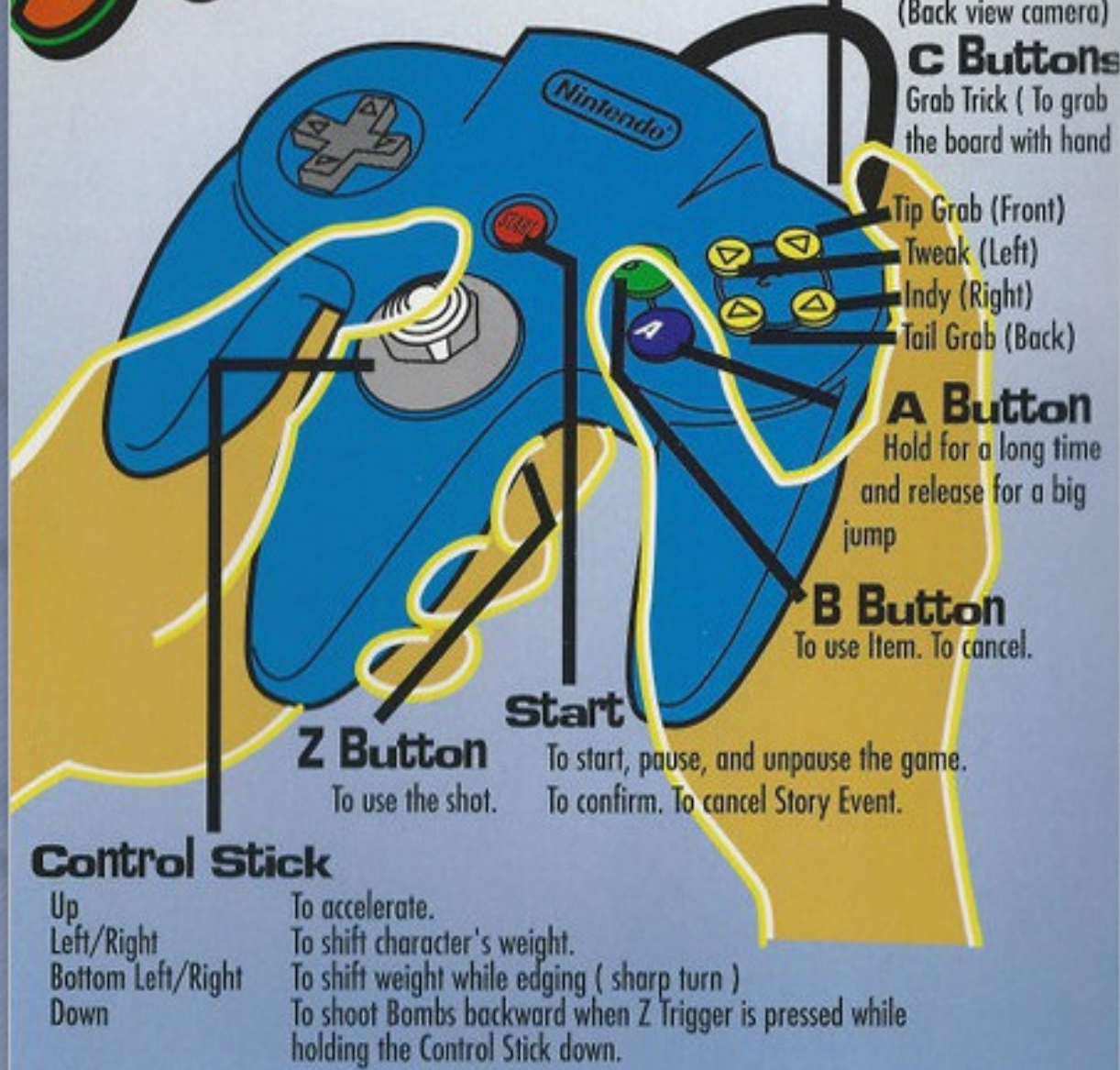


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Snowboard Kids 2



R Button

Back View
(Back view camera)

C Buttons

Grab Trick (To grab the board with hand

Tip Grab (Front)

Tweak (Left)

Indy (Right)

Tail Grab (Back)

A Button

Hold for a long time and release for a big jump

B Button

To use Item. To cancel.

Start

To start, pause, and unpause the game.
To confirm. To cancel Story Event.

Z Button

To use the shot.

Control Stick

- Up To accelerate.
- Left/Right To shift character's weight.
- Bottom Left/Right To shift weight while edging (sharp turn)
- Down To shoot Bombs backward when Z Trigger is pressed while holding the Control Stick down.

ATLUS Customer Service & Technical Support Line (949) 788-0353 – Representatives are available Monday, Wednesday & Friday 1pm - 5:30pm Pacific Time. There is no charge for this service, toll charges will apply.

GAME HINTS! 1-900-CALL-ATLUS 24 hours a days 7 days a week it's only \$0.95 per minute (\$1.25 for live assistance 9:00PM-5:30PM, Monday - Friday Pacific Standard Time.) to listen to helpful hints that can help you carve it up with Snowboard Kids 2. You must be 18 years or older, or have parent's permission to call. Touch-tone only. Prices subject to change. Emulation64.fr



Shots/Items



Slap Stick

This big white hand knocks the target to the ground. Hard to dodge. Once hit by this, the victim loses a portion of money.



Freeze Shot

This freezes the target by turning them into a block of ice. The victim must jiggle the Control Stick and repeatedly press the A button to recover faster.



Slowman

This turns the target into a Snowman. The shot bounces off the walls. Jiggle the Control Stick or tap the A Button to recover faster. The character can't be controlled while being turned into a Snowman.



Ghost

The Ghost slows opponents down. It affects the person in first place. If the person in first place uses a Ghost, then the player in second place will be affected. Unfortunately, the Invisible item can't counter this effect.



Super Ghost

It has the same effect as the Ghost, but it haunts all the characters other than the player who uses it. With this item, a come-from-behind victory is possible.



Rocket

The player gets a speed boost by having a rocket attached to the board for a certain period of time. It's faster than the Speed Fan, but it does not last as long. This item may be more suitable to be used right before the goal line.



Rock

The player can place rocks on the course as obstacles for the characters to trip over. When a character runs over a rock, he or she will fall. It is effective to place stones where the opponents can't see easily, such as behind a shop or right before the lift.



Parachute

The parachute carries the target up into the air and floats slowly back to the ground.



Bomb

This shot is very powerful and you can shoot backward as well. (To shoot backwards, press the Z Button while pressing back on the Control Stick.) If hit by the Bomb, the character will be blown back. If there are other opponents nearby, they will also be blown away. Be careful not to get blown back by your own Bomb when you shoot your opponent.



Whirlwind

Like the Snowman, this shot bounces off the walls. If hit by this shot, that character will be blown up into the air and will drop either a shot or an item onto the course, which may be picked up by the other characters.



Speed Fan

The player gets a speed boost by having a fan attached to the board for a certain period of time. Slower than the Rocket, but it lasts longer.



Pan

Drops pans on all the characters other than the player who uses it. The characters who are smashed by the Pans, makes them immobile for a while.



Invisible

This item makes the player who uses it invisible. While invisible, the player can avoid the opponents as shots and pans. If the player trips on a rock or runs into the wall, he/she loses its effect and becomes visible again. Unfortunately, the Ghost will have an effect on the player.



Wing

This item gives the player wings on both sides on the board and lessens the weight for a certain period of time. The player can do tricks which is usually possible only on the jump slope with this Item. Also, the player can avoid the opponents' shots more easily.



How to do tricks

ROTATION TRICK --- Basic trick of rotating in the air.

1. Press and hold the A Button down to crouch. (While crouching, you can only go straight.)
2. While crouched down, press and hold the Control Stick in any direction.
3. When you release the A Button while holding down the Control Stick, your character will jump and spin in the direction the Control Stick was tilted.
4. If you land successfully, you earn money according to the difficulty of the trick. If you land while spinning, you will fall and get no money.

CONSECUTIVE ROTATION TRICK --- High difficulty , consecutive rotation

After releasing the A Button, if you press the A Button repeatedly, you can rotate as many times as you press the A Button. You can change the direction of the spin by changing the direction of the Control Stick.

GRAB --- Rather easy trick of grabbing the board in the air.

When you press the C Button while in the air, your character will grab the board. There are different types of grabs, depending on which C Button you press. You can do the grab trick as many times as you press the C Button. You can achieve higher tricks by combining the Rotation trick and the Grab trick.

BASIC Tricks using control Stick and C Button unit

CONTROL STICK--- You can spin vertically, horizontally, diagonally, depending on the direction you press the Control Stick.

C BUTTON UNIT ---When you press any of the C Buttons while jumping, you can grab the board.



Hints / Tips

EDGE

You can make a sharp turn, which is possible by shifting your weight, by pressing the Control Stick to your bottom right/left position, which generates the edging effect. However, using the edge will slow you down.

ACceleration

When you are hit by the opponents' shots or when you run into obstacles on the course, you will lose speed. You can accelerate and get to your top speed faster by pressing the Control Stick up and tap the jump button. When you reach your top speed, you can't go any faster. This is a very effective technique at the start of the race.

CHECKING YOUR BACK

You can look behind you during the race by pressing the R Button. Using this, you can aim and shoot the opponents behind you with your bomb or check to see who is behind you. But be careful where there are curves and/or obstacles. While looking backward, you can't see forward.

Quick Recovery

When a player receives damage by a shot or an item, he or she can recover more quickly than usual by jiggling the Control Stick and pressing the A Button continuously.

HOW TO AVOID THE ATTACK OF YOUR OPPONENTS

When the shot from your opponents approach you (shots and buckets), "!" mark will appear above your character's head and will start to flash when the shot is really close to you.

- Method 1** Use INVISIBLE item as soon as you see an "!" mark above your character's head, and you can avoid being shot. This method is the most certain way to avoid the opponents' shot.
- Method 2** Avoid shots by jumping when you see an "!" mark. Timing of the jump is important. However, this doesn't allow you to avoid being hit by a bucket. (When you see "!", hold the A Button to get ready to jump. When "!" starts flashing, release it to jump.)
- Method 3** Avoid shots by making a sharp turn if you see an "!" mark when you are cornering or where it is hard to jump. Use "Edging" to make a sharp turn and go closer to the wall. You can avoid being hit this way most of the time.

Back Shot

You can aim at your opponents behind you better by first looking back by pressing the R Button.

NOTE: you can shoot behind you only if you have the Bomb.



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