickulater	R2+■	B	L+R	2
Karolicker	R2+■	B	L+R	2
Judo	R2+■	B	L+R	3
dnL Boost	R2+■	B	L+R	3

METHOD

Name	PS2	Xbox	GameCube	Level
Reach Around*	L1+■	L	R	1
Mahogany*	L1+■	L	R	1
Jib-O	L1+■	L	R	2
Indian	L1+■	L	R	2
Hand in Hand	L1+■	L	R	3
Kort Martial	L1+■	L	R	3

MUTE

Name	PS2	Xbox	GameCube	Level
Clean Sweep*	L2+■	Y	L	1
Counter Point*	L2+■	Y	L	1
Bar Hop	L2+■	Y	L	2
SSXorcist	L2+■	Y	L	2
dnL	L2+■	Y	L	3
Katana	L2+■	Y	L	3

TAILGRAB

Name	PS2	Xbox	GameCube	Level
Amazing Spenco*	R1 + R2 + ■	R + B	R + Z	1
Jay Tear*	R1 + R2 + ■	R + B	R + Z	1
Morgan Grinder	R1 + R2 + ■	R + B	R + Z	2
Slinger	R1 + R2 + ■	R + B	R + Z	2
Svelton	R1 + R2 + ■	R + B	R + Z	3
Lukeloo	R1 + R2 + ■	R + B	R + Z	3
Acrobat	R1 + R2 + ■	R + B	R + Z	3
Superman Barspin	R1 + R2 + ■	R + B	R + Z	3
Capo	R1 + R2 + ■	R + B	R + Z	3
Banger	R1 + R2 + ■	R + B	R + Z	3
Pommel Me	R1 + R2 + ■	R + B	R + Z	3



NOSEGRAB

Name	PS2	Xbox	GameCube	Level
Big Unit*	L1 + L2 + ■	L + Y	L + Z	1
Kickin' A*	L1 + L2 + ■	L + Y	L + Z	1
Madonna	L1 + L2 + ■	L + Y	L + Z	2
Vacation	L1 + L2 + ■	L + Y	L + Z	2
Footloose	L1 + L2 + ■	L + Y	L + Z	3
Trickitello	L1 + L2 + ■	L + Y	L + Z	3
Walking the Dog	L1 + L2 + ■	L + Y	L + Z	3
Sugar Rush	L1 + L2 + ■	L + Y	L + Z	3
LaLaLa Lock Step	L1 + L2 + ■	L + Y	L + Z	3
Pirouette	L1 + L2 + ■	L + Y	L + Z	3
Guillotine	L1 + L2 + ■	L + Y	L + Z	3



*Character Specific, character gets first OR second

customize which Super Ubers tricks you have access to at a given time.

MONSTER TRICKS

And really, what *SSX 3* trick list would be complete without the Monster tricks? To obtain these, you need to complete the 24 Career Highlights. More importantly, remember that Monster tricks always involve one of the Super Ubers listed above. And because you must buy some Super Ubers, make sure you have it in your arsenal and selected before you start slamming on the buttons in frustration. You can purchase moves in the Lodge.

MONSTER TRICKS

Move + Super Uber	Name
FS 540 G-Money	Da Housecat
Triple Backflip Superman	Aphrodite
FS Rodeo 720 Smithereen	Thrice
BS 720 Torpedo	Swollen Member
BS 900 Mattractulater	Yellowcard
FS Double Backflip 540 Karolicker	Alpine Star
Backflip Nosegrab to Judo	MxPx
FS Rodeo 720 dnL Boost	Ultimate dnL Boost
BS 900 Jib-O	Black Eyed Peas
FS 900 Indian to Late Stiffy	Deepsky
BS Misty 900 Hand in Hand	Basement Jaxx
BS Backflip 360 Kort Martial to Late Stalefish	Fischerspoon
Double Backflip Bar Hop to Late Mute	Chemical Brother
FS Triple Backflip 180 SSXorcist	X-Ecutioner
FS Double Frontflip 360 dnL Flipit to Late Indy	Ultimate dnL Flipit
BS 720 Indy to Late Katana	Juana's Addiction
FS 1080 Morgan Grinder	Audio Bully
BS Backflip 360 Slinger	Finger 11
FS Misty 720 Svelton to Late Nosegrab	N.E.R.D. Fly or Die
Triple Backflip Nosegrab to Late Lukeloo	Overseer
BS Double Back Flip 180 Madonna	Stoneage
Double Backflip Vacation to Late NIFTY Shifty	Autopilot Off
BS 360 NIFTY Shifty to Late Footloose	The Automator
BS 540 Indy to Late Trickitello	Placebo



CAREER HIGHLIGHTS

Career Highlights are specific tasks you need to complete, while in an Event, in order to obtain Monster tricks. There are 24 Highlights to finish, which means there are 24 Monster tricks to obtain. It doesn't matter exactly where you accomplish the Career Highlights, except that it's best to consider the type of trick you have to pull off and then pick the appropriate course for it. For example, it might be best to pick a Slopestyle course over a Race course if you want to try rail sliding for 10 seconds, because there are so many rails on a Slopestyle course.



CAREER HIGHLIGHTS

Task	Award
Stay on a rail for 25 meters	Da Housecat
Stay on a rail for 120 meters	Thrice
Stay on a rail for 300 meters	Swollen Member
Hold a handplant for 3 seconds	Yellowcard
Hold a handplant for 5 seconds	Alpine Star
Hold a handplant for 8 seconds	MxPx
Stay in air for 5 seconds	Aphrodite
Stay in air for 8 seconds	Ultimate dnL BOOST
Stay in air for 9 seconds	Deepsky
Knock down 3 people in a race	Fischerspoon
Knock down 6 people in a race	Basement Jaxx
Knock down 10 people in a race	N.E.R.D. Fly or Die
Do 5 Ubergrinds in 1 event	Finger 11
Do 8 Ubergrinds in 1 event	Autopilot Off
Do 10 Ubergrinds in 1 event	The Automator
Do 5 Ubers in 1 event	Black Eyed Peas
Do 8 Ubers in 1 event	Placebo
Do 10 Ubers in 1 event	Overseer
Get 150,000 in 1 event	Chemical Brother
Get 500,000 in 1 event	Ultimate dnL FLIPIT
Get 1,000,000 in 1 event	X-Ecutioner
Do a 10X combo in an event	Audio Bully
Do a 20X combo in an event	Stoneage
Do a 100X combo in an event	Juana's Addiction

WHEN YOU WRECK

We hate to call attention to this, because none of us want to admit that we actually bail once in awhile, but it's important. You'll notice that sometimes when you wreck, you can quickly recover (by tapping **■** repeatedly) and your rider is back on the course in a blink of an eye. However, at times, even if you successfully recover, you respawn in the center of the main track (which becomes

annoying if you're on a super secret path in the belly of the mountain).

That's because bail sequences are speed, trick, and environment specific. If you're speeding over ice and get gnarled, chances are it'll take you quite a while to recover, because you continue to slide down the slope. And if you're pulling off a trick in mid air with your feet off of the board when you bail, you'll probably respawn

(because your board goes flying off the screen).

In other words—and these are words to live by—don't wreck. Or more specifically, be extremely cautious when you're on a shortcut that has taken 20 minutes to get to.

Check your game manual for the wreck recovery button on the GameCube and Xbox versions of *SSX 3*.

Attributes

Attributes help the game's replay exponentially. When you start, you basically have nothing. Your Attribute Bars are empty, and your rider—while impressive visually—just can't achieve the necessary speed, height, and rail slides on the early levels to find the hidden paths, earn the cash, or pick up the bonus materials needed to get a high percentage of completion. That means you have to come back to Peak 1 later in the game to get some of the goods.

You can purchase attributes in the Lodge at any station on the peak. Each player has 10 squares to fill, with each square composed of five units. Each unit costs a certain amount, and this amount goes up with each square you fill.

THE ATTRIBUTES INCLUDE:

- * Overall: An average of all attributes
- * Acceleration: How fast to top speed from a stopped position
- * Edging: How fast you can turn
- * Speed: Top speed
- * Spin: How fast you spin and flip
- * Stability: Improves stability while cornering or balancing
- * Toughness: Reduces chances of getting knocked down
- * Tricks: Speed of doing tricks

As mentioned, you have to buy the various attributes one unit at a time, five units filling up a square. Each time you fill a square, the cost of the attribute increases. You have to spend approximately \$82,000 to fill up all attributes to 10. Now get busy making some dough!

ATTRIBUTE COSTS

Square 1	\$250
Square 2	\$500
Square 3	\$750
Square 4	\$1,000
Square 5	\$1,250
Square 6	\$1,500
Square 7	\$1,750
Square 8	\$2,000
Square 9	\$2,500
Square 10	\$5,000

CHILL OUT AT THE LODGE

The Lodge is where you can kick back, unwind, and spend some of that hard-earned cash you've been getting on the slopes. You can:

- * Buy and customize your Uber Tricks within the list of items available
- * Buy attributes
- * Buy equipment/accessories (different accessories in different lodges)
- * Buy music tracks/create track list
- * Save your game
- * View goals/awards (includes art, secret characters, etc.)
- * View Career Highlights

The Career Highlights section also displays your total number of knockdowns, handplants, Super Ubers, Uber grinds, longest rail, air time, and best combo, primarily for bragging rights. It also lists the time and score you need to beat on events to achieve Platinum status.

NOTE

You don't need to go toward the Transport area of a station to get to another area of the map. Instead, simply pause the game, select Transport, and pick where you want to go.

GOALS AND AWARDS

After getting Gold in an event, you're awarded a variety of items such as concept art, accessories, secret characters, and more. In some cases, you're awarded the option of purchasing the item (prior to this, the item did not appear). Items are randomly drawn from a large pool and are character specific. As long as you continue to get Golds in events, you continue to receive these special awards.

NOTE

Accessories such as clothing, hats, backpacks, boards, and the like **DO NOT** affect gameplay at all. You do not jump higher or go faster due to these accessories. However, they make for a hilarious time when you're heading down the course decked out in a cowboy hat, boxing gloves, and down vest.



Four Ways to Play

The game provides three or four ways to play, depending if you are connected to the internet via the PlayStation 2 Network Adapter. They are:

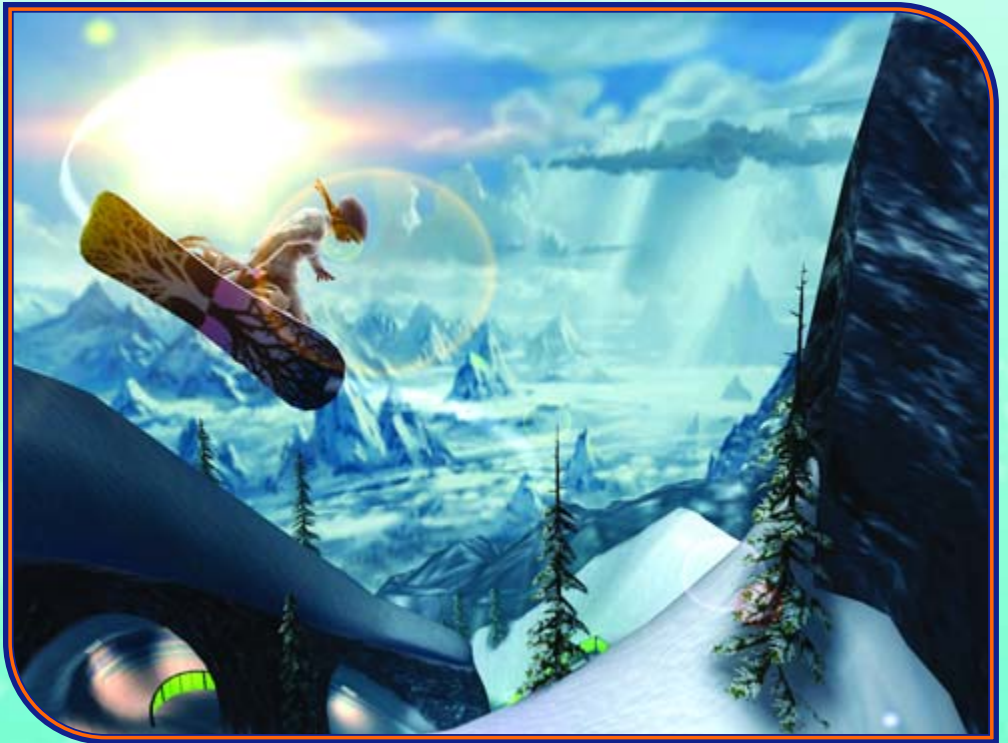
- * Quick Play
- * Conquer the Mountain
- * Two-Player (local)
- * Online Play PS2

QUICK PLAY

Quick Play is the first, most-straightforward mode. It's for the arcade lover in all of us—no structure, just sweet riding. It's the perfect way to brush up your skills for the Conquer the Mountain and the multiplayer modes. It allows you to configure the game, choosing what event to play through. Of course, you need to have opened up Peaks 2 and 3 if you want to tear it up on the events found on each of them.



CONQUER THE MOUNTAIN



Conquer the Mountain is the meat of the game. You start on Peak 1 and slowly work your way up—waaaay up—to Peak 3. There are 17 events and challenges to play through, so make sure you're ready for a long night. It's all about scoring big, bringing in lots of cash via combos, Collectibles, and BIG Challenges. And if you're looking for character customization, get to the Lodge. Here you can adjust your character's stats and buy all sorts of gear and attributes. You can even buy



music tracks by some big name artists to listen to when you're out on the course. Find detailed infor-



mation on this mode in the Introduction; Riders, Tricks, and Attributes; and Peaks and Paths sections.

TWO-PLAYER

Two-Player is the perfect break from the other game modes. After all, you don't have to worry about all of that stuff from the huge Conquer the Mountain mode or feel lonely in the Quick Play mode. In fact, all you really *have* to do is pull off a bunch of crazy combos so your friend knows better than to challenge you.

ONLINE PLAY PS2

As if SSX 3 needs more replayability, it also gives you full-featured two-player net play. Does it open up secrets in the one-player game? No. Does it provide a literally endless amount of fun? You bet. In no time flat, you can jump online to compete against your friend-turned-enemy on the slopes of the SSX 3 mountain (on some 20 courses in all). Race, pull off mean tricks in a Freestyle



competition, or go all out on one of the Backcountry courses. You can also create personal rooms to make it easy for your pals to join your game, chat via voice or typing, and basically have a net-based SSX 3 powwow. What's more, the SSX 3 server stores your player info, so if friends are hard to come by, use the game's

Quick Match option to automatically be matched up against a player with similar ranking from somewhere in cyberspace.

SSX 3

PRIMA'S OFFICIAL STRATEGY GUIDE

Accessories



Sure, accessories have no effect on how fast you fly down the slopes or how many Ubers you can pull off during some big air, but they sure do make you look good. Whether you're adding new clothing, a new board or other wacky items, it's yet another way to immerse yourself in the SSX 3 experience, and give you the satisfaction of telling your friends that you finished the game in every

conceivable way. Besides, it's always fun to go against your rival when you have a punching bag instead of a head (yes, that's a real accessory). The list below breaks down the various accessories each character has at the start of the game, and the others that can be awarded and purchased as you advance. Customize them in the Lodge at each Station.



ALLEGRA

- * **Default:** Scorched T-shirt, Green Machine, Unexpected, BSS, Braids, Bracelets, Black Elbow Support
- * **Starting Inventory:** Inferno, Unfair Advantage, Leather Straps
- * **Peak 1:** Face Factor, Sunrise Bandana, Fifi Choker, Mural Pack, Spray Cans
- * **Peak 2:** Vintage Flyer, Relief, Cherry Chopstick, Broken Wrist, Spare Change
- * **Peak 3:** Your Pal, Buckeye, Rocket, Road Trip

VIGGO

- * **Default:** Overtime, Fake Fur, What the -?, Ladies' Dude, Quick Exit, Shag
- * **Starting Inventory:** Super Fly, Break It, Actioneer, Fly By, Ice Cold
- * **Peak 1:** Troublemaker, Life of the Party, Grunt Flapper, Backcountry Pack, Rocket Fuel
- * **Peak 2:** Old Skooler, Yeppers, Paper or Plastic, Mo Dat, Bright Idea
- * **Peak 3:** Blue Cheese, Nicely Done, Invincible, Heater

ELISE

- * **Default:** Drift, MotoXtacy, Ladyfingers, Catwalkers, Ponytail
- * **Starting Inventory:** Blue Zip Up, Sky Scream, Shadow Like, Roughrider, Jacked In
- * **Peak 1:** Tricky Tog, Black Zip Up, Black Turtleneck, Tricky Zippered, Horns
- * **Peak 2:** Navy V, Canadian Pride, Hotpants, Jean Shorts, Law Maker
- * **Peak 3:** Nice Huh?, Stingers, Halo, Angel Wings

GRIFF

- * **Default:** Chilled layered T, Commando, Grippy Grips, Kickers, Messy Lid
- * **Starting Inventory:** Cloaked, Astro, Burn Out, Blast Shields, Retro'd
- * **Peak 1:** Neato, Comic Cool, Geyser 3000, Health Food, 2 Way Radio
- * **Peak 2:** Pumpkin Head, Loogie Hawk, Tall Rider, Night Peekers, Galaxy IV
- * **Peak 3:** Junk Food Junkie, Alien Invasion, Spacewalker, Stover

KAORI

- * **Default:** Happy Joy, Ladies Only, Huggers, Cotton Candy, Goin' Around
- * **Starting Inventory:** Nicely Done, Flashers, Dancers, Blue Art Deco, SnowPink
- * **Peak 1:** Ice Cold, Vacationer, Super Mix, Rainbow , Power Lollipop
- * **Peak 2:** Spicy Lemon, Dialed, Jeans, Kitty Paws, Kuma-Chan
- * **Peak 3:** Buchi Neko Hat, Nin Nin, Cellphomono, Cuteo Cho Chou

MAC

- * **Default:** O'Reilly, Eye Candy, Sheath, Goin' In, Squad, Curbmasters, Bedhead
- * **Starting Inventory:** Infiltrator, Supertweak
- * **Peak 1:** Plaid Shirt, Basic Balaclava, Decibel Phones, Undercover, The Demander
- * **Peak 2:** Ton o' Tunes, Smile! Balaclava, Fro What?, MF chain, Wheeled One
- * **Peak 3:** Monkey Brains, Saaa-WAT, Turntable, Disc Player

SSX3

PRIMA'S OFFICIAL STRATEGY GUIDE



MOBY

- * **Default:** Sleekers, The Classic, Timeless, Jacko, Haz Beens, So Bankable, Medium Dreads
- * **Starting Inventory:** Down n' Out, Blacklight, Groovin' Bandana, Bling
- * **Peak 1:** Tough Guy, Skull Face Paint, Hair Loss, Aye Aye, Morning News
- * **Peak 2:** Funk Tek, Knight, Chivalrous, Revenger, Crown
- * **Peak 3:** Color String Dreads, Sir Whoa, Disco, Deflector

NATE

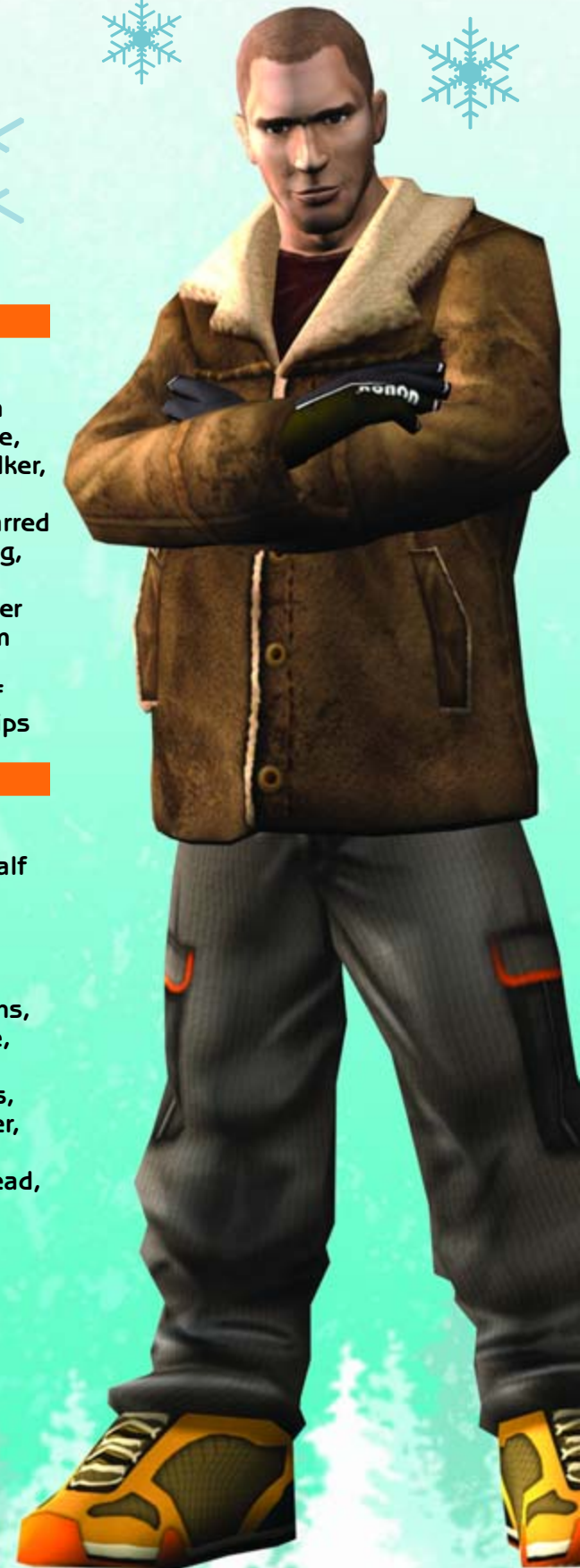
- * **Default:** Shaved Head, In Range, Digital Ops, Action Fingers, Outlaws
- * **Starting Inventory:** Niiiiice, Out of Range, The Wahoo, Branders, Eazy, Loner
- * **Peak 1:** Cushy, Blue Denim, Spec Ops, The Ancestor, Headphones
- * **Peak 2:** Poncho Azteca, Bandit, Mountain Pack, Badge, Rubber Bullets
- * **Peak 3:** City Slicker, Campfire Tunes, Spurs, Cap Gun

PSYMON

- * **Default:** Fury, Shattered, Venom, Snackers, Entry Burn
- * **Starting Inventory:** Fugitive, The Rippler, In Stitches, Skulker, Razzers
- * **Peak 1:** Standard Issue, Charred Soul, Laughing Gas, Horn Dog, Spikey
- * **Peak 2:** Wound Up, Programmer Tshirt, Sniffin' Napalm, Uranium Miner, Tranquilizer Armor
- * **Peak 3:** Fish Bait, Bundle of Joy, Horror Show, Fish 'n' Chips

ZOE

- * **Default:** Blacked Out, Manhandlers, Rocked Out, Half Wits, Busters, Banger
- * **Starting Inventory:** Junker, Trouble, Zennish, Bare Back, Dangerous, Wicked Spex
- * **Peak 1:** Stripes, Ripped Jeans, Warpaint, Snowball's Chance, Giddyap!
- * **Peak 2:** Divine, Dookie Rolls, Full Brain Load, Mega Booster, Mega Masher
- * **Peak 3:** Slickhawk, Mega Head, Bat Wings, Fast Food





The Mountain

SSX3

PRIMA'S OFFICIAL STRATEGY GUIDE

Before You Start

First, a few more basics. If you're in a race, the point is to get the best time. This usually means finding the fastest way to the bottom. BIG Air tricks take time, so don't jump all of the time. However, rail slide tricks (especially those that take you above the course) propel you far ahead of the competition. Tricks fill your Boost Bar, which gives

you speed, so you have to find the balance between air time, tricks, and time.

However, on Freestyle courses, do as many tricks as you can, comboing as much as possible to get big points. Don't find the quickest way down Freestyle courses, unless the timer's about to hit zero.



PEAK
3

PEAK
2

Events are broken up into heats, with a final heat at the end depending on the event and standings, so all is not lost if you don't perform well on the first one. Don't bother playing the next heat if you place in the bottom three—it's not worth your time. Gold times and points for all heats in all events are provided within the details for each event.

CAUTION

The time and score you need to get for Gold in the first heat of each event changes as you progress to later heats (or qualifying heats to finals in Freestyle events). It does not increase by much, but enough to notice. In most cases you have to improve your time by 5–10 seconds, and improve your score by 10,000–100,000 depending on the event and peak.

NOTE

The walkthrough for each event shows you one of many ways to get to the finish line and a particular path for major combos, but this is not the only way. Think of it as a *recommended* way. You won't find BIG Challenges during events, even though we mention them in the walkthroughs (BIG Challenges are available only in the Free Ride portion of a given course). The walkthroughs can be used for events if you disregard mentions of BIG Challenges.

Look for two unique power-up icons on the events. Speed Boost, which appears as a yellow lightning bolt, gives you extra speed for a short time. Trick Boost appears as four blue arrows facing in four directions and allows you to pull off many tricks quickly. Both icons are placed in areas where they're most needed (right in front of a huge jump or before an otherwise slow stretch of track).



CAUTION

A Multiplier Icon works for the trick you're doing while collecting it. If you collect more than one during a combo, the higher of the two is used. If you land into a rail slide while getting a combo, it does not multiply that portion the trick points.

PEAK
1

SSX3

PRIMA'S OFFICIAL STRATEGY GUIDE



Peak 1



While the first peak on *SSX 3*'s mountain may appear to be for beginners only, don't let its low altitude fool you. The Race and Freestyle events on Peak 1 are as gigantic and nearly as challenging as some found later in the game. The main differences here are weather and environment. Peak 1 is usually sunny and always stable, without the treacherous snow, high winds, and gaping chasms found on Peaks 2 and 3.



You start off right before Peak 1's Green Station, a Hub from which you can enter any of the events. Place in the top three in two Race events and three different Freestyle events to unlock two additional Backcountry Challenges, then two more Peak Challenges that span the entire peak. If you don't have enough cash to pass the Earnings portion of Peak 1 after completing the Peak Challenges, or don't feel confident enough to move on yet, no problem. Jump into any of the events for a Free Ride, where you can earn cash by pulling off tricks, finding Point Icons, and completing special tasks called Big Challenges. Once you finish this peak, move onto Peak 2.

NOTE

As if the Rival Challenges aren't enough, once you beat the Peak Rival in the Backcountry, the daunting Peak events are the next step. On Peaks 1 and 2, the Peak Challenges are your gateway to the next peak. For Peak 3, it is the ultimate snowboard endurance test—start from the top of Peak 3 and go to the bottom of Peak 1. When you're done with that, go for the Freestyle version where you have to score 1,000,000.

GOALS FOR PEAK 1

- * Place in the top three in two Race events
- * Place in the top three in three Freestyle events
- * Beat the Peak Rival in the Peak Race and Jam
- * Earn enough cash for the Earnings requirement

SECONDARY GOALS

- * Gather Collectibles in all events (Free Ride)
- * Complete BIG Challenges

PEAK 1 TOTALS

- * Challenges: 40
- * Collectibles: 155
- * Minimum Earnings Needed: \$100,000

PEAK CHALLENGES

- * Peak 1 Race: 13:20 (All of Peak 1, Backcountry, and Race events)
- * Peak 1 Jam: 130,000 (All of Peak 1, Backcountry, and Slopestyle events)





MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE

PEAK 1, RACE 1, SNOW JAM

EVENT STATS

TIMES TO BEAT FOR GOLD

Heat Number	Time/Range
1	3:12
2	3:14
3	3:00-3:07

Time to Beat for Platinum: 2:30

- * Collectibles: 30
- * Challenges: 10



COURSE WALKTHROUGH

This is the least daunting of any of the Race events, so use this track as a testing ground. No pressure—just ride and get used to the controls. As you start, notice the BIG Challenges pillar to your left. After this, get ready for the first big jump. Try to gain a little power on your Boost Bar before jumping, so you can gain extra air for more tricks. After this



jump, align yourself to the left of the course to hit the blue rail. Boost down and maintain balance with the left analog stick.



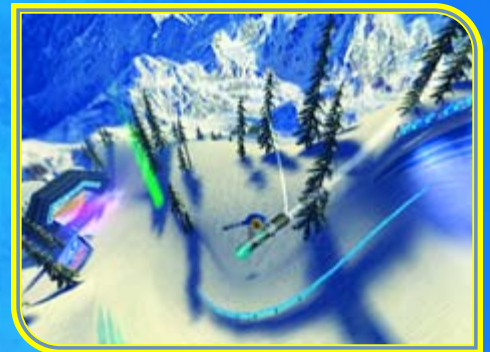
Snow Jam

The Station Areas (or Hubs) allow you to choose in which Event you want to participate. In addition, the Hubs let you enter the Lodge for accessories, tricks and more, or choose to transport to another Peak or Event. There are no BIG Challenges in the Station areas, but each has a number of Collectibles strewn about. The location of each of these Collectibles is noted on the map to the upper left.

NOTE

In addition to the standard levels of Bronze, Silver, and Gold, you can receive a Platinum medal if you become an *SSX 3* god. But be aware: This isn't something you'll accidentally get. According to Dave Elton, co-producer on *SSX 3*, the Platinum level involves the kind of times and scores the members of the development team and top QA testers can get. But if you're up to the challenge, look for the times and scores to reach for Platinum medals within each event description.

If you fall off the rail to the left, catch the huge jump ahead and rocket over the time-consuming S-curve below. Find the line between the trees on the hillside, nabbing the Speed Boost along the way. Keep to the right after this to catch the big jump, or veer left to bust through the Out of Bounds sign for a quick route.





NOTE

There are two kinds of Out of Bounds. One kind allows you to make it through a stretch of a course faster than normal. The other gives you an Off Limits message and makes you respawn in the middle of the track, no matter where you were prior to this.

The BIG Challenge within this Out of Bounds area asks you to jump through two hoops (one above a jump, and the other straight ahead after a rail). This BIG Challenge is basically a tutorial.

CAUTION

If you go through the Out of Bounds, follow the path tightly and hit the icy pathway for speed. Otherwise this shortcut just slows you down.

You come upon a showoff area ahead: a huge jump centered between two spectator boxes. If you need Boost, hit the jump and pull off some combos. Otherwise, notice the rails right before this jump. Catch these and slide down to the course below.



There's another huge jump ahead where you fall through cloud cover. Pick up a Trick Boost before the jump. As you fall through the clouds to the course below, you have time to pull off tricks for big points and to fill your Boost Bar.

NOTE

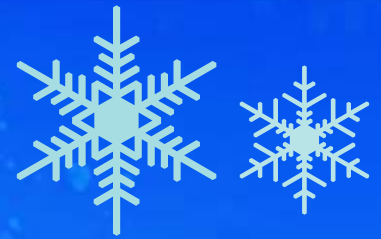
By now you've filled your Boost Bar at least once. That means you should start focusing on pulling off Uber tricks. Do so by using the shoulder buttons and pressing **■**. Combo these with regular tricks for major points. You can't do a ton with Super Ubers yet, so sit tight until you can buy some at the Lodge.

Once you land, notice a small rail to your right. Other than a Collectible, there's nothing over there and it slows you down.



Scoot around the right turn, then the left. After this catch the Out of Bounds area to avoid several slow S-curves on the main track. Within the Out of Bounds path, catch the long rail along the huge felled tree and pick up the Collectible perched in the middle (it helps to Boost on this rail). At the end of this rail, jump over the track below into the big stump ahead.





The path continues through this tree, then under another. Follow the path, sliding on the rails ahead for combo points. Follow the path to the right to catch a few small jumps in a row. A Collectible hangs out to the left of these jumps, but the snow slows you down. Come back to this Collectible later in the Race event.

Before the track curves to the left, move left to catch a rail just past the consecutive jumps you just finished. This rail helps you avoid the slow S-curves below. Right after this stretch comes a small jump with a small rail to its left.



Slide here and catch the similar rail below for a quick combo. Then it's on to the camel backs (small jumps), which slow you down if you're not careful. Boost before jumping over these to clear them. Keep to the right after the jumps, and catch the rail to enter another Out of Bounds area.



Combo onto the rail after the Out of Bounds entrance, and head to the bridge below. A rail juts out from the path ahead. Boost rail slide and jump clear over the bridge and water below to a path ahead, being sure to pull off tricks in mid-air.

To gain speed on this icy shortcut, follow the path ahead and hit one more jump right before the finish line below.



Metro-City



PEAK 1, RACE 2, METRO-CITY

EVENT STATS

TIMES TO BEAT FOR GOLD

Heat Number	Time/Range
1	3:07
2	3:02
3	2:48-2:54

Time to Beat for Platinum: 2:30

- * Collectibles: 35
- * Challenges: 8

COURSE WALKTHROUGH

Your first and second time through, you might be surprised that this track is on Peak 1. After all, it's huge with a seemingly unlimited number of paths to choose from. Choose from several quick paths, one of which is outlined here (a path we feel gets you an excellent time).

If you go the Free Ride route, hit the small jump at start and pull off some tricks for extra Boost power. If you want to take on the BIG Challenge below, stay grounded and veer to the left. Past here, you'll be tempted to follow the main path but don't! It seems once you're on the thing, you're on until the finish—and that isn't good enough for us. Keep to the left of the course, and steer to the Out of Bounds sign between two buildings.



This shortcut takes you alongside the main track and saves time. Besides, it's more intense, like you're actually snowboarding in the alleyways of a city.

CAUTION

Many areas go Off Limits in a bad way, which puts you back in the middle of the main track and makes it almost impossible to get back on the fast, hidden track.

MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE

Boost on the first rail after the Out of Bounds sign, hit the second rail below for a quick combo and prepare for a big jump ahead just a bit to the left. This launches you over the building if you're going fast enough and Boosting.



NOTE

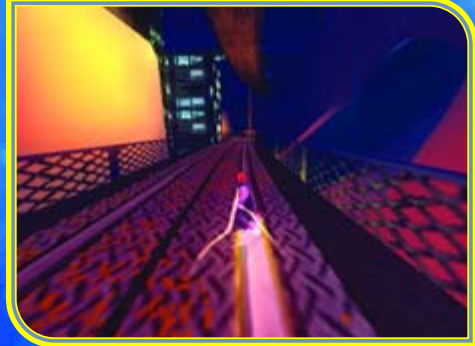
Get a series of Collectibles if you get on top of the building. Look to the right past the top of the building and see a series of telephone wires. Rail slide these in succession and pick up six Collectibles. Don't try this until you have some Attributes under your belt. And don't worry—most Collectibles aren't nearly this difficult to find.



Metro-City continued



If you don't make it over this building try again later after you get more Attributes (speed and jumping help). After you smack against the side of the building, go around the building a bit to the right and squeeze through



the narrow opening between the building and the arrow sign. Do not go back onto the course.

After this you have three choices: two ramps on the left and a tunnel to the right. Take the tunnel, and



follow it to the right, then to the left, avoiding the rails you see ahead. Instead, steer toward the next two tunnels below.

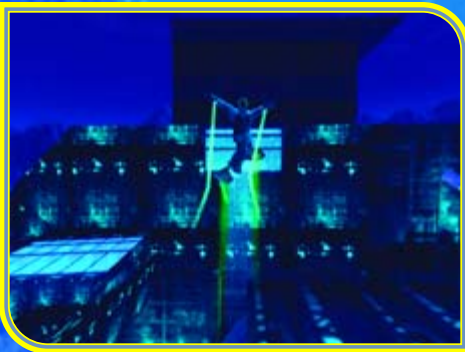
Take the tunnel on the left, and follow this for a short time, making sure to stay left (going right puts you back on the main track). The path gets fast here, so be careful. Rail slide toward the subway entrance, jumping through the glass. This is where it gets tricky. You end up on subway tracks, where you can rail slide to your heart's content.

You have to rail slide to make this shortcut worthwhile. Boost as much as you can as you fly around the "U" and launch into an old subway tunnel. This tunnel is filled with broken rails and timber supports. Try your luck up top, comboing from rail to rail, or go down below and zigzag through the arches.





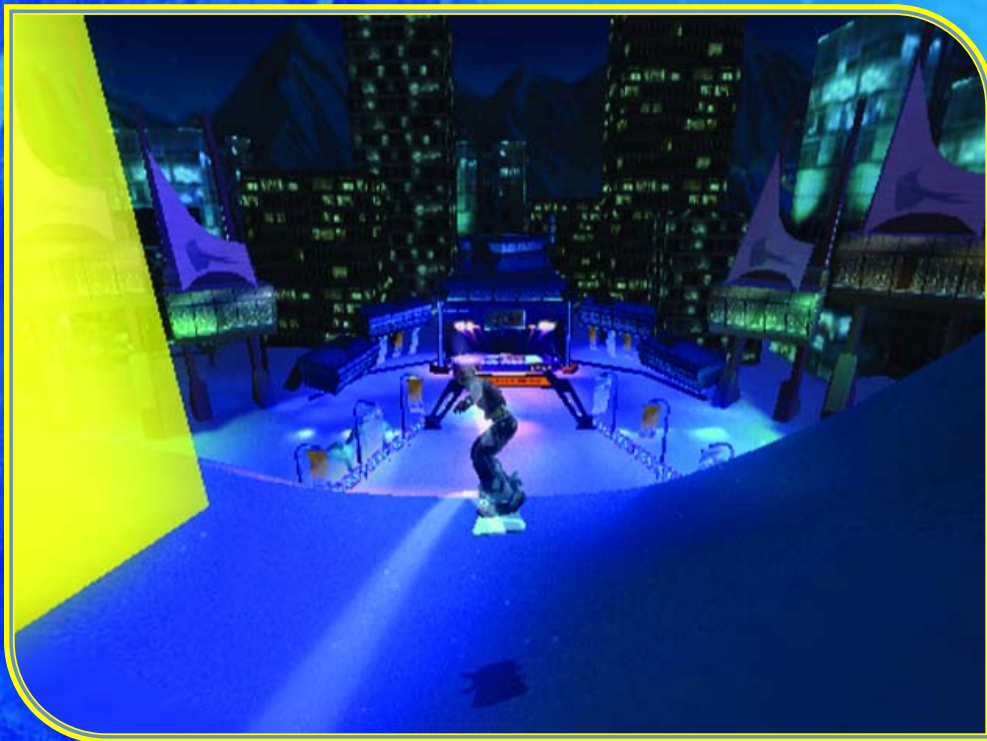
You launch out of this tunnel onto a desolate icy track. Keep left and catch the rail over the ridge. This allows you to slide over a series of hairpin turns. Follow the path to the left, then right, preparing yourself for a breath-



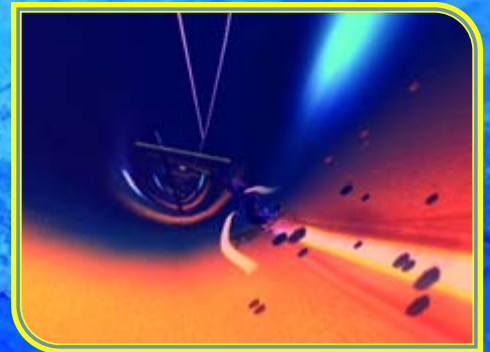
taking jump ahead.

Line up with the middle of the jump ahead, being sure to Boost. If you make a solid, Boosted jump you should clear the track below, busting through another glass pane all the way across a gigantic gap. You have a ton of air time here, so pulloff some tricks to replenish your Boost from that intense rail sliding on the subway stretch.

After running down the course in the building, bust through another pane of glass for another huge jump. This time, it takes you to the main course below. Don't worry—the finish line is nearby.



Look for a Challenge after landing that, it asks you to perform a sequence of specific flip tricks. The rest of the course is straightforward, with the exception of a one thing: You see two distinct paths and a pipe between. Rail slide the pipe and follow the speedy path below instead of the hump-laden pathways to each side of it. Pick up the Speed Boost toward the end of this middle path for good measure, and rocket to the finish line in record time.



SSX3

PRIMA'S OFFICIAL STRATEGY GUIDE

PEAK 1, SLOPESTYLE, R&B

EVENT STATS

SCORES TO BEAT FOR GOLD

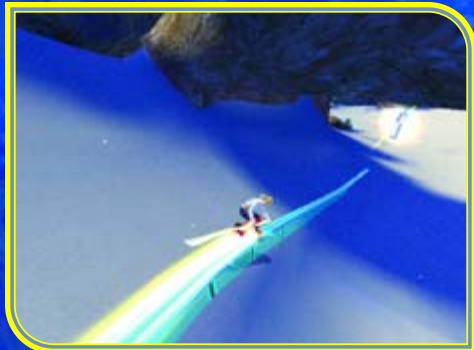
Heat Type	Points Needed
Qualifying	250,000
Final	300,000

Score to Beat for Platinum:
1,500,000

- * Time Limit: 1:30
- * Collectibles: 30
- * Challenges: 8

COURSE WALKTHROUGH

This one is all about tricks and points. We give you a recommended path, which takes for granted you're comboing tricks whenever possible. Combos mean big points, and you need big points in Slopestyle events. At start, take the rail to the left to pick up a Multiplier. Jump from here to a rail below that leads through a cave. Pick up a 5X Multiplier inside here.

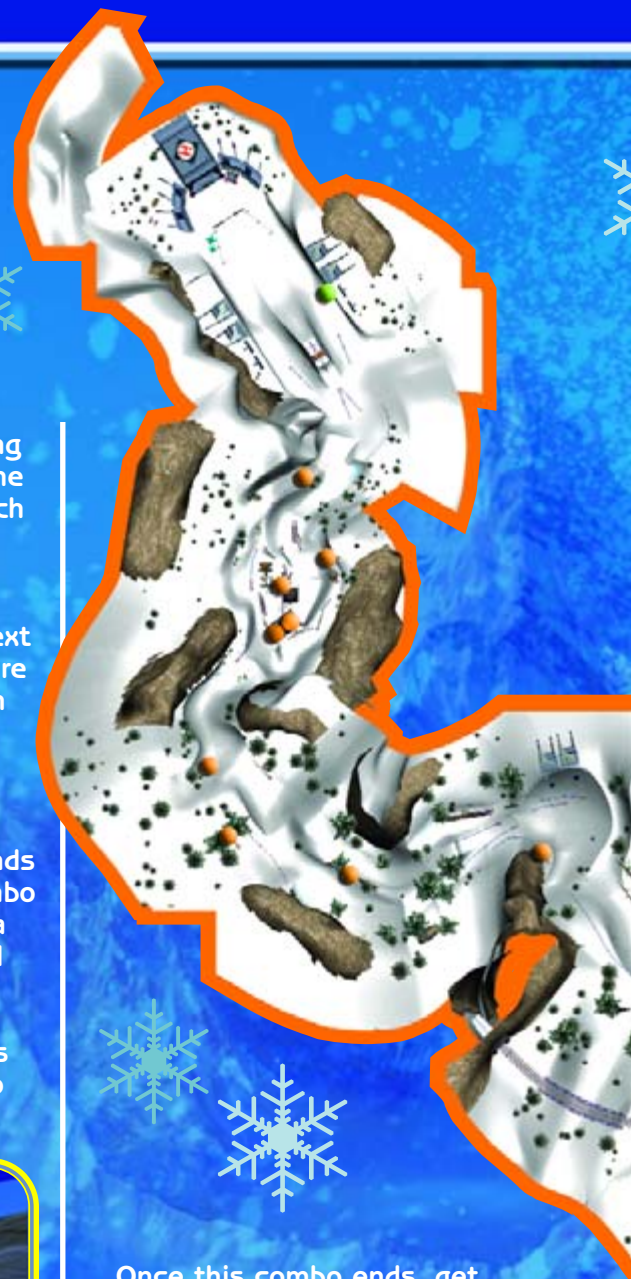


Keep the combo going by doing a nose/tail press to the log to the left, then jump from here to catch the high rails ahead. Look for a BIG Challenge nearby that asks you to perform a series of rail slides of various lengths. The next part is complicated because there are a few rails you can combo in a row. Follow the rails ahead to more rails, always remembering to Boost and jump.

After the rails, nose/tail press to a rail ahead (we know it sounds crazy, but you can keep the combo going this long). Follow this to a jump, then to another rail ahead that veers to the left. After this get to another rail to pick up a 2x Multiplier. Pull off some tricks here—such as an Uber grind—to capitalize on the Multiplier.



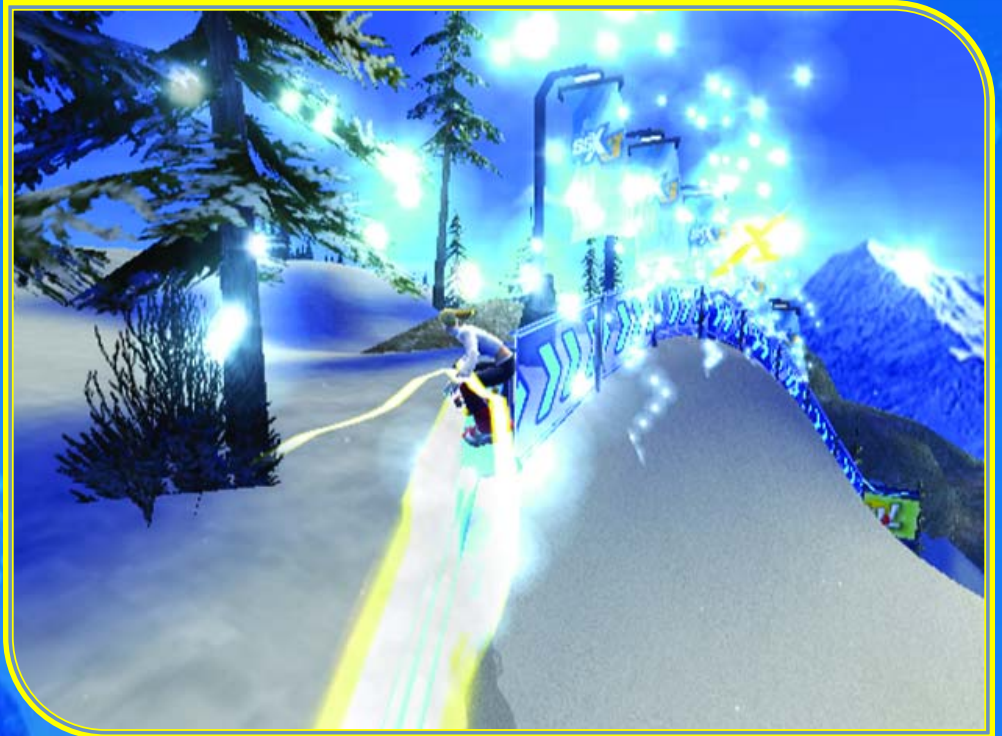
Have you fallen off the rail yet? If not, slide and jump to the rail above where a 3X Multiplier awaits. Do more tricks here to get the most out of the Multiplier. Hit the next rail, and time the Boosted jump just right to pick up a hovering 10,000 Point Icon.



Once this combo ends, get ready for another. Combo another rail right after the jump with the rail ahead to the left. Slide to another rail after this, and pick up the 2X Multiplier. Land and jump past the ridge and continue on the icy half-pipe area, trying to maintain a nose/tail press and catch the middle rail ahead, then combo to the rail straight after this to pick up a 2X Multiplier.

Follow the path to the left off the rail and hit the jump to pick up a 3X Multiplier in the air. You have plenty of time to pull off unique tricks to combo for major points (thanks to the Multiplier). Catch two consecutive rails and get

R&B



some BIG Air to nab the Multiplier up high. Follow the path, then hit the rail along the left side and combo onto the rails below. Jump to the next rail to the left along the snow bank for a 2X Multiplier, and try to keep the combo going. Follow the path to the left and stay in the middle by the two big rails. Jump over this ridge for a 10X Multiplier, being sure to perform flips and grabs—or even better Ubers tricks—for mad points. Land and glide to the finish with mega points.

MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE

Big Air



PEAK 1, BIG AIR

EVENT STATS

SCORES TO BEAT FOR GOLD

Heat Type	Points Needed
Qualifying	60,000
Final	70,000

Score to Beat for Platinum:
300,000

- * Time Limit: 1:00
- * Collectibles: 2
- * Challenges: 6

MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



This event is quick and dirty. First time through you'll scratch your head trying to figure out how you're going to get a Bronze, let alone a Silver, Gold, or Platinum. Hopefully this will help. After doing a couple of quick tricks to add a little Boost to your bar, get BIG Air off of the first ramp to catch the 3,000 Point Icon near the sky box.



After this come two ramps below. The bigger one allows you to nab a couple of Point Icons, so go for that one. Boost before a jump for more air. There's a quarter-pipe at the bottom of the hill with a 3,000 Point Icon



hovering high in the air. Line up with it and Boost jump from the pipe to grab it. If you timed your jump right, you fall back down to the course right on top of the blue rails below.

Combo on the tree rails here for some extra points before crossings the finish line. Don't perform an Uber grind—you don't have time to complete it on these tiny rail segments.



Disfunktion

PEAK 1, SUPER PIPE, DISFUNKTION

EVENT STATS

SCORES TO BEAT FOR GOLD

Heat Type	Points Needed
Qualifying	160,000
Final	180,000

Score to Beat for Platinum:
700,000

- * Time Limit: 2:00
- * Collectibles: 4
- * Challenges: 3



COURSE WALKTHROUGH

Unlike later Super Pipe competitions, this one is straightforward. It's a long Super Pipe, with a variety of Point Icons hovering in the air above it.

The Station Areas (or Hubs) allow you to choose in which Event you want to participate. In addition, the Hubs let you enter the Lodge for accessories, tricks and more, or choose to transport to another Peak or Event. There are no BIG Challenges in the Station areas, but each has a number of Collectibles strewn about. The location of each of these Collectibles is noted on the map below.

This Super Pipe gives you an easy chance to pull off tricks and become comfortable with the trick and combo system. The logic is simple: The more air you get, the more Point Icons you can pick up.

In fact, the 10,000 Point Icons are very high, so you have to gain

CAUTION

Watch the clock when you're competing in a Super Pipe event. If it reaches zero before you make it to the end of track, you get nothing.



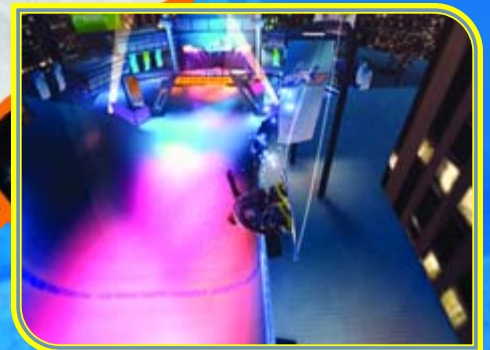
Blue Station





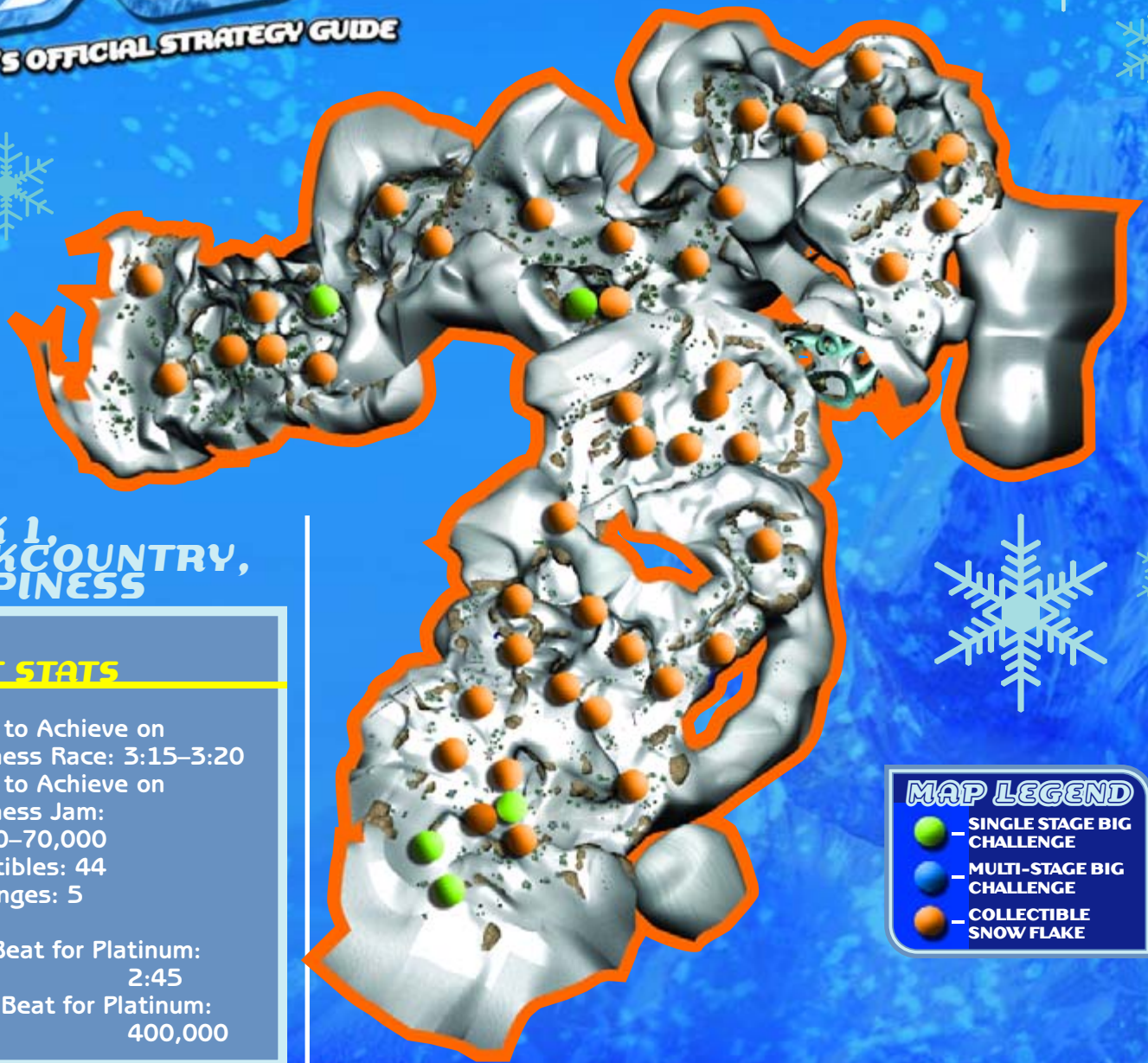
MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



some major speed before you can nab those. Performing Ubers and Super Ubers on Super Pipe courses is the best—they give you plenty of time to try them out, and the perfect opportunity to figure out combos that give you big points.

After you've garnered your share of points, Boost to the finish line. Later Super Pipe competitions prove much more challenging, both in design and Gold medal requirements.



PEAK 1, BACKCOUNTRY, HAPPINESS

EVENT STATS

- * Range to Achieve on Happiness Race: 3:15–3:20
- * Range to Achieve on Happiness Jam: 65,000–70,000
- * Collectibles: 44
- * Challenges: 5

Time to Beat for Platinum: 2:45
Score to Beat for Platinum: 400,000

COURSE WALKTHROUGH

This track is straightforward with several general paths. Most put you in the right direction, but a couple help you gain the upper hand. Stay to the right at the start, and follow the path ahead, looking for a tree on which to rail slide.

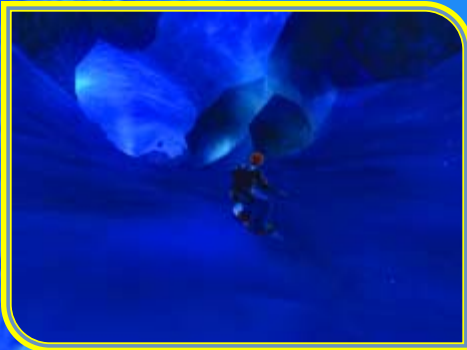


Launch from this tree for some serious air. If you need to fill your Boost Bar, do so now. Follow the path to the left, then continue to the right, rail sliding on the half-fallen trees in succession to fill your Boost Bar. If you're maxed out, pull off Uber grinds on these two trees; the combined distance should be enough to keep the trick going. Follow the path through the

Happiness



caves ahead, staying left. Jump out of the tunnel opening for more BIG Air. Go left from here, following the narrow path alongside the huge snow bank. Once you pass this, Boost and jump for more BIG Air and tons of hang time. You have plenty of time to pull off Uber and Super Uber tricks during this air.



After you land, grab another huge jump. Follow the path ahead and look for a split. Between the two choices lies a tree onto which you can rail slide. Do so and boost to jump over the paths below. Continue ahead where the course curves to the left, being careful of the avalanche that's coming up from behind.



There's a path you can stay on after this, or better yet, jump over the ledge to the right for a quick way down. Continue through the cave below and take the path to the left after this. Catch a big jump, always staying to the left because it's more of a straight line to the finish. Quickly make it through one more cave, and jump out to the finish by the Sno-Cat machinery below.

TIP

Rival Challenges are head-to-head events against another rider in the Backcountry of each peak. Here are a few things to consider when taking on these challenges.

- * The Rival's times and scores change depending on your performance.
- * The Rival's abilities improve as you get to the higher peaks.
- * Knock down your opponent soon after the start of the race for an extra Boost.
- * Don't follow the Rival. His or her path may not be the best way down the course.

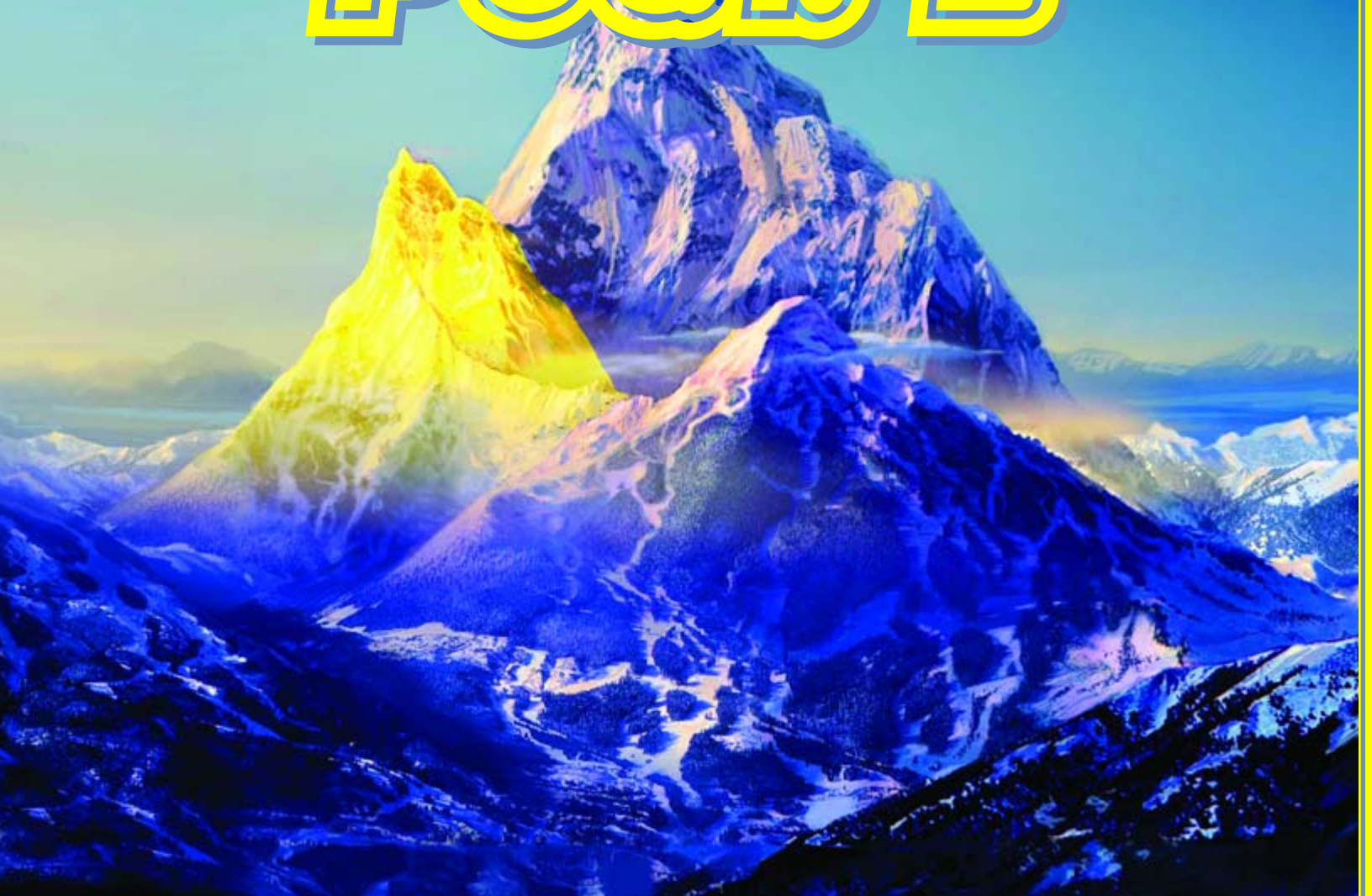


SSX3

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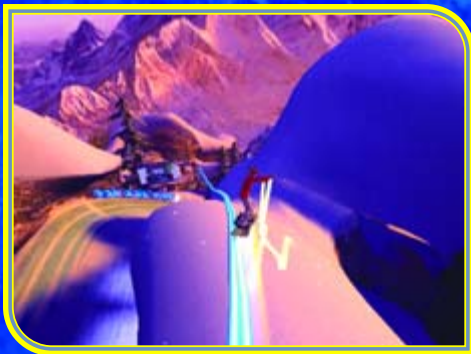


Peak 2



Now things get even more interesting. You face seemingly impassable crevasses, winds that blow your character off-course, and drops big enough to give you butterflies in your stomach. Even Yetis declined to venture onto this peak. But with these extreme conditions come extreme tricks. BIG Air means insane combos and huge points, all of which work toward your ultimate goal: To be the king (or queen) of the mountain.

As in Peak 1, you must place in two Race events and three different Freestyle events to unlock the Peak Challenges. This time around, the tracks and Peak Challenges are more difficult, providing a huge number of paths to choose from and icons to collect. Once you work through these, and collect enough dough (Earnings requirements are higher this time around), it's on to the final peak.

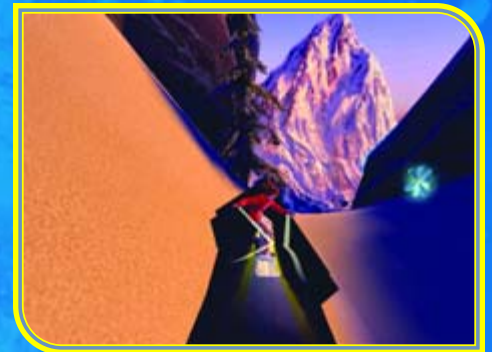


PEAK 2 TOTALS

- * Challenges: 27
- * Collectibles: 148
- * Earnings Needed: \$250,000

PEAK CHALLENGES

- * Peak 2 Race: 19:00 (Peak 2 to Peak 1, Backcountry and Race events)
- * Peak 2 Jam: 350,000 (Peak 2, Backcountry and Slopestyle events)



Yellow Station

MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



PEAK 2, RACE 1, RUTHLESS RIDGE

EVENT STATS

TIMES TO BEAT FOR GOLD

Heat Number	Time/Range
1	3:11
2	3:04
3	3:03-3:14

Time to Beat for Platinum: 2:40

- * Collectibles: 30
- * Challenges: 5

COURSE WALKTHROUGH

If you Free Ride this course, you notice two BIG Challenges right off the bat. One asks you to make it down the course through a series of gates, and the other asks you to achieve a certain number of points over the length of the course. As for the race itself, you could start by rail sliding along the right of the track for speed, but we prefer to hold off, staying on the course a bit to the right of center and catch the felled tree next to arrow signs at the top of the turn.



Rail slide here and blast over your opponents below, and catch the blue rail you see in your line of sight on the track below. If you jump while Boosting, you may miss the rail altogether. If you catch the rail, slide on it and combo to another rail ahead. Jump to a hidden path ahead. Follow this path past the Lodge on the right and rail slide the artillery cannon pointed toward the boulders ahead.



NOTE

You usually want to Boost while jumping and rail sliding. However, sometimes you want to play it cool, usually because of a specific jump or rail you want to catch. If you Boost, you go faster and farther than normal, which makes accuracy more difficult in the early areas of the game.

Follow the path straight ahead and don't worry about the blocked path. The cannon sends a shell into the boulders, knocking them loose before you get there and clearing the way for you to enter a cave. Enter the cave, picking up a few Collectibles on the path after this. After a couple of turns, you get spit out onto the main track again. You see two ramps as you fly down the hill. If you are going fast enough you can hit the ramp on the right, clear the ridge in front of you, and connect with the rail straight below!



Slide here all the way down to a secret path below, or slide over to the BIG Challenge you see ahead. It asks you to rail slide a particular path, picking up Collectibles along the way. If you take the secret path, you rail slide down a variety of ruins in a huge cavern where you must avoid falling pillars. But where there are fallen pillars, there are also opportunities to rail slide. Do so for some quick trick combo points.

NOTE

If you accept a BIG Challenge, you restart in a specific spot on the course near the BIG Challenge pillar. Whether you pass or fail the Challenge, you continue where the Challenge ends. This means if you're on a quest for Collectibles, it may be best to forego the Challenge until you're ready for it.



Go through a couple of big jumps ahead where you can pull off some sweet tricks, thanks in part to the Trick Boost nearby. After the jump, hit the rail ahead on the left, Boosting and jumping through the Out of Bounds sign. This shoots you above the winding path below, which saves time. Get ready for a huge jump after this, which sends you clear over a hillside littered with rails, trees, and snowed-in shacks. Try to stay to the right after jumping so you can fall through another Out of Bounds sign. This takes you into a hidden tunnel, which then puts you back onto the track farther ahead, saving about five seconds.



MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



Ruthless Ridge

Follow the tight turns ahead and do a quick jump over the bank to the right to enter a hidden path that bypasses a number of time-consuming curves. Once back on the main track, get ready for a gigantic jump. That is, it would be huge if there wasn't a gigantic wall in the way. First time through you probably can't clear the huge wall in front of you, but once your Attributes are juiced, you can, and it rocks. You can pull off a ridiculous number of moves while you fall. Look forward to this later. Continue under the wall if you didn't clear it, straight ahead to the finish line.

NOTE

Once you beat your Rival, he or she comes back and sets even higher scores and faster times. Watch for a message from DJ Atomika letting you know that your best has been beaten. Hold off until later to take on these new challenges. After all, you have an entire mountain to conquer first. When you have time, go back for the new challenges and work toward becoming an SSX 3 master.

PEAK 2, RACE 2, INTIMIDATOR

EVENT STATS

TIMES TO BEAT FOR GOLD

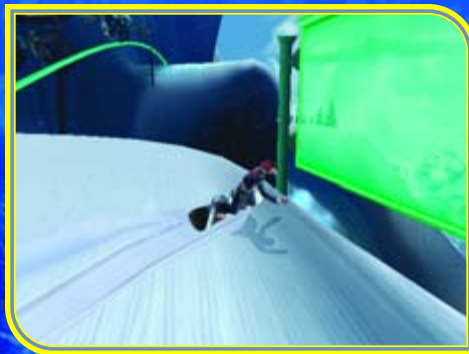
Heat Number	Time/Range
1	3:17
2	3:15
3	3:06-3:15

Time to Beat for Platinum: 2:45

- * Collectibles: 25
- * Challenges: 5

COURSE WALKTHROUGH

This track has its share of chasms to jump over, and you'll fall and get respawned in the middle of the track. The course starts with fast S-curves, which you can avoid by jumping over the lip to the right. Even though the curves are speedy, you still save time by avoiding them. A mean gap appears after this, and it's tricky to clear if you don't have a good line and aren't Boosting.

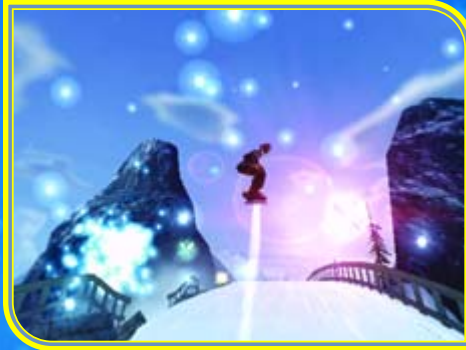


Intimidator



There's an alternative: Fall to the right after the arrow signs, which takes you down to the main path below. This slows you down a bit, so spin your board to the right to ensure that your rider is facing the proper direction when you land. Nonetheless, this mini-shortcut should put you ahead of the pack.

From here go straight ahead. Get ready to Boost and jump because you have a huge chasm to hurdle (this time with no alternate route). Pick up the Trick Boost beforehand and clear the gap with style. Follow the path down to the huge quarter-pipe and try to make it to the rail jutting out from the middle of the pipe by Boosting. A Collectible is perched at the end of this rail.

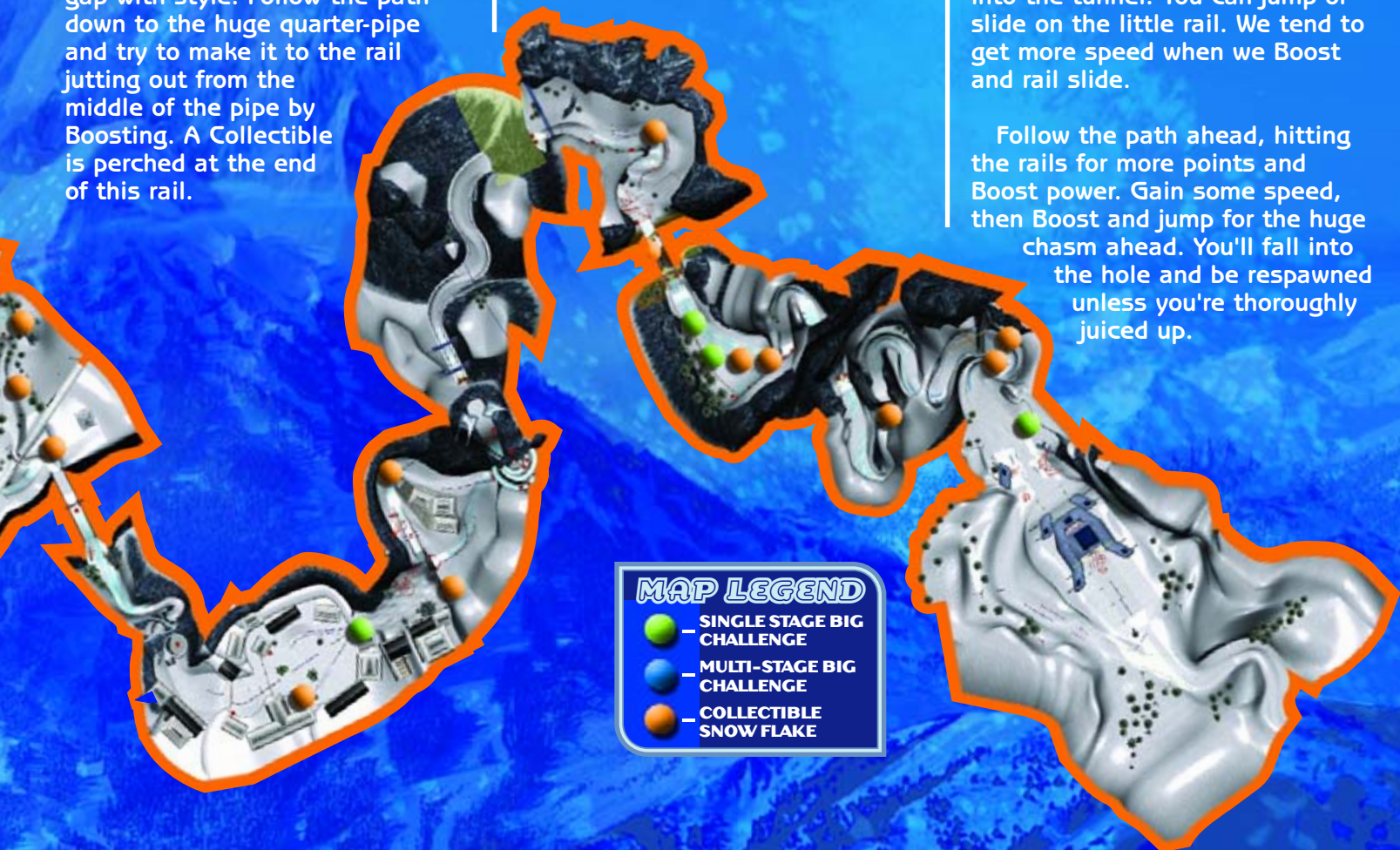


The BIG Challenge to the left asks you to grind the segmented rail along the left side of the decrepit bridge.






If you decided against the BIG Challenge, jump the busted up bridge ahead, and veer toward the bank to the right instead of going into the tunnel. You can jump or slide on the little rail. We tend to get more speed when we Boost and rail slide.

Follow the path ahead, hitting the rails for more points and Boost power. Gain some speed, then Boost and jump for the huge chasm ahead. You'll fall into the hole and be respawned unless you're thoroughly juiced up.



MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



Just before the opening, cut hard to the left and make it over a small snow bank before the arrow sign to crash through an Out of Bounds sign. That's right—a shortcut. Jump on the rails after the sign and bust through a gate. After this, follow the path straight ahead, and pick up the Speed Boost right before the array of rails.

After the giant chasm, follow the path into the tube ahead. You zoom through the tube at breakneck speed, but try to be aware of the end where it opens up again onto the main path.





Here you slide like wild to pick up some sweet combos and big points. Follow the path through the Shinto temple arch and whip around the hairpin turn, making sure not to fall into the hot springs. You'll respawn if you do. Follow the path, making it to the huge bridge, which thankfully is intact. Directly after, the course veers to the left.



Follow the main path, keeping an eye out for a fallen tree to your right. Rail slide this tree for a quick boost over part of the path. Pull hard to the left after this small jump to enter an Out of Bounds area. Follow this fast, icy path picking up a Collectible. Get ready to jump soon after, because



by this time you need to replenish your Boost Bar (or at least nab a few points). Land and look for another Out of Bounds sign to bust through. Do so and follow the path around the left. Trees are falling around you, but they shouldn't really affect you.

After hitting a small jump

ahead, continue on the path and look for large jump with a tantalizing Trick Boost at its apex. Sure, you want to go full bore into the Boost, but be careful. You have to jump early, because a tree will fall and hit you, stopping you dead in your tracks. After this jump, head to the finish below.



Style Mile

PEAK 2, SLOPESTYLE, STYLE MILE

EVENT STATS

SCORES TO BEAT FOR GOLD

Heat Type	Points Needed
Qualifying	350,000
Final	450,000

Score to Beat for Platinum:
1,000,000

- * Time Limit: 1:15
- * Collectibles: 30
- * Challenges: 5

COURSE WALKTHROUGH

Two BIG Challenges stare you down at the start of this Slopestyle course. The first is a straightforward "beat the timer" type, asking you to make it down the course in a given amount of time. The second gives you a variety of moving targets to knock down.

This course has two huge jumps right after the start, which gives you the perfect opportunity to fill your Boost Bar. You're going to need it for all of the rail sliding and Boost jumping you'll be doing. Catch the 2X Multiplier to the left of the first big jump and the 3X Multiplier to the left of the second, and pick up some extra points for those tricks while you're at it. Now look for the ramp to the far left.



Find a Collectible ahead, and yet another Multiplier after the next jump. Take the rail in the middle next, and veer left. Continue on the ledge and hit the log rail over the path below. All of this rail sliding should help you pick up some quick combo points.



Guess what's next? That's right—more combos onto rails! Combo onto another rail past this one, being sure to maintain your balance. Do your best to combo onto one more rail just past this one, and speed down toward a large opening to a cave. Don't enter it! Instead, scoot left to the log sticking up before the cave opening.

CAUTION




Slopestyle courses beg for big combos, and combos give you the most bang for your buck. Problem is, if you have a 15X combo going and you bail, it's all for naught. Those are big stakes, so be aware of your surroundings before embarking on a crazy, long combo.



Rail slide onto the log and it immediately flips down, giving you access to a secret tunnel. Start Boosting right away, because this tunnel is short and you can pull off a huge air jump out of here. Do some Uber and Super Uber tricks while you're in the air. After this, proceed down the ledges to a quarter-pipe. Hit the pipe for some quick points, then turn left and rail slide on a series of logs (about four of them). Then you can nose/tail press to the rail ahead.



MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



that are easy to combo. Hit all of these in succession, then look for a hill. Combo over this hill to one more rail.

Look for a 3X Multiplier after this, and a few more rails to slide on for major combo points. Don't forget to Uber rail if you're in an Uber state. Look for a rail on the left to slide on, then get ready to Boost and jump for the 10,000 Point Icon. After following the path a bit, look for a big hoop rail to the right. Catch this and get the 5X Multiplier right after, being sure to pull off some tricks to take advantage of it.

You're almost to the end of the course now. Jump over a ramp, getting plenty of air for some last-minute points. While you're falling, align yourself just right of center to connect with the 3X Multiplier by a rail on the front side of the hill.

Pick up the Collectible ahead. If you were able to keep that nose/tail press going, combo onto a few more rails, picking up the 2X Multiplier. Now you see several rails next to each other. Hit the middle rail for a 2,000 Point Icon, and get ready for a series of rails

Launch Time

PEAK 2. BIG AIR, LAUNCH TIME

EVENT STATS

SCORES TO BEAT FOR GOLD

Heat Type	Points Needed
Qualifying	90,000
Final	120,000

Score to Beat for Platinum:
200,000

- * Time Limit: 1:00
- * Collectibles: 4
- * Challenges: 4



MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



COURSE WALKTHROUGH

BIG Air competitions are all about points, and how many you can get as quickly as possible. These events don't give you the luxury of taking your time, even if you have time left on your clock. That's because most courses go from top to bottom without much room for doubling back to hit a jump or rail a second time. As with all events, the start of the Free Ride option of this course gives you a couple of Big Challenges to think about.



Hit the ramp to the far right and Boost jump to clear the ledge way up high. This is difficult, but if you time your jump just right you'll clear it. You need points in a major way, so pull off as many as you can for big combo points.



Once you land (it takes a few seconds) do a nose/tail press to connect this string with whatever moves you can do on the quarter-pipe ahead. After you hit this side, hit another quarter-pipe offset on the other side of the course. Hit the quarter-pipe on the opposite



side for more trick points, not to mention a few Point Icons.

You're almost done now, but it doesn't hurt to try to connect with rails across from this second quarter-pipe. If you're going too fast to jump onto them, pull off a handplant when you jump toward them. This should pop you right on top of the thing. Let go of the handplant when you're balanced vertically. You plop down on the rail, ready for a rail slide. Combo this with a couple more toward the finish line.



SSX3

PRIMA'S OFFICIAL STRATEGY GUIDE



MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE

PEAK 2, SUPER PIPE, SCHIZOPHRENIA

EVENT STATS

SCORES TO BEAT FOR GOLD

Heat Type	Points Needed
Qualifying	220,000
Final	260,000

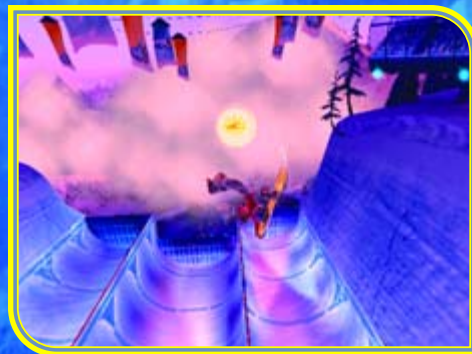
Score to Beat for Platinum:
800,000

- * Time Limit: 2:00
- * Collectibles: 5
- * Challenges: 3

COURSE WALKTHROUGH

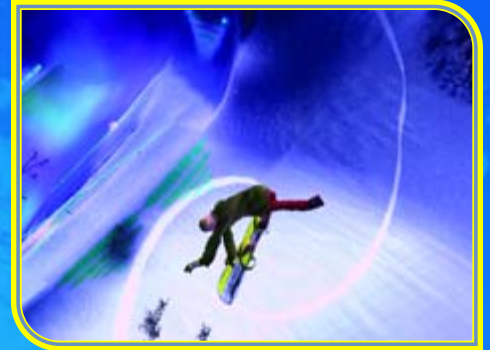
This Super Pipe is more intimidating than the one on the first peak, but the principle is the same. Notice the BIG Challenge at start. Take it for an interesting task—basically become a human basketball and make your way through a series of hoops.

Drop into this Super Pipe competition and see three long half-pipes, with sparkly Point Icons hovering above. Build up your Boost Bar and Uber status in the first pipe before transferring to the other pipes (done by handplanting on the top edge of the Super Pipe,



then pushing the left analog either right or left to fall toward that direction).

Schizophrenia



The Station Areas (or Hubs) allow you to choose in which Event you want to participate. In addition, the Hubs let you enter the Lodge for accessories, tricks and more, or choose to transport to another Peak or Event. There are no BIG Challenges in the Station areas, but each has a number of Collectibles strewn about. The location of each of these Collectibles is noted on the map below.

After you're totally Boosted and have picked up your fair share of Point Icons above the first Super Pipe, transfer to the left pipe to do more tricks and pick up more Point Icons. Watch the clock. If you have time, transfer twice to reach the pipe on the far right.

Get in as many tricks and combos as possible, picking up Point Icons along the way. When you're done, head to the finish. If the time hits zero before you finish, you get zilch.



Red Station

PEAK 2, BACKCOUNTRY, RUTHLESS

EVENT STATS

- * Range to Achieve on Ruthless Race: 3:25–3:30
- * Range to Achieve on Ruthless Jam: 140,000–150,000
- * Collectibles: 44
- * Challenges: 5

Time to Beat for Platinum: 3:15
Score to Beat for Platinum: 500,000

COURSE WALKTHROUGH

All of the Backcountry courses give you the feeling of being on top of a mountain. They don't have the same kind of clearly marked jumps and bright blue rails as the other courses (they do have jumps and rails, of course, they're just more natural in appearance). Get ready for a huge jump at the start. Look for the BIG Challenge at start as well, where you help a skier collect lost pieces of equipment.

After this there are three main paths, all of which connect and weave in and out of each other through a ton of rocks sticking out of the snow. In fact, throughout the course you notice all sorts of nature in your face—wind, chasms, and rock slides. After you make it past the rocky path, before the entrance to a cave, notice a tree to slide on.



Hit this rail, then jump onto a ledge. After the first big drop, stay left, then stay straight ahead. Avoid the rocks on either side of the narrow path ahead. Hit the small jump ahead, but be careful of the nasty snow and high winds that move your rider to the right (and potentially off course).

MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



Ruthless



You hit another big jump soon after this. Notice the weather changing for the better. Follow the path through the trees ahead, looking for a log in the middle of the track. Rail slide here with some Boost for big air. Keep going straight and catch the winding path under the overhangs. Look for another jump ahead, but stay right of it and rail slide the tree for a Collectible.



Go straight from here, and notice three distinct paths. Stay in the middle, and look for the hidden tree to rail slide on to the right of the cave opening. Boost and keep your balance, because you have nearly 10 logs and rocky spines to slide on, all the way down the course. Soon after this, you enter a cave. Stay right and rail slide with Boost up to the ledge above.

A BIG Challenge in here asks you to jump through a variety of hoops.



Proceed, and look for a jump soon after. Follow the path to the left, then go right. Rail slide on the tree ahead for a Collectible, then combo to another tree straight after this. The jump after this allows you to get some BIG Air, so get that Boost finger ready.



Be aware of some chasms ahead. After the first jump, look for a log to rail slide onto, then combo onto two more logs in succession through a cave. Once you're out of the cave, pick up three Collectibles. After connecting with several rails in a row after this, veer right through tunnel and look for a log ahead facing a ledge. Hit this log and jump up to the ledge. It's icy and fast, but you can rail slide along the edge, which makes staying up there easier. You can get more huge air after this, but be aware of the BIG Challenge near here.

You're nearly to the end now, but first you hit a chaotic series of ledges and drops. You'll hit the rocky walls and feel like you're going to bail, but we have the utmost confidence in your abilities. Jagged rock formations never stopped you before! The Sno-Cats ahead signify the finish.

NOTE

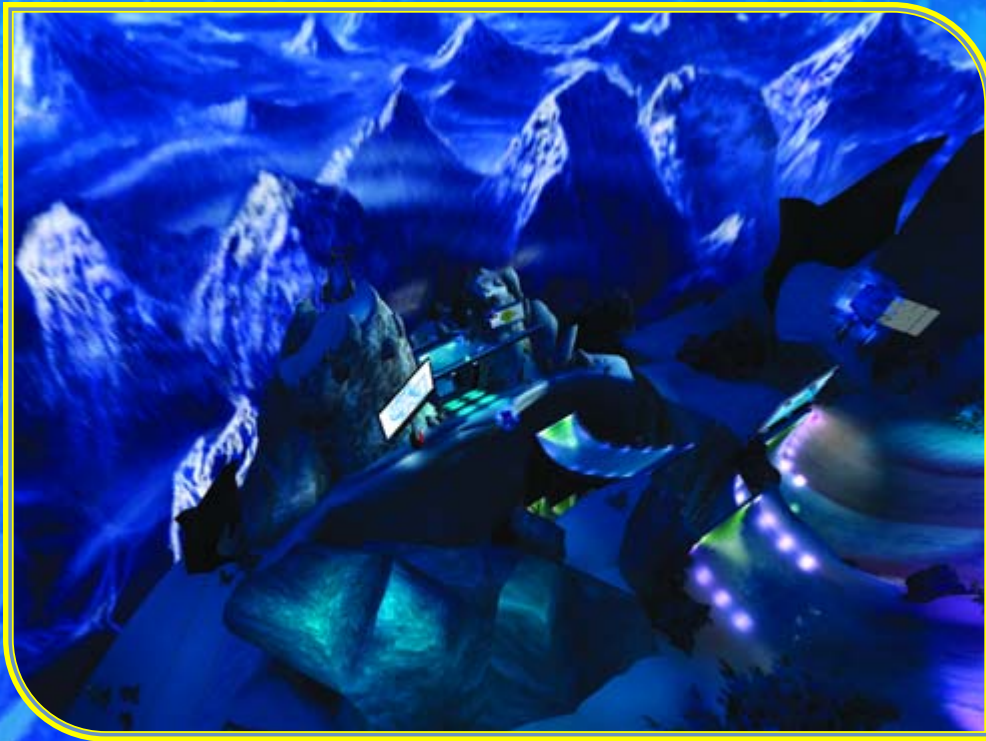
Listen to Radio BIG. The music is incredible, and DJ Atomika gives you general help navigating the course. He also tells you to read new messages on your MCOMM (essentially the pause screen and all subsequent screens, specifically the Messages option), which usually includes important info from other riders and how the game works.

SSX3

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Peak 3



PEAK 3 TOTALS

- * Challenges: 21
- * Collectibles: 122
- * Earnings Needed: \$1,000,000

PEAK CHALLENGES

- * All Peak: 30:00 (all the way down the mountain)
- * All Peak Jam: 1,000,000 (all the way down the mountain)

MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



Two words: Unbridled nature. The weather and chasms found on Peak 2 have been multiplied by 10. Danger is around every turn on Peak 3, just waiting for you to bail off the side of the mountain. Hopefully, by this time you're up to the challenge, because whereas the occasional mistimed jump and off-kilter rail slide worked on earlier peaks, this peak is completely unforgiving. When trees start to fall all around you and boulders plummet from the cliffs above, will you curl up in a ball and cry? Or will you say, "Bring it on"?

Like the other peaks, you have to place in the top three in all events, except this time only one Race event awaits. If you thought the Earnings requirements seemed

steep for other peaks, how does a cool million sound? Exercise those digits because you have to pull off some mad tricks to get that much cash. Set aside about an hour to complete the two Peak Challenges on this one. They take you from the top of the mountain on Peak 3 clear to the bottom.

The Station Areas (or Hubs) allow you to choose in which Event you want to participate. In addition, the Hubs let you enter the Lodge for accessories, tricks and more, or choose to transport to another Peak or Event. There are no BIG Challenges in the Station areas, but each has a number of Collectibles strewn about. The location of each of these Collectibles is noted on the map to right.



Gravitude

PEAK 3. RACE 1, GRAVITUDE

EVENT STATS

TIMES TO BEAT FOR GOLD

Heat Number	Time/Range
1	3:00
2	2:57
3	2:41-2:48

Time to Beat for Platinum: 2:40

- * Collectibles: 30
- * Challenges: 4

COURSE WALKTHROUGH

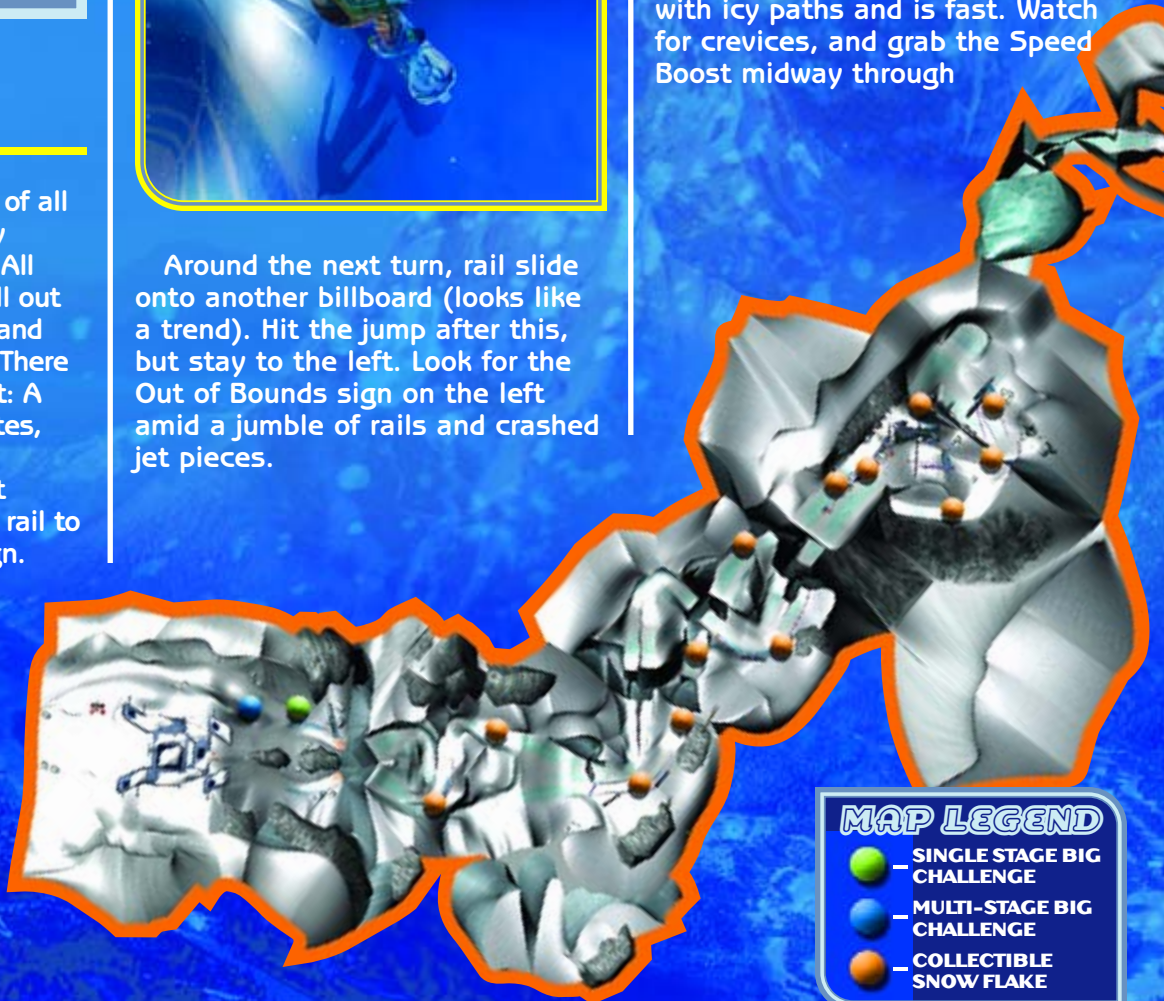
This is the most challenging of all of the Race courses, mainly because it's so unpredictable. All sorts of chasms and ledges fall out from under you. It's awesome and maddening at the same time! There are two challenges at the start: A slalom-type challenge with gates, and a Point Challenge.

After the first big jump, right before the first turn, look for a rail to slide that takes you onto a sign. Follow this and it takes you to the bottom of the first turn. If you fall onto the course, boost toward the jump ahead, being aware of several dangerous chasms soon after. You can clear these if you have enough speed (rail sliding with Boost beforehand helps get your speed up).



Around the next turn, rail slide onto another billboard (looks like a trend). Hit the jump after this, but stay to the left. Look for the Out of Bounds sign on the left amid a jumble of rails and crashed jet pieces.

After you enter the Out of Bounds path, jump over the ridge ahead, then drop to the course below to enter a cave. It's filled with icy paths and is fast. Watch for crevices, and grab the Speed Boost midway through.



MAP LEGEND

- SINGLE STAGE BIG CHALLENGE
- MULTI-STAGE BIG CHALLENGE
- COLLECTIBLE SNOW FLAKE



You must make a jump upon exiting this cave, so Boost. While you're flying through the air, pull



off some tricks—you have time. Once you land, the track veers left. Rail slide the tree after this and pick up a Collectible.



Follow this path down toward crashed parts of a jet, all of which are connected with rails and logs. Combo through all of the pieces for incredible combo points (Boosting helps).

Once you're done here, look for the big jump coming up. Follow the path to left, hitting another jump. After picking up the Speed Boost straight ahead after this, follow the curve and hit the jump ahead (or go for the rail right next to it) for some more BIG Air.



Follow the path down and start jumping from staggered ledges down the path below, pulling off mini tricks after jumping from each level. Another turn after this has one more big jump. Toward the end, hit the rails on the right for one more Collectible. Then cruise into the finish.

PEAK 3. SLOPESTYLE, KICK DOUBT

EVENT STATS

SCORES TO BEAT FOR GOLD

Heat Type	Points Needed
Qualifying	650,000
Final	750,000

Score to Beat for Platinum:
1,200,000

- * Time Limit: 1:00
- * Collectibles: 30
- * Challenges: 5

COURSE WALKTHROUGH

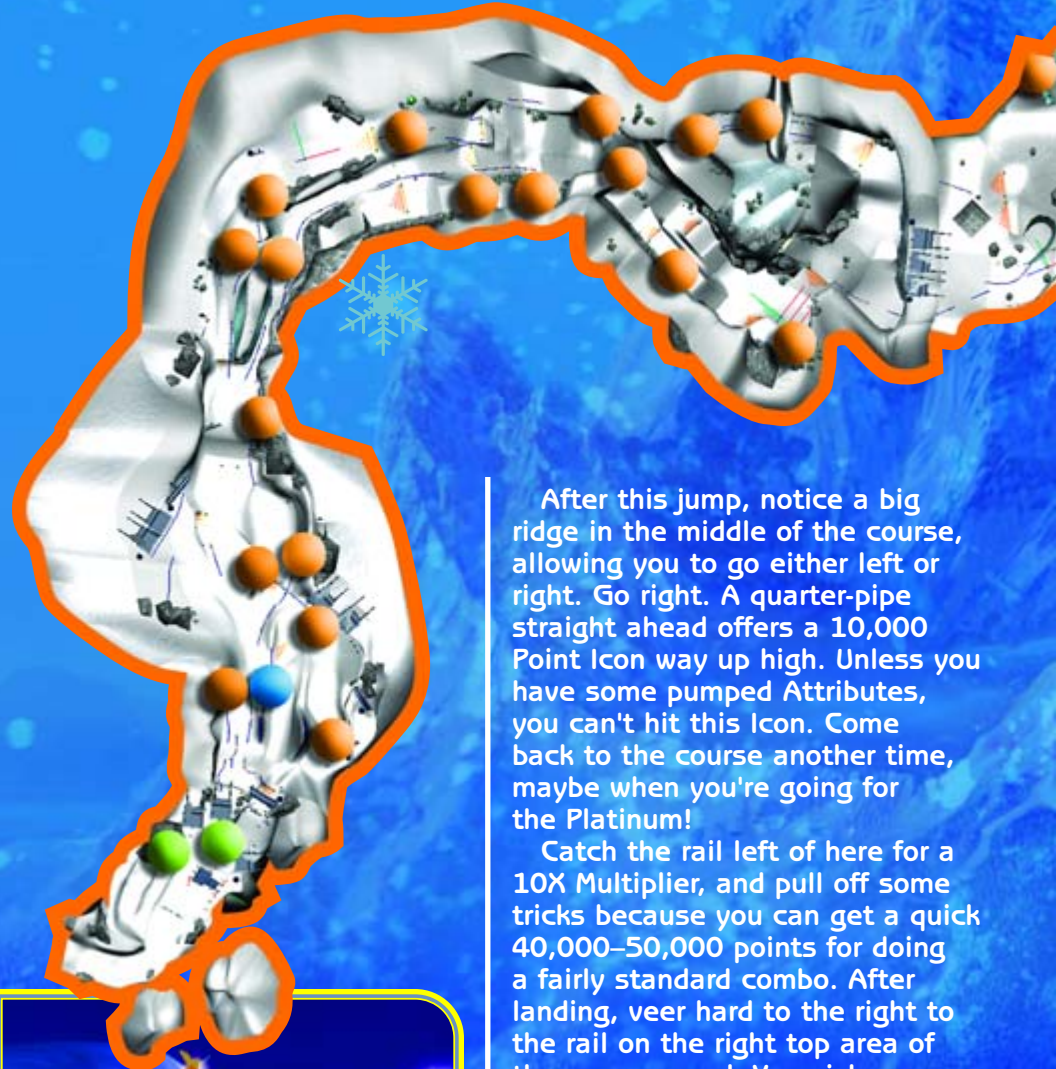
And you thought the other Slopestyle courses were intimidating! When you first look at this course, it looks like nothing but a tangle of rails and jumps. But herein lies the beauty of this speedy, point-providing trick course. Trust us, you can make sense of this chaos, and it's a beautiful thing when you do.

Before the course begins, look for two BIG Challenges. The first is a Point Challenge and the second is a Time Challenge. Once the course starts, go the left to pick up a 3X Multiplier hovering in the air.



MAP LEGEND

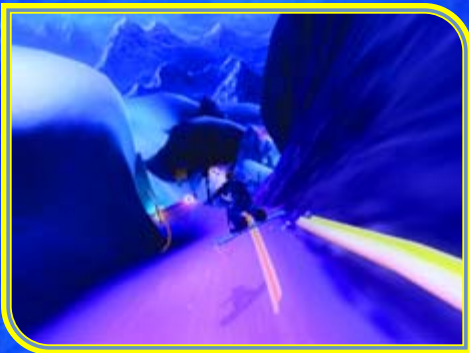
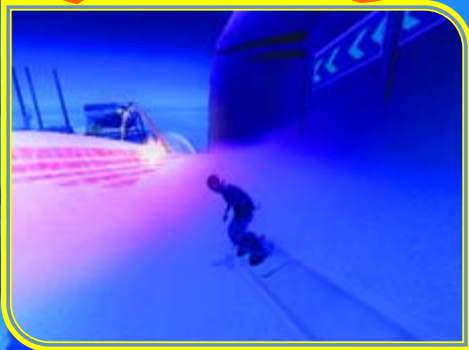
-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



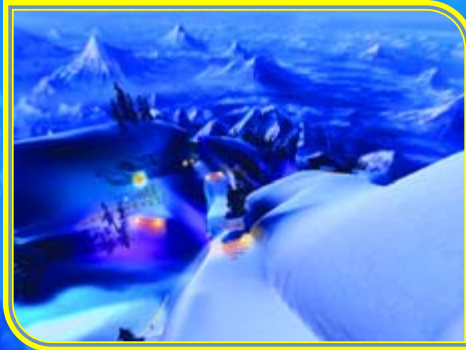
After this jump, notice a big ridge in the middle of the course, allowing you to go either left or right. Go right. A quarter-pipe straight ahead offers a 10,000 Point Icon way up high. Unless you have some pumped Attributes, you can't hit this Icon. Come back to the course another time, maybe when you're going for the Platinum!

Catch the rail left of here for a 10X Multiplier, and pull off some tricks because you can get a quick 40,000–50,000 points for doing a fairly standard combo. After landing, veer hard to the right to the rail on the right top area of the snow mound. You pick up a 2,000 Point Icon sliding down here. Combo to the next rail right below for a 2X Multiplier, and keep the slide going to another rail. Except this time, balance to the right because another Multiplier awaits, plus an entrance to a hidden path.

Kick Doubt



Proceed ahead and jump to the ledge above. Stay to the right after the jump, and jump to another ledge right after this. Nab the 2X Multiplier, and jump to another ridge.



Find a 5X Multiplier after this, and a small gap to jump over. Jump again and pick up the Collectible, being sure to slide on the rail to the left. Hit another small jump and pick up the 2X Multiplier. Keep going straight from here.






Take the jump after this, and combo two rails, being sure to veer right. From here pick up a 2X Multiplier, hit another jump, and pick up a 5X Multiplier. The points should be piling up by now if you keep those combos coming. Stay on the path after this and hit another jump, looking for a rail and a 2X Multiplier ahead.



Combo to the rail below, then link to the rail to the left. Get ready to Boost and jump ahead to the 3X Multiplier above the sign. Go left after landing on the rail or a 5X Multiplier. Instead of comboing to the rails directly below here, stay left and catch the big jump. A 10X Multiplier here lets you pick up major points easily. Now all you have left is a big ridge that gives you a load of air time. Rack up some more points, and get to the finish.



MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE



COURSE WALKTHROUGH

This is our favorite big air course. It's impeccably designed, and you can pull off a load of combos no matter how you make it to the finish. Of course, there's a way to get a ton of points,

PEAK 3, BIG AIR, MUCH-2-MUCH

EVENT STATS

SCORES TO BEAT FOR GOLD	
Heat Type	Points Needed
Qualifying	160,000
Final	180,000
Score to Beat for Platinum: 300,000	
* Time Limit: 1:00	
* Collectibles: 5	
* Challenges: 4	



Match = 2 = Match

described below! Watch for the BIG Challenges at start. The first asks you to pop a series of balloons by running into them, and the second is all about air time—23 total seconds to be exact.

After starting, hit the ramp on the right of the first sets of jumps. Pull off as many tricks as possible, stringing together Ubers, Super Ubers, or whatever else you can muster. Land and keep going straight ahead to hit the next ramp. Choose the one on the right this time as well.



Watch for boulders rolling down from the hillside above, because they'll knock you off your board. Just restart if that happens. After this jump, get some more big air and spin your rider to the left so you're prepared for the next set of ramps.



This time, stay to the left and go for a big boosted jump to make it high to the ledge well above the others. It may take a couple of tries. Once up there, be careful jumping the small gap between this and the next ledge. It's important to attain the second ledge, so you can then jump straight from there.



You get a ridiculous amount of air time falling from here, so pull off as many tricks as possible before landing. You go underneath a hole in the side of a mountain below, then to the finish line.



PEAK 3, SUPER PIPE, PERPINDICULOUS

EVENT STATS

SCORES TO BEAT FOR GOLD

Heat Type	Points Needed
Qualifying	500,000
Final	540,000

Score to Beat for Platinum:
900,000

- * Time Limit: 2:30
- * Collectibles: 8
- * Challenges: 3

COURSE WALKTHROUGH

It's hard to understand what's going on when you first set eyes on this Super Pipe competition. It looks like a jewelry store with all those Point Icons floating all over the place. Question is, how do you get to them? The one BIG Challenge at the start asks you to perform a series of called tricks.

The course layout works like this: There are two long Super Pipes above each side of the main Super Pipe. You could stick with the main Super Pipe trying to pull off combos before crossing the finish line, but what fun would that be? To score high in this event, you have to make it to the higher levels where huge Point Icons await.



MAP LEGEND

-  SINGLE STAGE BIG CHALLENGE
-  MULTI-STAGE BIG CHALLENGE
-  COLLECTIBLE SNOW FLAKE

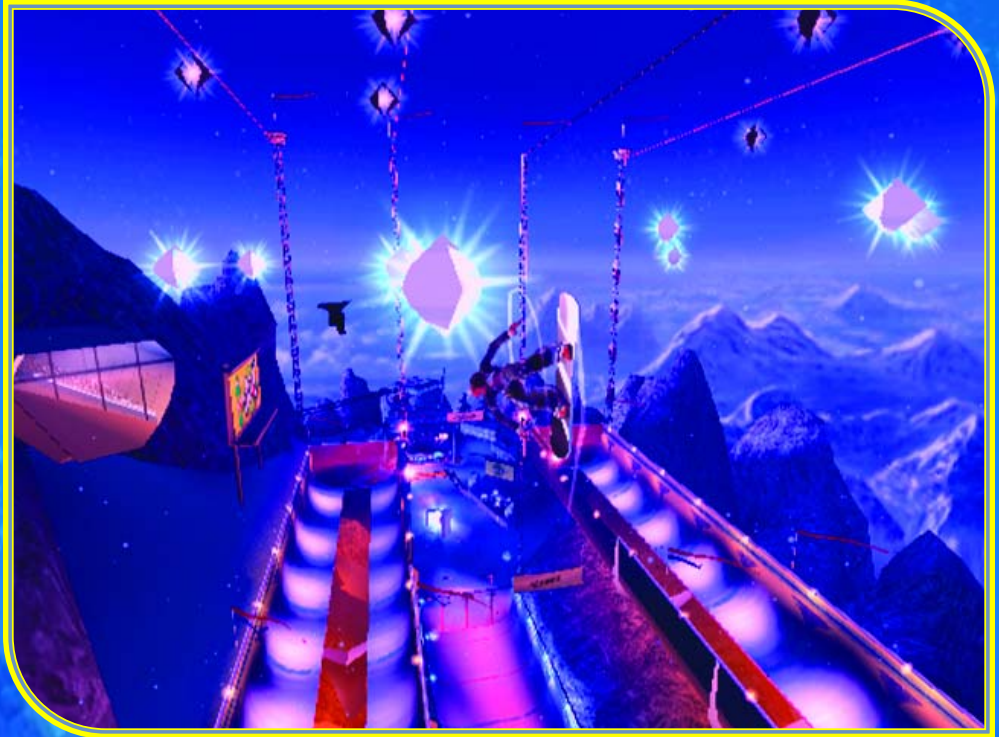
Perpendiculars



As you scream down the main Super Pipe performing tricks and combos, building up your Boost Bar, and eventually reaching an Uber or Super Uber state, you see a rail on the side of each higher Super Pipe. Problem is, this is dangerously close to the end of the main Super Pipe, where it's easy to fall out and get taken to the finish line below. Be careful when you near this area to handplant and transfer into either of the Super Pipes above.

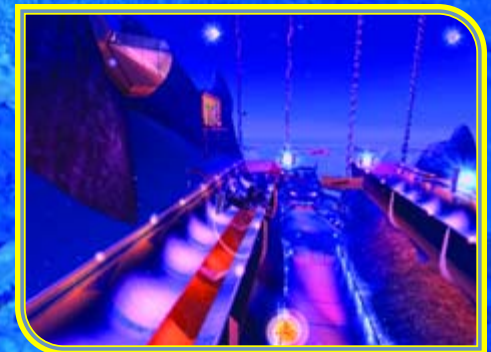
Once in the higher pipes, trick and combo all you want, keeping an eye on the clock. You collect 5,000 and 10,000 Point Icons here as well if you can build up enough speed and catch major air.

Notice a number of Collectibles on the hillside before each of the higher Super Pipe. Get these by jumping out of the higher Super Pipes and rail sliding down to the



main pipe. You have to do this several times to get all of them, but if you want to finish the game with a high percentage, it's a small price to pay. Don't worry about the Collectibles during the event. Pick them up during the Free Ride.

When the clock gets close to zero, quickly hit the finish, catching a couple of rail slides on the way just past the pipes, before the finish line. Extra points never hurt.





PEAK 3, BACKCOUNTRY, THE THRONE

EVENT STATS

- * Range to Achieve on The Throne Race: 2:40–2:45
- * Range to Achieve on The Throne Jam: 230,000–260,000
- * Collectibles: 44
- * Challenges: 5

Time to Beat for Platinum: 2:25
Score to Beat for Platinum:
500,000

COURSE WALKTHROUGH

When you begin on The Throne, you won't know which way to go. Jump over the ledge to right and begin the game's last regular event. Continue straight after this through the narrow area and onto a

jump. Grab some points here and fill your Boost Bar with tricks. Follow the path directly ahead after landing.

Start heading right through a cave, and rail slide on some ice spines sticking up. Drop down the path, staying in the middle or

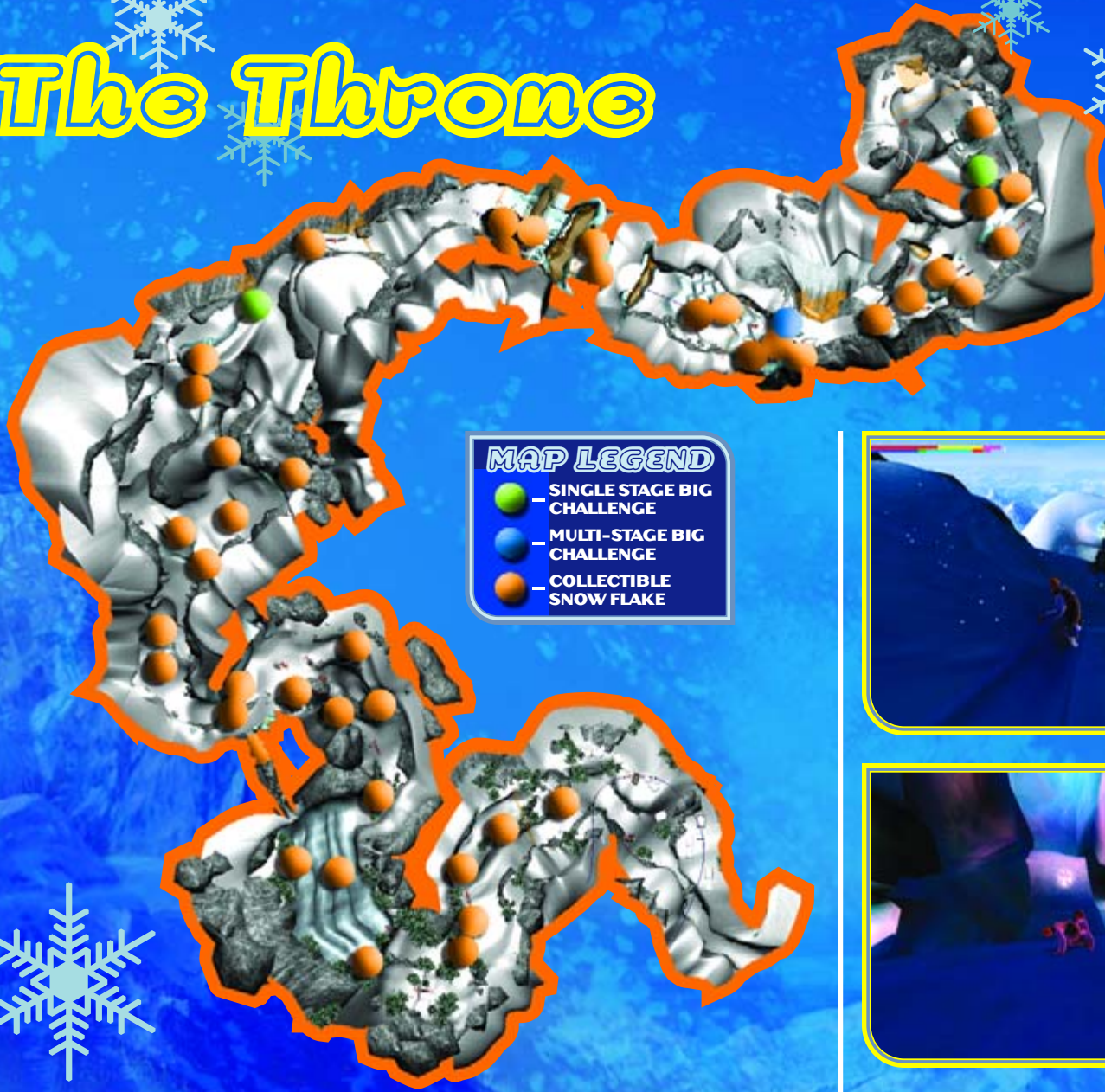


NOTE

This walkthrough applies to both the Backcountry Race and Jam. Just be aware of the mentions of ramps and rails because these areas are essential for scoring in the Backcountry.

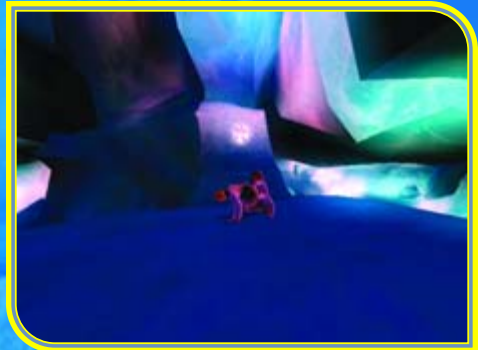


The Throne



MAP LEGEND

- SINGLE STAGE BIG CHALLENGE
- MULTI-STAGE BIG CHALLENGE
- COLLECTIBLE SNOW FLAKE



veering right. Hit the jump ahead and speed through an icy and fast area. Notice the Challenge in the middle of the track ahead. It asks you to knock over a series of punching bags, which proves to be one of the hardest Challenges on all three peaks, mainly because of how icy this stretch is.

Do a rail slide on the cannon ahead so it fires a round at the

ice cave ahead. This knocks big chunks of ice loose from the ceiling, filling the first of several chasms. Once inside the cave, watch for a small crevice to jump. Now look for a small, raised path in the middle of the track right after another small gap. Just after this, pick up the Collectible and enter the tunnel.

SSX3

PRIMA'S OFFICIAL STRATEGY GUIDE



You can catch some air jumping from here, especially if you Boost. Do so, and pick up some big points. Follow the path ahead, rail sliding if you wish. After you hit a jump, look for a BIG Challenge ahead. It asks you to pick up a number of Collectibles. If you avoid this BIG Challenge, you can go either left or right of a big ridge in the middle. Take the path to the left, follow the track a bit, then fall into chasm on right. You enter a tunnel.



Follow the path through this tunnel, coming out into an open area. Stay straight, and look for a small gap ahead. Jump this gap, connecting to the snowy ledge in front of you. Continue straight from here.



Another jump offers a Collectible. Keep going over the path for another Collectible. After a short time, you can rail slide on a half-fallen tree. As soon as you do, it tips and puts you into a tunnel. Jump over the small chasm, and head into an area that resembles three Super Pipes. Keep going straight, avoiding the giant snowballs rolling around in the Super Pipes behind you. Avoid the trees on the hillside below, and look for a tree to rail slide. Do so, then immediately go left.



You enter an open area with houses on the cliff. A plane that's having some engine trouble flies overhead. Curve right, making your way down the hill, into a valley. Sno-Cats wait below, letting you know this Backcountry Race is finished.





FINAL NOTES

Now that you've tackled all of the peaks and all of the Race and Freestyle events, the final Peak Race and Jam open up. As mentioned, both of these take you from the top of the mountain all the way to the bottom. So as you might expect, the best way to make it through all of this is use the particular walkthrough for a course while you're on it.

For instance, because the final Race takes you through all of the Backcountry and Race courses of all peaks, simply follow the walkthroughs for those areas. You have to board through several Station areas while heading down the mountain, but there isn't

anything surprising in any of these except five Collectibles each and a whole lot of rails.

For the Jam portion of the Final event, you go down the mountain on the same path, except this time for points. How are you expected to score big points on a Race course? For starters, even Race courses have their share of jumps and rails, so comboing and getting your Boost Bar into Uber territory isn't a problem. More importantly, remember the BIG Challenges on Race courses that asked you to score big points? Well, think of those as training for what you're about to do. Those Challenges forced you to find the big point areas on the Race courses.

Now you should be prepared to take on the two Final events of this enormous mountain. Enjoy the ride!





PRIMA'S OFFICIAL STRATEGY GUIDE

BIG Challenges

We provided the number and general location for each of the BIG Challenges found in each Event on each Peak in the Event walkthroughs, but we thought it would be handy to have all of them listed again in one place, this time with the proper names, descriptions and how each is broken up (if it's a BIG Challenge that's broken up into multiple stages it says "Multi" in the "Type" category, otherwise it'll say "Single").

NOTE

You're awarded a certain amount of money for each BIG Challenge completed, depending on the Peak. Finish Challenges on Peak 1 and you'll walk away with a respectable two-thousand. Win Challenges on Peak 2, and four-thousand will be your prize. Finally, complete the Challenges on Peak 3 and you'll pocket a whopping six-thousand bucks.

PEAK 1

SNOWJAM

Name	Type	Description
Thread the Needles	Multi	Jump through hoops, perform a particular trick or combo logs depending on the level
Point Challenge	Multi	Grab big points, depending on the level
Camel Backs	Single	Four grabs off of four rollers
Loop the Tunnel	Single	Ride the loop inside of the tunnel
What Sign?	Single	Knock over the billboard by grinding it
Speed Demon	Single	Race through the gates

METRO-CITY

Name	Type	Description
Warm-up Gates	Multi	Make all gates, then race against the clock in upper levels
Point Challenge	Multi	Big points on this Race Course
Flip Flop Fun	Single	Perform front and back flips
Grinding Tin	Single	Grind sequential rooftops

CROW'S NEST

Name	Type	Description
Pop the Kitty	Multi	Pop balloon animals, nab points and do the called tricks depending on the level
Reach For the Sky	Multi	Jump a set distance into the air, which increases on each level

R&B

Name	Type	Description
Play Safe	Multi	Get to the bottom with no wipeouts, and then get to the bottom with big points and no wipeouts in later levels
Seek and Slide	Multi	Grind objects of varying difficulty
Time Challenge	Single	Get to the bottom as fast as possible
Tight Rope Artist	Single	Perform the called rail tricks

THE JUNCTION

Name	Type	Description
Brash Bash	Multi	Break various colored panes of glass

HAPPINESS

Name	Type	Description
Stay Grounded	Single	Keep air time under eight seconds
Danger	Single	Avoid the falling ice
Dizzy Spells	Single	Perform the called spin tricks
Go Spelunking	Single	Find the items in the tunnels
Jump	Single	Air through five hoops

PEAK 2

RUTHLESS RIDGE

Name	Type	Description
Gate Masters	Multi	Make it through all gates
Point Challenge	Single	275,000 points on this Race Course
Cherry Picker	Single	Collect the icons and learn a new line

INTIMIDATOR

Name	Type	Description
Just Gates	Multi	Make it through the gates, then beat the clock and get big points
Point Challenge	Single	300,000 on this Race Course
Missing Masonry	Single	Grind across the left side of the broken bridge

LAUNCH TIME

Name	Type	Description
Over the Top	Single	Jump over the rock ledge and do a spin
Big Tricks Warm-up	Multi	Perform series of called tricks

SCHIZOPHRENIA

Name	Type	Description
The Hoopsta	Multi	Air through hoops of increasing difficulty

STYLE MILE

Name	Type	Description
Rail Wizardry	Multi	Grind rails and do tricks, depending on the level
Target Practice	Single	Hit all of the targets
Time Challenge	Single	Beat the timer to the bottom

RUTHLESS

Name	Type	Description
Shoot the Hoops	Multi	A mixed bag of tricks and tasks
Yard Sale	Single	Help a skier pick up lost equipment
Ridge Runner	Single	Grind all 5 objects

PEAK 3

GRAVITUDE

Name	Type	Description
Giant Slalom	Multi	A variety of slalom challenges, depending on the level
Point Challenge	Single	350,000 on this Race Course

KICK DOUBT

Name	Type	Description
Grinder	Multi	Perform grinds of set lengths
Play it Safe	Single	300,000 with no wipeouts
Time Challenge	Multi	Beat the timer to the bottom

MUCH-2-MUCH

Name	Type	Description
No Wings Needed	Single	Get 23 Seconds of air time
Popping Daddy	Multi	A mixed bag of tasks

PERPINDICULOUS

Name	Type	Description
Trick Sergeant	Multi	Perform a variety of called tricks

THE THRONE

Name	Type	Description
Combat Training	Multi	Hit a set number of punching bags
New Line Collectibles	Single	Grab the Collectibles
Play it Safe	Single	250,000 with no wipeouts

Artists

The Chemical Brothers



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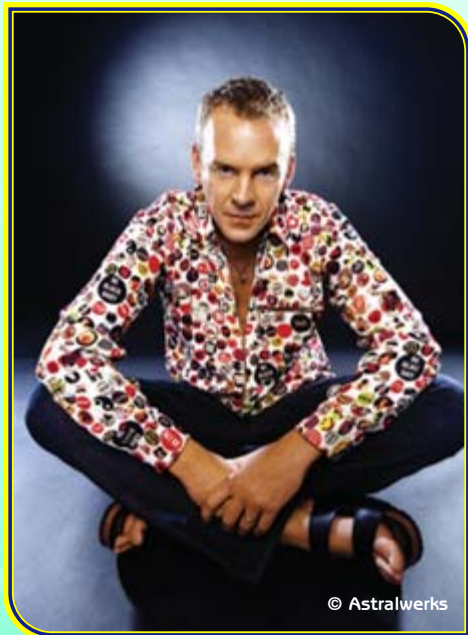
Since they first met over a decade ago, The Chemical Brothers (or Tom 'n Ed as they're more affectionately known) have been on a mission. Their aims: to find the sounds no one had heard before; to push music as far as it will go; to make each record fresher and more exciting than the last. From their first single "Song to the Siren" in 1992, to the brain-blitzing psychedelia of their last album, *Come With Us* in 2002, that's what they've done. On the way they've invented (and transcended) big beat, toured the globe, remixed the world, picked up a Grammy Award and a Gold Record, became the first British dance act to crack the Billboard Top 20, and basically made some of the most influential music of the decade.

How did they get there? Their story begins in 1989 when Tom Rowlands and Ed Simons met at Manchester University, both studying Medieval History. In the early '90's, Tom & Ed started DJing under the name The Dust Brothers (temporarily borrowed from the US producers) Their first DJ residency was at a deranged club night in a room below a grimy Manchester pub. Initially spurred on by not being able to find enough records with the right amount of 'boom', they perfected a sound under laboratory conditions that they tested out on a handful of remixes. The result was the aforementioned first single, "Song To The Siren" which sounded unlike anything else around at the time. The Brothers continued to DJ at the now infamous London club, The

Heavenly Sunday Social, playing a mixture of monolithic hip hop beats, pounding Euro techno and hands in the air, tears-rolling-down-the-cheeks rock 'n' roll. As the club came to an end, Tom & Ed finished recording their first album. After a swift name change Dust turned to Chemical and *Exit Planet Dust* was released to rapturous acclaim. But it was The Chemicals second album *Dig Your Own Hole* that surpassed all expectations by rewriting the formula on virtually every track. The first single "Setting Sun" (with vocals from Oasis' Noel Gallagher) became their first single to hit the American charts.

Their third and fourth albums *Surrender* and *Come With Us* saw The Chemicals take their sound even further, pushing the musical boundaries to the limit and beyond. Their brand new collection *Singles '93 - '03* compiles their rocket powered early singles like "Song To The Siren" and "Chemical Beats" to the recent psychedelic mindblowers "Star Guitar" and "The Test," as well as two new tracks ("The Golden Path" and "Get Yourself High"), making it a perfect example of why The Chemical Brothers are arguably the most forward looking, mind-expanding musical force Britain has produced in the last 30 years.

Fatboy Slim



© Astralwerks

Fatboy Slim is the fun-loving guise of Brighton, England native Norman Cook. Over the course of his musical career, he has undergone numerous musical makeovers. He first began as the bassist for the eighties Brit-pop band, The Housemartins. Having had enough of the band thing, he switched gears and founded the funky outfit Beats, International. Still feeling that his call was more as a DJ and producer, Cook began making tracks under his own name as well as numerous alias, including Mighty Dub Katz, Freak Power, and Pizzaman.

His debut album as Fatboy Slim, *Better Living Through Chemistry* was an instant smash featuring the infectious "Going Out Of My Head" which sampled a riff from the Who song "Can't Explain." But it was his sophomore effort; *You've*



© Malaw 388 Ltd. / T/A source UK

Audio Bullys

Come A Long Way, Baby that catapulted him into the spotlight. The album's two singles, "The Rockafeller Skank" and "Praise You" were radio and MTV mainstays. The album went on to gain Platinum status as well as garner three MTV Video Music awards. His next album, *Halfway Between The Gutter and The Stars*, included the Billboard Club smash "Star 69 (What the F***)" with vocals by Roland Clarke, and "Weapon of Choice" with vocals by Bootsy Collins. The video for "Weapon of Choice," featuring the dancing Christopher Walken, and directed by Spike Jonze won an unprecedented six MTV Video Music Awards including Breakthrough Video. In addition to his penchant for great songs, Fatboy Slim's success can also be attributed to being one of the most in-demand remixers in the world and of course for his mind-blowing DJ sets, spinning dance-floor anthems and old school favorites to create a non-stop party that will leave you sweaty and smiling.

Look for a brand new Fatboy Slim album in 04!

Audio Bullys are the sound of two young West Londoners (Simon Franks and Tom Dinsdale) that have grown up raving to the basslines of hardcore, garage and house. On their first album *Ego War*, the Bullys take in everything from ska and punk, to funk and rap, making music with the easy lad-ish charm of Squeeze or Madness, with sub-bass beats that tell you to do more than just raise your hands. With a raucous energy and streetwise swagger, this is a young band that blends the dynamism of The Who with the wry social commentary of The Kinks, and combines it with the ribcage-bending thump of UK club culture. Audio Bullys compel you to rake over the coals of new wave, ska, and punk for reference points: it seems odd for a band whose members were both barely born in 1980. The Bullys create dance music made without recourse to the rulebook, reflecting both an ear for a classic hook and an eye for the dilemmas of life as a young man growing up in London. When everyone seems to be proclaiming the death of the music industry, Audio Bullys are two kids still refreshingly hooked on both buying and making records. On taking a short lifetime's worth of music and recycling it into the freshest sound you'll get this year.

K=OS



Listening to k-os is the greatest way to understand him. Kevin Brereton, aka k-os (pronounced: chaos), is the answer to the repetitive and monotonous hip-hop that plagues today's music because he doesn't hide behind a fabricated image or over-produced beats. On his first album *Exit*, his music is raw and minimalistic, often embracing the concept of musical space. And while apparently sparse, the organic beats still ring with a boom-bap quality, capable of bringing words to life. K-OS is truly a triple threat - rapper, singer and producer. He offers a unique style of acoustic hip-hop and soul that takes listeners on a

spiritual journey. k-os' music is deliberately contrasted by his clever and complex lyrics. He's a thinking person's emcee, challenging listeners to absorb his words and seek out truth. He shares life lessons acquired from living in Toronto, Trinidad, Vancouver and L.A., and the wisdom that comes with exploring religions such as Christianity, Hinduism, Judaism and the Islamic and Rastafari schools of thought. Enveloped by the intimacy of his voice, words pass easily between song and rap, while maintaining provocative and enlightening content. And his singing voice, never classically trained, is so stirring it soars even when accompanied by only an acoustic guitar.



The Faint

The Faint, from the thriving Omaha music scene, are: Todd Baechle (vocals, synthesizer), Clark Baechle (drums), Joel Petersen (bass), and Dapose (guitar). From their beginnings as a low-fi pop band releasing cassettes to the release of their electronically charged new *Dance Macabre Remixes* album, The Faint have always been a band which is in constant evolution. In 1998 they released their first album *Media*, with songs ranging from dancy, brit-pop anthems to a collaboration with an all-acoustic folk ensemble. In 1999 the new wave themed *Blank-Wave Arcade* album put the band on an entirely different level. Being a band relatively new to synthesizers and electronic music in general, The Faint found themselves on the same page as artists in the early eighties-- looking toward the future of music while at the same time trying to come to terms with the new technical aspects of their own work. They amazed audiences across the nation with their



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Placebo

Make what you will of it, but Placebo thrive on ambiguity and confusion; a glorious noise which at once both confronts and celebrates the uncertainties at the heart of the band.

Placebo is Brian Molko (vocals, guitar), Stefan Olsdal (bass, guitar & keyboards) and Steve Hewitt (drums). One American, one Swede and one Englishman. Placebo's first self-titled album, *Placebo*, was recorded in Dublin and released in the summer of 1996.

The band was clearly visible throughout much of 1997: headlining their own UK tour and supporting U2 on many of the Popmart European dates. Placebo were also invited by executive producer Michael Stipe to play parts alongside Ewan McGregor and Eddie Izzard in the acclaimed

film, "Velvet Goldmine," released in the autumn of 1998. By the time the movie opened, Placebo were also preparing for the release of their second album, *Without You I'm Nothing*, which sold over a million copies worldwide. Placebo returned to the studio in 2000 to record their third album, *Black Market Music*, followed by their fourth album, *Sleeping With Ghosts* in 2003. This latest effort was produced by Jim Abbiss (The Music, UNKLE & DJ Shadow) and is their most emotionally reflective yet explosive album to date. *Sleeping With Ghosts* is a stunning achievement. It weaves furious scatterbeat electronics into searing, soul-baring elegies that are simultaneously dark, maudlin and riveting.

explosive live show.

Their last studio album, *Danse Macabre* showcased *The Faint* in a slightly darker, more developed form. It was a contemporary album of dance driven electronic music with the exaggerated accents of a rock band. This led the way to their latest release, *Danse Macabre Remixes*, a remix album that spanned the breadth of electronic and dance music that reinterpreted, mashed up and remixed the *Danse Macabre* album. Fusing punk urgency with the gadgetry of technology, they are changing the landscape of the underground. *The Faint* are truly the rock band for the new millennium.



Røyksopp



Torbjorn Brundtland and Svein Berge are partners in crime as the Nordic funksters known as Røyksopp. No two people are better suited to be releasing the first musical meanderings of the 21st century than these boys. Brundtland and Berge were born and raised in Tromso, Norway (very near the Arctic circle). While most kids in their school were playing heavy guitar the two boys were experimenting with electronics. Finding the school music room a bit lacking in electronic gizmos the duo hit on the clever habit of borrowing pieces of equipment from electronic shops to test



them out, using them to make music, then taking them back and choosing a different sound source. Going their separate ways after leaving school, the pair reunited in Bergen, Norway (the second largest city in Norway) in 2000. Thus began the creation of Røyksopp and the beginnings of their first full-length album, *Melody A.M.* in 2002.

So how do they describe their sound? In a sentence, imagine combining the harmonies of film music and of classical composers such as Erik Satie with the analogue warmth of Seventies and the fatness of the Eighties through beat programming. And no two people are better suited to be releasing the first musical meanderings of the 21st century than these boys. Their album twinkles like the Northern Lights, has the warmth of a well-worn Rhodes, and manages to mix up styles like *Love Unlimited* having a snowball fight with *Mad Professor* over at Brian Eno's pad.

Basement Jaxx

Basement Jaxx are Felix Buxton and Simon Ratcliffe. The duo has been honing their unique brand of "punk garage" for years. Basement Jaxx first started as an ideal, an attempt to get back to the roots of house and the original jack-your-body all night long abandon of the Chicago loft parties. Even before they released their first EP in 1994, Felix and Simon had thrown the first illegal Basement Jaxx parties in a dodgy Mexican restaurant in pre-gentrified Brixton, London. The dubious attentions both of the police and the local crack dealers soon put a stop to that, but by then the pair were ensconced in Simon's (then literally) bedroom studio, cooking up their own mix of New York house with London club attitude. The result was their debut album, *Remedy*, which led *Rolling Stone* and *Spin* to declare it one of the "Best Albums of the Year." That was followed by *Rooty* whose sheer audacity of merging of R&B songs with house tempos, mixing punk with bone-crunching garage beats, booming bass with Tijuana trumpets was the kind of album Prince fans wish their idol could still make. The unique Basement Jaxx sound, forged in the furnace of their club, is an innovative mash-up of underground music mixed with Latin, with ragga, with hip hop, is the perfect musical fusion for a pogoing dance party. The brand new Basement Jaxx album "*Kish Kash*" is their latest stunning musical offering.



The X-Ecutloners



Founded in 1989, the DJ collective then known as The X-Men was originally formed by a cadre of teenage New York City turntablists out to vanquish rival J group The Supermen in turntable battle. Over the years, members came and went, but with each new championship title captured by the indomitable X-Men it became ever more clear: these heirs apparent to old-school DJ greats Kool Herc, Afrika Bambaataa, and Grand Wizzard Theodore were destined to become legends of hip-hop in their own right, heralds of a new, unstoppable DJ movement, and the inspiration for a whole generation of fledgling turntablists.

Underground success led inevitably to mainstream notice and critical acclaim, and in 1997, The X-Men, now known as The X-Ecutloners, signed with renowned indie hip-hop label Asphodel. The fruit of that deal, their premiere album *X-pressions* (Asphodel, 1997), was the first solo album ever released by a DJ group. In 1998, Steve Rifkind, CEO of Sony Music's Loud Records, saw the X-DJs perform live in an L.A. club. Instantly hooked, he orchestrated a four-record deal for The X-Ecutloners, of which their 2002 hit album *Built From Scratch* was the first. An as-yet-untitled upcoming third album is currently in production, and is slated to be released sometime in 2004.



SSX3

PRIMA'S OFFICIAL STRATEGY GUIDE



Swollen Members

In 1996 Swollen Members began recording their first tracks as a group as well as collaborating with other talented MCs, DJs, and producers who they had linked up and built friendships with. They received praise for the quality of the tracks they created, and it became clear that it was time to start releasing material as a group. With the release of three 12" singles on Mad Child's own independent record label Battleaxe Records, Swollen Members quickly established themselves with hip hop fans and built an underground following. These singles laid the foundation for the next step, the release of Swollen Members' debut album, *Balance*, which netted Swollen Members a Juno Award for Best Rap Recording.



N*E*R*D

The Neptunes reign as today's most successful hip-hop production team. Over the last several years, they have helped propel the talents of a number of artists, their punctuating beats and syncopated

rhythms fueling a unique sonic aesthetic. They've worked with current chart toppers (Jay-Z, Mystikal, Backstreet Boys), thuggish hip-hoppers (Noreaga), eclectic performers (soulstress Kelis, Ol' Dirty Bastard), worked with longtime superstars (Janet, Mary J Blige, Babyface, Usher) and alternative ska icons (No Doubt). Together, Pharrell Williams, Chad Hugo and Shay under the name N*E*R*D released the album *In Search Of...* mixing everything from hard hip-hop beats to black psychedelic pop to classic rock to new wave.

The Swollen Members' second album, *Bad Dreams*, showcased their advancement and maturity, going platinum and spawning three hit singles: "Fuel Injected", "Bring it Home" and "Take it Back", nabbing the Swollen Members another Juno and four MuchMusic Video Awards. Swollen Members' latest album, *Monsters in the Closet*, takes the raw, heavy substance of *Balance* and combines it with the polished maturity of *Bad Dreams*. Guests include multi-platinum selling artist (and long-time friend) Nelly Furtado, Def Jam recording artist Saukrates, plus production from Evidence (Dilated Peoples), Saukrates, Kemo and others.

Pharrell Williams notes, "We're influenced by so much, from Stevie Wonder to Steely Dan, Donny Hathaway to America. That's why N*E*R*D is from the heart. When I say the heart, it's like, if you spread your arms out and you put hip-hop in one hand, all the syncopation and hi-hats and drums, and in the other you put all the feeling and psychedelics of classic rock of the '70s. Somewhere in the middle, where they meet is right near the heart. That's where you'll find N*E*R*D—the heart. That's a perfect point of existence for N*E*R*D." Expect a new album in 2004.

Kinky



© Sonic 360 / Netzwerk America LLC

A saucy five-piece with a penchant for creating momentous, multi-layered electro-pop love songs that pulse with the energy of live norteno and cumbia sounds, Kinky are charming heartthrobs for an increasingly global groove conscious public. They're also among an all but endangered breed of bands that are eclectic without artifice, which is as a result of their genuine cross-section of musical roots and interests.

Formed in 1998, Kinky first caught the ear of U.K. producer Chris Allison (whose credits include work with The Beta Band and Coldplay) from an early demo he came across. Allison encouraged them to keep writing and sending songs to him. Kinky then stormed the Battle of the Bands in New York at the annual LAMC (Latin Alternative Music

Conference) in August 2000, beating out ten other finalists to win the contest for outstanding, unsigned Latin American bands. Shortly thereafter and amidst vying attention from other labels, Chris Allison officially signed Kinky to his London-based Sonic360 group of labels and headed into the studio in Monterrey with them to produce their debut, self-titled album. Within the sonic twists and tumbles of their self-titled debut album, Kinky manage to capture the peaks and valleys of the clubbing experience. Their focus on the universal principles of funk help to serve up a sensual musical feast that you can't help but devour. Their wildly infectious stage show, which frequently finds band members swapping instruments, ignites the room (whether a nightclub or rock venue) into a spirited, participatory celebration.



SSX 3 PS2 Online

Select Network Configuration

CREATE NEW/EDIT

This should be covered in the manual supplied by Sony when the user purchases a network adapter.

SELECT YOUR NETWORK CONFIGURATION FILE

This is simply the menu selection for the Network file you created through the Sony tool.

You must have created a Network Config file before you can even start to play SSX 3 Online. You can always press **■** to bring up the Help pop-up for a quick summary of the controls. Pressing **●** allows you to refresh the card, just in case you place a new memory card with a different configuration file on it.

CREATE NEW ACCOUNT

Create a new account. Both your account name and your password must be 4-16 characters in length.

At any time, you may access the Membership Agreement by pressing **●**. If you are between the ages of 13-17, you must provide a valid guardian or parent email address, to let them know that you have requested registration for Electronic Arts online service. You must be at least 13 to register for the online service. Accept the terms of the EA online service membership agreement to finish the account creation. At any point in the process, press **●** to access the Membership Agreement.

If you've chosen an existing account name, a duplicate name screen will pop up, giving you suggested account names. Either pick a suggested name or choose a new account name.

Once the account has been created, you will be asked whether or not they wish to save this account information to the memory card. It is recommended that you do, so you won't have to manually enter the user account name and password each time you wish to play online. You can also use your screen name from other services as your EA account name: AOL, AOL

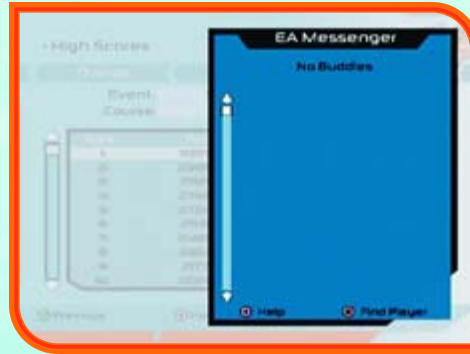


Instant Messenger (AIM), Compuserve 2000 or Netscape AOL Instant Messenger.

NOTE

You can use an existing EA account or register an existing AOL, AIM, or Netscape name through the website.

EA Messenger



This is the main communication mode for users. Press **○** to activate EA Messenger. To add a buddy to the list, press **○** to bring up the keyboard and enter your buddy's name (once EA Messenger is up)—it must be the exact name and no wildcards. Once a buddy has been added, you can see whether or not the buddy is offline, online, or playing a different EA game. You can also add a buddy from the online action menu in a chat room, or when they have sent you a message or challenge. Once a buddy has been selected, you can challenge them to a game (if the buddy is on *SSX 3*). Send them a message, remove them from the Messenger, or block them (if they are annoying you). You may have up to 40 buddies in EA Messenger.

Messenger will pop up icons to tell the user what action has been performed by a buddy. A "star burst" icon indicates that a challenge has been placed and a "mail" icon indicates that a message has been sent to you.

Lobby



The lobby is divided into four different channels. Each channel is geared towards different levels of players (Beginner, Advanced and Elite). The last channel available is the Voice Channel. This channel is for users that have headsets.



The right side of the screen will give the user a quick display of who is in each room within a channel. The Right Analog stick is used for scrolling up and down lists within online play.

Create Room is available to create private rooms for you and your buddies. You have the option of selecting on which channel to create the room and place a password (optional).

Select Login Type

"Use [Account Name]" is where you'll get online (once an account has been created). If you've forgotten either your account name or password, hit "Use Another Account." Request the account name by entering your email address associated with your account or enter a valid account for password retrieval. "Delete Account" is used if the user wishes to delete the current account information off the memory card.

Select Persona

A persona is a name that is identified with a user, and it is used to track your online stats. You are able to create up to four personas per account. Press **○** to delete a selected persona, or you can use this screen to edit your account. You can create your online persona from scratch or carry over an existing one from any other EA sports game.



Inside a Room

This is the main forum where users will hang out looking for a challenge, talk to each other and make new friends, or discuss SSX 3 tactics. The top left box is a listing of available players within the room. The bar beside the player's name indicates how strong their connection is. More bars mean a faster connection. The bars are color divided, red being the slowest connection and green being the fastest.

The top right box will give the user a quick summary of stats for the other player.

The bottom box is the Chat box. Here, you are able to chat with other players. To type a message, press **L1** to bring up a keyboard and type away.

NOTE

There are 10 quick key messages; these are pre-made messages designed to help slow typists. In addition to the 10 messages, you can create new ones.

High Scores

The High Score center allows users to see who is holding the current record on race courses or freestyle events. You are able to select the different types of events and the courses by going to either the Race or Freestyle tab.



Setup Character

This is actually the same flow as the character select in the front end. It allows the user to configure the way they look for online purposes. All those accessories you've bought while out conquering the mountain can be taken online.

The SSX World

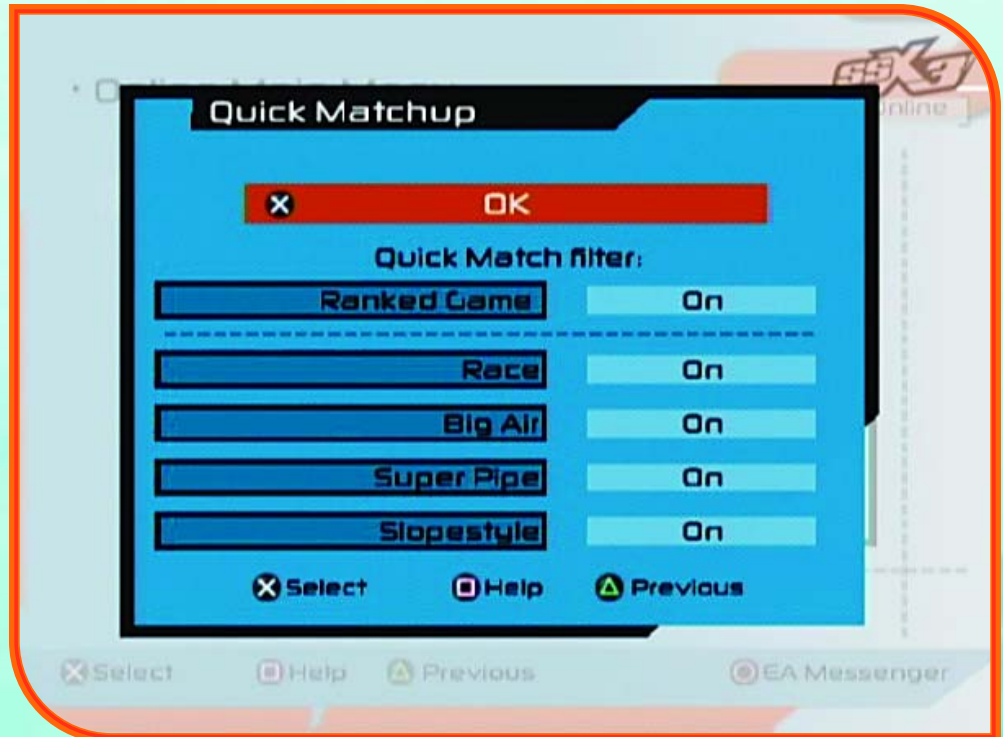
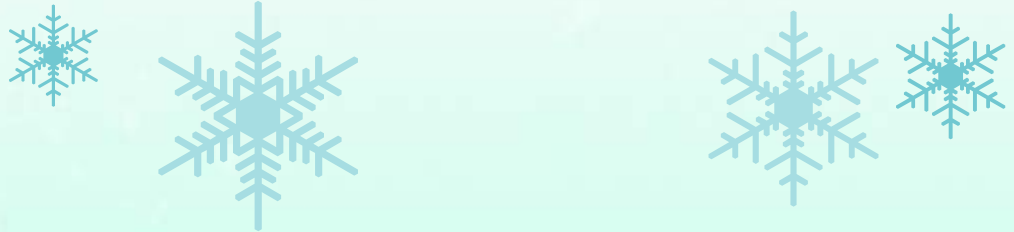


This menu contains a couple of sub menus. These include:

Server News: This is where information regarding the game or server will be announced. These include special updates, or EA news events or server maintenance.

Quick Messages: This will allow users to pre-configure messages. Once this is done, they are able to use the quick keys (Q1 - Q10) on their keyboard to quickly type in messages into the chat windows. Pressing **X** will bring up the keyboard and allow the user to change the messages around. Any time you wish to view the Membership Agreement, the whole document can be accessed here.

Options: This allows the user to access SSX 3 game options.



Log Off

When you're tired of playing online, select Log Off to disconnect the internet connection and continue back to the Single Player game.



Quick Matchup

Quick Matchup is a simple way of connecting users together for a quick game. The matchup will try and match you with someone close to your skill level and ping time to server.

Ranked Games

Ranked Games are games that have standardized rules. The results of these games will be

tracked and if you're good enough, you may even earn a spot in the High Score tables.

Ranked games will take a character and automatically set them at a "Level 8". Rule sets are not able to be changed in Ranked Games.

Unranked Games

Unranked Games are games where you are able to bring your characters from Single Event into Online play.



Challenge Pop-up

When you want to challenge another player, all you have to do is highlight their name and press X (either through the Channel or EA Messenger). From this point a pop-up will show up, and once "Challenge" is pressed, the challenge overlay will appear. This is the main challenge window. From here you will be able to set up the challenge against the other player. The first selection is "Select Event". This takes you to the map screen and allows you to pick a course on which to challenge the other opponent. For Ranked games, the rule sets will be grayed-out, as ranked games are standardized. For Unranked games, you're able to modify the rule sets such as number of AI riders, Power-ups, Multipliers and Point Icons.

Once the challenge has been configured, press submit to issue the challenge.

CHALLENGE RECEIVED

If a challenge has been issued to you, you will notice a "star burst" icon beside EA Messenger. Press ● to bring up EA Messenger and then press X on the challenger. This will bring up the Challenge Received pop-up. If you decide that this is the challenge in which you wish to play, all they have to do is "Accept" the challenge.

CHARACTER SELECT WITHIN A CHALLENGE

You can select which character you wish to use from this menu. How you configure your character, or accessorize, will be represented once the character is in the game. If you are playing a ranked game, you'll notice that your stats are standardized to "Level 8". Voice over IP is activated at this point.

BRAGGING RIGHTS WITHIN A CHALLENGE (UNRANKED)

This screen will only show up if the user has selected an unranked game. These set of rules are the same as the multiplayer rule set. Once both players have accepted their rule sets, it's off to the game they go!

Keeping up with the Competition

As an EA SPORTS BIG online competitor, you can log into the website with your username and any of your personas. There, will be your personal career page, which details the matches and stats for all of the EA SPORTS games you play. Take your game to the next level by keeping up with the latest news, and find out about upcoming tournaments and



contests that allow you to compete for prizes. Now you can stay in the thick of things even when you're not in game. At home, at work (when the boss isn't looking), or anywhere else where you happen to have a computer, you will have access to:

- * High Scores and Best Times on the Leaderboard
- * Individual track info with current leaders
- * Results from your most recent game
- * Detailed stats overview to compare you against your opponents
- * Personal Bests
- * Personal Leaderboard of buddies from EA Messenger that you can make public or private for your own tournaments

Even if you're not a competitor, it's worth a visit just to see how your performance would match up!

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