

If you have any question or simply want to contribute or give your opinion, feel free to E-mail me. However, I will not reply the following topics: flaming (If you want to criticize my faq, do it in a moderated way), personal opinions about the game, foreign languages (I only know Portuguese and English) and contributions with lack of information. If you find any error in this faq, PLEASE correct me!

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Version 3.4
 -Added the last Pro Trickmaster trick to the list
 -Credits section updated

Next Update
 This should be the final version of this faq unless I find out anything else to add, but I doubt It will happen.

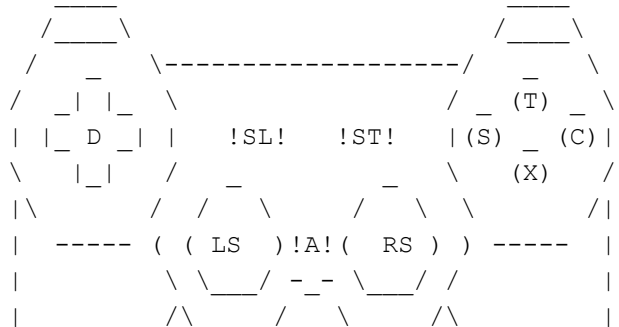
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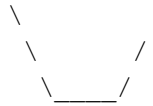
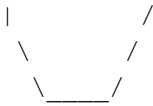
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          1. CONTROLS
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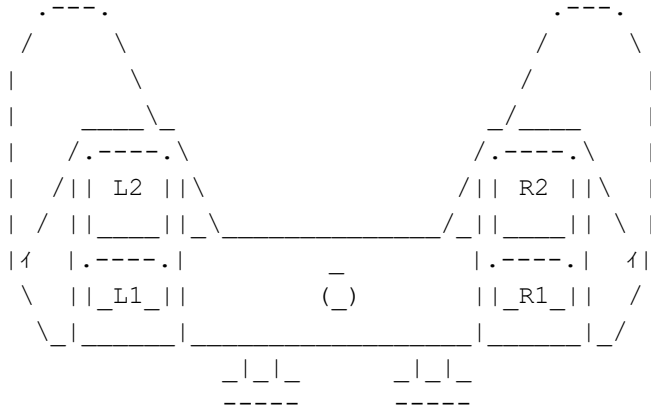




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|Direccional Buttons (D) | Move left and right |
|Left stick (LS)        | Move left and right (analog mode)|
|Right stick (RS)       | Not used |
|-----|-----|
|Triangle (T)          | Slide |
|Circle (C)            | Flips (with Dir. buttons in air) |
|Square (S)            | Add trick |
|Cross (X)             | Jump (hold to power up), trick |
|                      | (with Dir. buttons in air) |
|-----|-----|
|Analog (A)            | Set to analog mode |
|Select (SL)           | Not used |
|Start (ST)            | Open in-game menu |
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| L1      | Left punch (if "Fighting" option is active) |
|-----|-----|
| L2      | Brake, Rotate (in air) |
|-----|-----|
| R1      | Right Punch (if "Fighting" option is active) |
|-----|-----|
| R2      | Foot switch, Rotate (in air) |
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*****
+                               2. Tricks List                               +
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Here's the list of all the tricks in the game:

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| Tail Grab      | Down + X |
| Sad Air        | Up + X   |
| Indy           | Left + X |
-----

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Backside	Right + X	
Mute Grab	Diagonal Up/Left + X	
Melancholy	Diagonal Up/Right + X	
Stalefish	Diagonal Down/Left + X	
Lien Air	Diagonal Down/Right + X	
-----	-----	-----
Tailshift	Down + X(hold) + Square	
Stiffy	Up + X (hold) + Square	
Indy Nosebone	Left + X(hold) + Square	
Method	Right + X(hold) + Square	
Japan Air	Diagonal Up/Left + X (hold) + Square	
Method Melon	Diagonal Up/Right + X (hold) + Square	
Stalefish Tweak	Diagonal Down/Left + X (hold) + Square	
Crossbone	Diagonal Down/Right + X (hold) + Square	
-----	-----	-----
Backs. Shifty	Left + Circle	
Fronts. Shifty	Right + Circle	
Back Flip	Up + Circle	
Front Flip	Down + Circle	
-----	-----	-----
Nose Slide	Up + Triangle (air and ground)	
Railslide	Triangle (near sliding rail/edge)	
Hand Plant	Down + Triangle (Half pipe's edge only)	
Fronts. Rotate	L2 in air(from 180° to 1800°)	
Backs. Rotate	R2 in air(from 180° to 1800°)	
-----	-----	-----
"Double" tricks	2x the same trick	
"Triple" tricks	3x the same trick	
"Quad" tricks	4x the same trick	
"Hyper" tricks	5 or more times the same trick	

Note: This list was based in "Regular foot". For "Goofy foot", frontside and backside moves are switched

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3. BOARDS LIST
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There are a total of 34 Boards in two different classes: Freeride and Freestyle. Each board is rated by three stats: speed, stability and response. And what's the difference between Freeride and Freestyle boards?

-Freeride boards are usually used for races, so speed is the most important thing. Freeride boards have a better speed than Freestyle Boards.

-Freestyle boards are used for events like Slope Style where you have to do a lot of tricks and manoeuvres. In those events, a good stability and response are more important than speed.

All the stats are important, but for some events, some of them are more important than the others. That's why you should choose your board before entering an event.

This is the list of all the boards in the game and which character uses them. Each "Pro" only uses two different

boards (one Freestyle and one Freeride). They can only use their own boards, which means they cannot use the secret boards. Players and costumized players can use any board.

Initial Freestyle boards	Character
X 156	Darren Cingel
Balance 48,5	Natasza Zurken
Zeppelin 151	Brian Savard
EX 158	Jimmy Halopoff

Extra Freestyle boards	Character
Punch 37	Shaun White
Futura 155	Tricia Byrnes
Variable 157	Noah Salasnek
Dimension 156	Andrew Crawford
Seven 53	Jason Brown
Fuel 156	Jennie Waara
M3 56	Chad Otterstrom
Balance 57.5	Ross Powers
Rippee 58.5	Jim Rippee
M. Taggart Pro	Michelle Taggart
Fat Bob 162	Chris Engelsman
JP 148	JP Walker

Secret Freestyle board	Character
Brushie 153	None*

Initial Freeride boards	Character
C 148	Darren Cingel
Custom 48	Natasza Zurken
Stealth Eldo 159	Brian Savard
Ultimate 159	Jimmy Halopoff

Extra Freeride boards	Character
Punch 42	Shaun White
Luna 147	Tricia Byrnes
Maverick 164	Noah Salasnek
Lithium 156	Andrew Crawford
Seven 56	Jason Brown
Timelsee 155	Jennie Waara
M3 60	Chad Otterstrom
Custom 64	Ross Powers
Fluid 64	Jim Rippee
550 Series 156	Michelle Taggart
Ultima 166	Chris Engelsman
DS 159	JP Walker

Secret Freeride board	Character
Mahaffey Pro	None*

complicated (in fact, it is, because you have to press a lot of buttons at the same time), but after you get used to it I guarantee that with a good combo like this you can hit the 12.000 points sometimes. Your combo should be something like this:

3x Backflip + 720 + 2x Tail grab + Indy + Sad Air
+ Tail shift + Indy nosebone.

6. A good combo doesn't happen all the times. You shouldn't be worried about that. If you can get between 5.000 and 8.000 points in Half Pipes most of the times, that is perfect. Hitting the 10.000 only happens a few times (unless you are a very good player). There are areas where it's hard to get more than 5.000 points, since there are no good places to jump. Don't expect a lot of points all the time.

7. It is important to select the type of board you want to use in each event. Although you don't have many options at the beginning, you will need them later. For example, it's hard to do the three Backflips in the Trick Master mode if you don't choose a board with a good response. If you can't win an event because you need a faster board or one stable board, then you should customize your own board.

8. At the beginning of a race (Downhill or CBX), press X to do a small jump and gain some advantage over the other snowboarders. This will not guarantee you the first place, but it's a good way to start.

+ 5. EVENTS DESCRIPTION +

There are a total of six different types of events. They are: Down Hill, Slope Style, Half Pipe, Big Air, CBX and Special. I'll give you a description of each one of them.

-Down Hill: A race down the hill against three snowboarders. No points are required here, and the winner is the first to reach the end line. You should also try to beat the record time.

-Slope Style: Go down the slope doing as much tricks as you can. You have a limited time and your performance also counts. There are a lot of obstacles you can use to upgrade your points.

-Half pipe: This is the best place to use you best tricks. There is a time limit to do as much tricks as possible. The Half pipe provides you great jumps, so use your combos a lot to impress the spectators. Show them what you can do.

-Big Air: One very big jump awaits. Go as fast as you can and while in the air do as much tricks as possible. You can only use one combo here, and you must use a good one because you need a lot of points.

-CBX: Run against three more snowboarders and try to get the first place. Passing the finishing line in first is not enough to get a record and the first place. There are penalties for those who miss the gates.

-Special: These are only bonus events. Some of them are very strange, like tagging snowmans or running from an alien invasion. Unlock the special events and find out how they are.

+ 6. WALKTHROUGH +

Here's the complete walkthrough to all the events. This walkthrough is based in "Pro" mode. You should complete the other modes before. Try to achieve first place in every single event, then go for Pro mode. You can also use these advices to complete Rookie and Veteran modes.

A) Single Events / Tournament modes

You might be wondering why I put these two modes together. Because they both have the same events, so you will be using the same strategies for the two. In Single event, you choose a mountain, an event and you try to get first place. In Tournament mode, you have to play in some of the the events available in Single Events mode (except the Special events) to get the first place at the end. You can save your game in the Tournament mode and you should do it, because if you lose an event you only need to load your last save instead of playing everything from the beginning.

In some of the events (Slope Style, Half Pipe and Big Air), you have to do three runs. The final score will be determined by two of the three runs.

-Best run + second best run = final score.
This means you always have an extra run to get a better score.

In Tournament mode, you will receive points after each event. The points you receive are determined by your position at the end of the event.

- 1st position: 500 points
- 2nd position: 300 points
- 3rd position: 200 points
- 4th position: 100 points

You don't need to achieve the first position in all the events to win the tournament. However, your final score must be the higher one at the end of the tournament.

!!
----- VERMONT -----
!!

Down Hill

Very easy. Pick up the fastest board. At the beginning, press X to do a small jump to gain speed and get the first place. Now you have to maintain your position until the end. Jump sometimes to gain speed, but don't jump too much. Use Railslide in the tree trunks. This is very useful to gain speed and to avoid the deep powder areas that will slow you down. Be carefull with the trees and don't forget to jump over the river at the end.

-Score: 7.000; Time to beat: 2:07:20

Slope style

Very easy, too. Forget the railslide and use the ramps to do 2.000/3.000 points combos. You can win this in the first run.

-Score: 10.000; Time limit: 1:12:00

Half Pipe

A few 3.000 points combos in the first run will do. No special strategies required.

-Score: 15.000; Time limit: 1:30:00

Big Air

Two runs with 5.000/6.000 points in the big jump will do. You can also do one or two small jumps before the big one to earn more points.

-Score: 10.000; Time limit: 0:36:00

CBX

Getting first place can be a bit hard if you don't have a good and fast board. Don't miss the gates and try not to crush too many times to get there on time.

-Time limit: 1:08:40

Special

The first times you play this, try to find the deep powder areas and how to avoid them. Soon or later you will know exactly what to do, where to jump and places to avoid. Then try to finish this. It may take some time.

AA

----- COLORADO -----

AA

Down Hill

Use the same strategy you used in Vermont, but don't use the railslide. Jump in the big slopes (but be careful with the rocks) and avoid the deep powder areas.

-Score: 9.000; Time to beat: 2:40:80

Slope Style

Use railslide often. There are only a few good places to jump here. Try to jump as many times as possible, but don't use complicated combos. 2.000/3.000 points in every jump is more than enough to complete this in one or two runs. Careful with the river.

-Score: 15.000; Time limit: 1:24:00

Half Pipe

This is a good half pipe. You can easily get enough points in one run. Use 3.000 points combos (5.000 points if you can) enough times. If you see you can't do it in one run, you still have two more tries. Don't miss too many jumps though.

-Score: 70.000; Time limit: 1:48:00

Big Air

This Big air is harder than the previous. For the first time, you might have some difficulties. Before the big jump, you should try to do three small jumps. One at the beginning (get 1.000 points), another one in the middle (get 1.000 points) and a good one before the final jump (get 3.000 points). In the big jump, get at least 3.500 points. Don't miss the hole in the placard, otherwise you'll crush. You can jump over the placard if you want. In two runs you will get the needed points. If you're good, you can get those points in one run.

-Score: 15.000; Time limit: 1:00:00

CBX:

This one is easy. Get a fast board, don't miss any gate and... run! Restart if anything goes wrong.

Time to beat: 1:02:40

Special

You have to clear all gates here. Clear the yellow gates by passing through them. Clear the blue gates by passing through them while performing a trick. You get 12 seconds for every gate (which is the maximum time). This is not as hard as it seems. It can be easily done in a few tries.

AA

----- FRANCE -----

Down Hill

The fastest event in the game. Avoid the rocks and jump over deep powder areas. You may also jump in the big slopes and railslide in the rails, but it's not necessary. Inside the ice cave there are plenty of bends.

-Score: 40.000; Time to beat: 2:15:60

Slope Style

The easiest event in Alaska. You'll be using railslide more than usual. Whenever you can, do some jumps and try to get 3.000/5.000 points. Don't fall too many times. You should get enough points in the first run. If you don't, you still have two more runs.

-Score: 60.000; Time limit: 1:48:00

Half Pipe

The hardest half pipe. You need to do a lot of points here. Same strategy used in Japan, but try not to do less than 5.000 points per jump. Your 8.000 points combos come in handy right now (10.000 if you can). You must get more than 70.000 points in two runs.

-Score: 150.000; Time limit: 2:48:00

Big Air

This event can be very hard! You can do one jump before the big jump. Jump at the very beginning and get 5.000+ points, then get at least 7.000 points in the big jump. You should get enough points in the next run. Another option is to ignore the first jump and do 11.000+ points in the big jump.

-Score: 22.000; Time limit: 0:24:00

CBX

The hardest CBX. A lot of jumps, many hard bends, speed needed,... Use the same strategy you used in Japan. Again, you'll miss some gates. Try not to miss too many gates.

-Time to beat: 1:36:00

Special

Same as the Special event in Colorado, but it's very hard. Avoid the aliens, as they will "kill" you. Use the alien plants to get to the high gates. They will throw you if you stay close to them. Some of the gates are located in hard places to get, and you might not see them. Good luck!

B) Trickmaster

This is where you have to show what you can do. You're being evaluated for your performance. Do all the tricks that show up in the screen and don't miss them if you want

to finish this mode with 100%. There are three difficulty levels. Here's the list of the tricks/combos you have to do in all the difficulty levels.

Rookie level (17 tricks):

```
-----  
| 1- Tail Grab          | 10- Backside 360      |  
| 2- Sad Air           | 11- Front Flip       |  
| 3- Indy              | 12- Back Flip        |  
| 4- Backside          | 13- 360, Tail grab   |  
| 5- Mute Grab         | 14- 360, Sad Air     |  
| 6- Melancholy       | 15- Double Tail Grab |  
| 7- Lien Air         | 16- Double Front Flip|  
| 8- Stalefish        | 17- Tail Grab, Sad Air|  
| 9- Frontside 360    |                       |  
-----
```

Veteran level (20 tricks):

```
-----  
| 1- Tailshift         | 11- Back Flip, Sad Air|  
| 2- Stiffy           | 12- 360, Tailshift    |  
| 3- Indy Nosebone    | 13- 360, Stiffy      |  
| 4- Method           | 14- Tail Grab, Sad Air|  
| 5- Japan Air        | 15- Indy, Sad Air     |  
| 6- Method Melon     | 16- Backside 360, Indy|  
| 7- Crossbone        | 17- Frontside 360, Sad Air|  
| 8- Stalefish Tweak  | 18- Lien Air, Stalefish|  
| 9- Shifty           | 19- Backside 360, Shifty|  
|10- Front Flip, Tail Grab| 20- Double Front Flip, Sad Air|  
-----
```

Pro level (23 tricks):

```
-----  
| 1- 360, Tail Grab   |  
| 2- 360, Tailshift   |  
| 3- Triple Tail Grab|  
| 4- Front Flip, Stiffy|  
| 5- Tail Grab, Stiffy|  
| 6- Back Flip, Tailshift|  
| 7- 360, Double Back Flip|  
| 8- Frontside 720    |  
| 9- Japan Air, Melancholy|  
| 10- Triple Back Flip|  
| 11- Indy Nosebone, Stalefish|  
| 12- Front Flip, Stalefish|  
| 13- Front Flip, Tail Grab, Sad Air|  
| 14- Backside 360, Indy Nosebone|  
| 15- Quad Tail Grab  |  
| 16- Frontside 360, Method|  
| 17- Backside 360, Backflip|  
| 18- Backside 360, Crossbone|  
| 19- Double Front Flip, Indy|  
| 20- Double Back Flip, Stale Fish|  
| 21- Frontside 360, Frontflip, Sad Air|  
| 22- 360, Tail Grab, Sad Air|  
-----
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+ 7. SHORTCUTS +

Shortcuts are secret paths that will take you to the finish line faster. Here's the location of the shortcuts I found in the game. If you know another one, please tell me.

-Secret cave in Vermont (Slope Style event)

From the start position, count three houses on the right. The third house is after a jump. After the third house there is a hidden entrance to the right. You have to railslide in the tree trunk there to enter the cave.

-Secret railroad in Colorado (Down Hill event)

After a big bend with powder to the left, there is a secret entrance to the left behind the trees. Railslide in the rails and you'll be near the finish line after you get out of the tunnel. You also gain a lot of speed here.

-Secret mountain path in Japan (Down Hill event)

When you have to choose between the left or right path, you can see a japanese temple in the top of a big rock. If you can jump to the temple using a small ramp in front of it, you'll find a secret path in the rocks. It is not easy.

I'll be looking for more secret paths, specially in Alaska.

+ 8. SECRETS +

Unlock Special Events

Go to "Single Events", choose one location and set a record in all the events. The special event for that location will be available after that. The Special events are Powder Hill (Vermont), Gate Attack (Colorado), Avalanche Escape (France), Snowman Tag (Japan) and Alien Escape (Alaska).

Unlock Secret Players

- Eddie:
Complete 100% of the Trickmaster Rookie mode.
- Mars:
Complete 100% of the Special event in Vermont.
- Irving:
Complete 100% of the Special event in Colorado.
- Cool:
Complete 100% of the Trickmaster Veteran mode.
- Burg:
Complete 100% of the Trickmaster Pro mode.
- Honey Brown:
Complete 100% of the Special event in France.
- Crusty:
Complete 100% of the Special event in Japan.
- Spazz:
Complete 100% of the Special event in Alaska.

Unlock extra Pro characters

- Shaun White:
Finish Vermont Tournament in 1st position.
- Tricia Byrnes:
Finish Vermont Tournament in 1st position.
- Noah Salasnek:
Finish Vermont Tournament in 1st position.
- Andrew Crawford:
Finish Vermont Tournament in 1st position.
- Jason Brown:
Finish Colorado Tournament in 1st position.
- Jennie Waara:
Finish Colorado Tournament in 1st position.
- Chad Otterstrom:
Finish Colorado Tournament in 1st position.
- Ross Powers:
Finish Colorado Tournament in 1st position.
- Jim Rippey:
Finish France Tournament in 1st position.
- Micchele Taggart:
Finish France Tournament in 1st position.
- Chris Engelsman:
Finish France Tournament in 1st position.

-JP Walker:
Finish France Tournament in 1st position.

Unlock extra locations

-Colorado in Tournament mode:
Finish Vermont Tournament in 1st position.

-France in Single event/Tournament modes:
Finish Colorado Tournament in 1st position.

-Japan in Single event/Tournament modes:
Finish France Tournament in 1st position.

-Alaska in Single event/Tournament modes:
Finish Japan Tournament in 1st position.

Note: These secret locations also become available in Practice mode after you unlock them.

Unlock extra boards

Each extra Pro character you unlock has two new boards. Check "Boards list" section to see which extra boards each character has.

Unlock secret boards

Complete Alaska Tournament in 1st position. Brushie 153 and Mahafrey Pro should be available in the board selection list.

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*****  
+                      9. CHEATS                      +  
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I only found two cheats for this game:

-All Pro characters: enter ICHEAT as a name

-All Special Events: enter IMSPECIAL as a name

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+                      10. CREDITS                     +  
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Thanks to CJayC for posting this Faq;

Thanks to my friends for their support;

