

SSX



INSTRUCTION BOOKLET

EmuMovies



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|----------------|-------------------------|-------------------|
| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

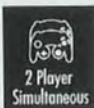
If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TV's.

EVERYONE

TM
E

Comic Mischief
Mild Violence

ESRB CONTENT RATING www.esrb.org

LICENSED BY

Nintendo

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SSX3

GETTING STARTED

NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the SSX 3 Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the SSX 3 title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the SSX 3 title screen, press **START/PAUSE** to advance to the Main menu (► p. 9).



COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

| | |
|---|---------------------------------|
| Highlight menu item | +Control Pad or Control Stick ↕ |
| Change highlighted item | +Control Pad or Control Stick ↔ |
| Select/Go to next screen | A Button |
| Cancel/Return to previous screen | B Button |
| Options menu | Y Button |

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode.

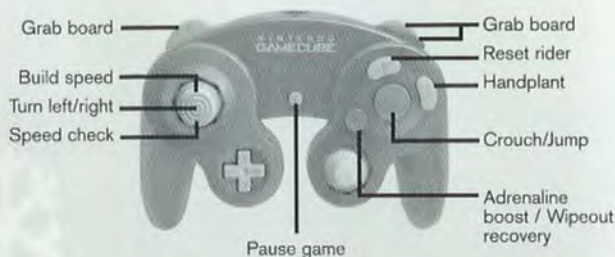
In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual) and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube™ logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate this mode.

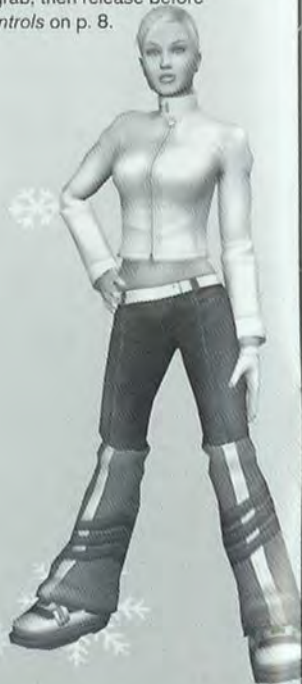
Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

BASIC CONTROLS

Begin your conquest of the peaks by learning the basics.



→ Press and hold the **A** Button to crouch, then release it right before reaching the end of a ramp. While airborne, press and hold the **L** Button, the **R** Button, or the **Z** Button to perform a grab, then release before landing. For cooler moves, ➤ *Complete Controls* on p. 8.



INTRODUCTION

Embark on the ultimate adventure and conquer the mountain in *SSX 3*, a fresh new snowboarding experience from EA SPORTS BIG™. Life begins at the summit of the first peak where a daunting mountain awaits you—board it, explore it, and beat it. Featuring all-new freestyle events and racecourses, jaw-dropping tricks, and a cast of cool, customizable characters, *SSX 3* is yours to conquer. Redefine the boundaries of where you go, what you do, and what you earn. Go anywhere gravity takes you with *SSX 3*, the most expansive title in the *SSX* franchise.

GAME FEATURES

➤ Conquer the Mountain

Overcome everything the mountain throws at you—from fierce snowstorms and breathtaking vertical drops to serpentine slopestyle courses and earth-swallowing avalanches—on the quest for the ultimate adrenaline rush.

➤ Uncover the Mountain's Secrets

Explore a huge world of open vistas covered with fresh powder for out-of-bounds exploration, trick venues, rail parks, racecourses, and half-pipes with new tricks to master and new competitors to leave in the dust. Seamlessly ride from one awesome area to the next, entering Slopestyle, Big Air, Super Pipe, Race, and Backcountry competitions on courses designed specifically for each event.

➤ NEW Customization and Rewards

Level up your rider's skills, earn medals, and rename the peaks as you conquer them. Customize your threads, gear, and playlist.

➤ NEW Tricks

All-new blown-out tricks include combos, three levels of nasty ÜBERs, board presses, and a funkified hand plant. String 'em all together to extend a combo forever!

➤ NEW Rivals

Four new rivals—Nate, Griff, Viggo, and Allegra—join your favorite personalities from *SSX Tricky*.



For more info about this and other titles, visit EA SPORTS BIG on the web at www.easportsbig.com



COMPLETE CONTROLS

Don't get left behind on the bunny slopes by learning these controls. Become one with your board.

- SSX 3 offers two Controller configurations: DEFAULT and PRO (► *Options* on p. 10). With the PRO configuration, you cannot turn while crouching, but you can use the Control Stick to perform flips and spins. The following actions are for the Default Controller configuration.

| ON-GROUND ACTIONS | COMMAND |
|--|--|
| Turn left/right | +Control Pad or Control Stick ⇄ |
| Tuck to build speed | +Control Pad or Control Stick ↑ |
| Speed check | +Control Pad or Control Stick ↓ |
| Crouch/Jump | A Button (press and hold to crouch, release to jump) |
| Pre-wind spins and flips during crouch | A Button + +Control Pad (any direction) |
| Adrenaline boost | B Button |
| Board presses | C Stick ⇄ |
| Push an opponent | L Button or R Button |
| Block a push | L Button + R Button |
| <hr/> | |
| IN-AIR ACTIONS | COMMAND |
| Grab board | L Button, R Button, or Z Button |
| Tweak | B Button |
| Late spins or flips | +Control Pad ⇄⇄ |
| In-air adjustments | Control Stick ⇄⇄ |
| Handplant | Press and hold the X Button |
| <hr/> | |
| ADDITIONAL ACTIONS | COMMAND |
| Wipeout recovery | B Button (push repeatedly after wiping out and until the wipeout recovery bar is full) |
| Reset boarder | Y Button |
| Pause game | START/PAUSE |

NOTE: The longer you crouch, the higher you fly. Remember this when you're using the DEFAULT Controller configuration as you have limited turning ability while crouching.

SETTING UP THE GAME

The fresh snow pack awaits you—strap on your board and get going.

MAIN MENU

Your road to snowboarding fame begins here.



NOTE: Default options are listed in **bold** in this manual.

SINGLE EVENT

Practice your moves in a Single Event before taking on the mountain.

TO PRACTICE A SINGLE EVENT:

- From the Main menu, highlight SINGLE EVENT and press the A Button. The Select Character screen appears.
 - Press the +Control Pad or Control Stick ⇄ to select a character and press the A Button. The Setup Character screen appears.
 - You may choose to customize your character further by going into Equip Rider and then press the +Control Pad or Control Stick ⇄ to highlight CONTINUE and press the A Button. The Select Peak screen appears.
 - Press the +Control Pad or Control Stick ⇄ to highlight your peak of choice and press the A Button to advance. After selecting your Peak, the Select Mode screen appears.
- NOTE:** Some peaks or events may not be available until you unlock them in Conquer the Mountain mode. For more information, ► *Conquer the Mountain* on p. 15.
- Press the +Control Pad or Control Stick ⇄ to select a mode, and then press the A Button. The Select Event screen appears.
 - Press the +Control Pad or Control Stick ⇄ to select an event, and then press the A Button. The My Rules screen appears.
 - Choose which rules to enable for this specific event by pressing the +Control Pad or Control Stick ⇄ to highlight a rule, and then press the +Control Pad or Control Stick ⇄ to toggle it through the options. When you're ready to hit the slopes, highlight Continue and press the A Button to begin. The chosen event loads.

OPTIONS SCREEN

GAME OPTIONS

Select between **MPH** or **KM/H**, turn Auto Save **ON/OFF**, switch Widescreen mode **ON/OFF**, and adjust the screen position and Video Calibration.

SOUND OPTIONS

Adjust the music and sound volume.

CONTROLLER SETTINGS

Turn the Rumble Feature **ON/OFF**, and choose between a **DEFAULT** or **PRO** configuration (► *Complete Controls* on p. 8).

HUD OPTIONS

Select **FULL**, **MINIMAL**, or **NONE** for the amount of info displayed during gameplay.

SAVE/LOAD

Save your current set of options or load a previously saved set (► *Saving and Loading* on p. 19).

ENTER CHEAT

Enter any cheats.

CREDITS

View the game credits.



SHREDDING THE SLOPES

Get familiar with riding on this mountain or you might end up as a tree ornament.

GAME SCREEN

Most events begin with your rider at the starting gate at the top of the track. Once the gate opens, your rider automatically starts down the hill. Take control and get some speed right out of the gate by pressing the Control Stick \hat{U} .



SCORING

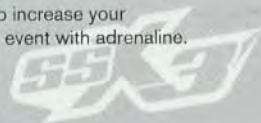
Hammer out some cool tricks and watch your score rise. The bigger the trick, the bigger the reward.

- ❖ Always use a variety of tricks. If you keep trying the same trick, the points for that trick decrease.
- ❖ A combination of solid tricks pulled off with good style is the best way to rack up the points and adrenaline.

ADRENALINE METER

Raise your Adrenaline Meter by pulling off tricks, then use your adrenaline later when you need some extra speed or to pull off ÜBER tricks. Keep in mind that you receive higher points as the difficulty level of the ÜBER tricks rise.

- ➔ To use your adrenaline boost, press the **B** Button while on the ground.
- ❖ The boost you get from using your adrenaline depends on the level of the Adrenaline Meter. When the Adrenaline Meter is filled to the red level, you get a bigger boost than if it's in the orange, which in turn gives a bigger boost than the yellow level.
- ❖ Adrenaline decreases over time and when you fall. The longer you ride without doing tricks, the more your Adrenaline Meter decreases.
- ❖ Riding to the start of events gives you the chance to increase your adrenaline by doing tricks, allowing you to begin an event with adrenaline.



TRICKS

Strap a board to your feet and display your innate ability to twist and contort your body while airborne.



AIR TRICKS

Grab your board in funky ways while flying high.

TO PERFORM AN AIR TRICK:

1. Press and hold the **A** Button to crouch as you approach a jump. Just before the end of the jump, release the **A** Button to take off. The longer you hold down the **A** Button the higher you jump.
 2. While in the air, press the **L** Button, **R** Button, or **Z** Button to perform an air trick.
 - Show off wilder grabs by pressing two or more of the above buttons at the same time.
 - To tweak a grab, press and hold the **L** Button, **R** Button, or **Z** Button + the **B** Button when the Meter is NOT full (► *ÜBERs and Super ÜBERs* on p. 14).
- Remember, you must perform the grab, then tweak it.
3. As your body falls closer to the snow pack, release all buttons and level out the board for a smooth landing.



ROTATION TRICKS

Ever wonder what the mountain looks like from the air, upside down, and at a 45-degree angle?

- Press the **+**Control Pad \updownarrow to spin and flip. Pre-wind by pressing the **+**Control Pad while you are crouching to spin and flip faster.

TO PRE-WIND A SPIN OR FLIP:

1. Press and hold the **A** Button to crouch as you approach a jump.
2. Press and hold the **+**Control Pad in the direction you want to spin or flip.
3. Release the **A** Button to jump while continuing to hold down the **+**Control Pad.
4. When you get close to the ground, release all buttons to prepare for landing.

BOARD PRESSES

Throw down some fancy footwork and test your balance skills between air and rail tricks with nose and tail presses.

- Press the **C** Stick \updownarrow to perform a nose or tail press. Hold it as long as you can to maximize points, but be sure to ease up before your rider loses balance.
- Rotate the **C** Stick \leftrightarrow to spin your press and hang it out to the side. This helps you regain balance and maintain those presses.

RAIL SLIDING

Grab even more points by pulling off stunts on fallen trees, rails, and other rail slide opportunities.

TO RAIL SLIDE:

- Press the **A** Button to jump up onto a rail.
- Press the **+**Control Pad \leftrightarrow to rotate counter-clockwise or clockwise on the rail.
- Press the Control Stick \leftrightarrow to adjust your balance on the rail.

COMBOS

String tricks and presses back-to-back to create a combo line. Every trick you do in a successful combo line is worth double the amount of points, plus a bonus for each trick.

- Remember, if you fall during a combo line you lose all the combo points you have accumulated.

HANDPLANTS

Handplants can be used to access shortcuts, upper or side pipes, and even transition lines.

- Press the Control Stick \leftrightarrow to adjust your balance in a handplant.
- Release the handplant when you are balanced straight up to exit your handplant onto the rail.
- Release the handplant when you are leaning to one side to exit your handplant on that side of the rail.



ÜBERS AND SUPER ÜBERS

When the Adrenaline Meter is full, it glows and it's time to execute your sweetest moves. Make sure you have enough air or a long rail—these tricks take extra time to pull off!

TO BUST OUT WITH AN ÜBER OR SUPER ÜBER TRICK:

1. When the Adrenaline Meter is full, get some serious air and tweak any of your grabs to start the ÜBER trick.
2. Perform four ÜBER tricks to spell ÜBER and open the door to even more insanity with Super ÜBER tricks. Use the same button combinations for ÜBER tricks to unleash Super ÜBER tricks.
3. If you manage to spell out SUPER ÜBER, your Adrenaline Meter stays full for a short period of time. Use this time to stay boosted and gain a massive speed advantage.
- All ÜBER tricks can be held to max out points gained—just hold down the grab and tweak buttons and watch your points rack up.

ÜBER TRICK CONFIGURATION

Open the Rider Details screen at any lodge during Conquer the Mountain mode to enter the ÜBER trick Configuration. Here you can preview, purchase, and activate new ÜBER and Super ÜBER tricks.

PAUSE MENU

While taking a breather from all that shredding, adjust your settings.



→ To pause during gameplay, press **START/PAUSE**. The gameplay stops and the Pause menu appears.

| | |
|----------------|--|
| RETURN | Continue in the current event. |
| RESTART | Restart the current event. |
| AUDIO | Adjust audio options. |
| OPTIONS | For more information, ➤ <i>Options</i> on p. 10. |
| QUIT | Quit back to the Main menu. |

CONQUER THE MOUNTAIN

Play the way you want to play.

NOTE: Playing in Conquer the Mountain mode is the only way to unlock events and acquire the cash needed to advance your characters.

PEAK GOALS

Complete any of the Peak Goals to open the next peak on the mountain.

RACE AND FREESTYLE

Get a medal in all the race or freestyle events on the peak to call out your rival for a showdown in the Backcountry. Beat him there to advance to the final test, the Peak Race or Jam, respectively. The Peak Race is a timed event from the top of the peak all the way down to the city. The Peak Jam is a scored event combining multiple tracks into one.

EXPLORATION

Complete more than 30% of the BIG Challenges you find while freeriding the tracks, and collect more than 30% of the Crystals to prove your knowledge of the peak and earn the next peak pass.

EARNINGS

Just earn enough cash and the peak pass is yours.

- Check out the full details about Peak Goals on the Map in the Pause menu.

CASH

Earn cash to acquire the items you need.

- Buy character attributes to increase your skills.
- Buy gear to equip yourself and create a custom style.
- Pick up rewards for in-depth details on SSX 3.
- Get music for your own request line.
- Purchase ÜBER tricks and Cheat Characters to further customize your Rider Details.
- You can earn cash everywhere on the mountain by winning events, completing BIG Challenges, collecting Crystals, and even throwing tricks out while freeriding.
- The Lodges scattered throughout the peaks are your source for all the info and items you need.



CONQUER THE MOUNTAIN LODGE MENU

RETURN TO GAME

Return to the game.

EQUIP GEAR

Customize your gear.

BUY GEAR

Buy new gear.

BUY ATTRIBUTES

Increase your character's boarding skills.

RIDER DETAILS

Manage and track your progress through the game.

MUSIC

Adjust Audio options.

QUIT

Quit back to the Main menu.

GAME BOY® ADVANCE LINK Transfer earnings between characters.

EVENT TYPES

Race Events have a Qualifying Round, Semi Final, Round, and a Final Round. Slopestyle, Super Pipe, and Big Air events have one Qualifying Round and a Final Round.

FREERIDE

Enter an event on a track and then bypass the start gate to freeride and look for BIG Challenges.

RACE

It's all about finding the fastest line down the course. Pull off tricks while you race, and you can take advantage of increased adrenaline for a speed boost. Watch out for other riders—they can get physical to create their own advantage.

SLOPESTYLE

Slopestyle is a freestyle event in which you try and find the best line given your skills and style of riding. You are then judged on the tricks and maneuvers you pull off during the run. Slopestyle courses are about finding your own line and rhythm. There is no one proper line down a Slopestyle course, just the line you like best. Players compete for first place by accumulating the most points during a run.

SUPER PIPE

The Super Pipe event is the ultimate combination of tricks and huge air. Show that you have the skills to link tricks together on the ground and in the air. Pull them off and dominate this event.

BIG AIR

Big Air courses consist of a number of jumps in increasing size with a giant quarter pipe hit at the end. Later courses increase the number of jumps in a run and offer multiple paths down the course.

RIVAL CHALLENGES

It's not just about winning the events on the mountain. You must prove yourself in one-on-one duels with rival competitors in the Backcountry and in the ultimate challenge, the Peak Events.

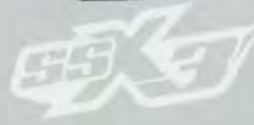
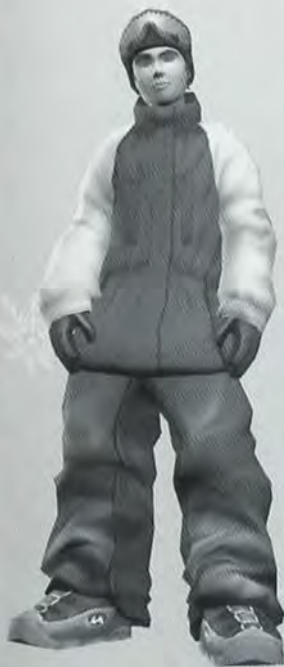
BACKCOUNTRY RACE AND JAM

When you win medals in each of the events in Race or Freestyle, a rival shows up to challenge you to a one-on-one showdown in the Backcountry. The type of challenge you get is based on the events you have won medals in—a Race for race events, and a Jam for freestyle events. You will have to beat the rival to earn your chance at the next step, the Peak Events.

PEAK EVENT

Winning the Backcountry event opens your chance to test yourself against your Rival's best performance.

- ❖ Racers start at the top of the Peak and race down to the city. Sounds easy enough, but times range from 12 minutes to half an hour.
- ❖ For freestyle specialists, the Peak Jam will include both the Backcountry and the Slopestyle tracks. The Peak 3 Jam runs through all the race tracks.
- ❖ All you have to do for the Peak events is beat your rival's best score to win the trophy. Once you are on top, watch out for challengers looking to take you down.



MULTI PLAY AND EXTRAS

Play against a friend in Multi Play mode or check out the Previews section.

TO PLAY A SINGLE EVENT OR CIRCUIT AGAINST A FRIEND:

1. From the Main menu, highlight MULTI PLAY and press the **A** Button. The Player 1 Select Character screen appears.
2. Continue through the next screens as you would in Single Event mode, starting at step 3 (> *Single Event* on p. 9). The Bragging Rights screen appears.
3. Each player adjusts the handicaps and then presses the **A** Button to lock them in. Once both players lock in, the event loads.

GBA CONNECTIVITY

Connect your Game Boy® Advance to the Nintendo GameCube™ with a Nintendo GameCube™-Game Boy® Advance cable and transfer money via your Game Boy® Advance.

NOTE: An SSX 3 Game Boy® Advance Game Pak is required.

HOW TO GET STARTED:

1. Turn OFF the power switch on your Game Boy® Advance and turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Insert the SSX 3 Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Connect the Game Boy® Advance and Nintendo GameCube™ with a Nintendo GameCube™-Game Boy® Advance cable.
4. Insert the SSX 3 Nintendo GameCube™ Game Disc into the Optical Disc Drive of your Nintendo GameCube™ and then turn both systems ON.
5. Press **START** to continue to the Main menu on your Game Boy® Advance. The Main menu appears.
6. Select NINTENDO GAMECUBE LINK from the Main menu on your Game Boy® Advance and press the **A** Button.
7. From the Lodge menu on the Nintendo GameCube™, Select GAME BOY® ADVANCE LINK.
8. Select LINK TO GAME BOY ADVANCE on the Game Boy® Advance Link screen menu by pressing the **A** Button.

HOW TO TRANSFER:

After you have connected the two game systems, you can transfer cash between your Nintendo Game Boy® Advance user profiles and your Nintendo GameCube™ profiles from the Transfer Money screen on the Nintendo GameCube™.

- To transfer cash, press the **+**Control Pad or Control Stick \leftrightarrow and then press the **A** Button.
- An overlay appears asking you to confirm the amount of cash being transferred, use the **+**Control Pad or Control Stick \updownarrow to highlight YES or NO and press the **A** Button.
- Ask soon as the transfer has finished, you can save the new amount by using the **+**Control Pad or Control Stick \updownarrow to highlight YES or NO and then press the **A** Button.

SAVING AND LOADING

Don't lose your valuable progress. Save and load it to a Nintendo GameCube™ Memory Card.

NOTE: Never insert or remove a Memory Card when loading or saving files.

SAVE/LOAD GAME/OPTIONS

Save your game and settings for future use.

TO SAVE OR LOAD A GAME/OPTIONS CONFIGURATION:

1. To access the Options screen, press the **Y** Button at any Game Setup screen.
2. Select SAVE/LOAD and press the **A** Button.
3. Select SAVE or LOAD OPTIONS/GAME and press the **A** Button.
4. Then press the **A** Button to save or load the game.

SAVE/LOAD REPLAY

Save replays of the spills and thrills from your trip down the mountain.

TO SAVE A REPLAY:

1. Press the **A** Button to start the replay. When the replay appears, press **START/PAUSE** to access the Replay menu.
2. Highlight SAVE REPLAY and press the **A** Button. The Save Replay screen appears.
3. Press the **A** Button to save the replay.
 - If the slot is not marked <EMPTY>, you are asked if you wish to overwrite the replay in this slot. Press the **+**Control Pad or Control Stick \updownarrow to highlight YES or NO and press the **A** Button.
 - If you already have a replay saved, you can delete it by highlighting it and pressing the **Y** Button.
4. After you have saved your replay, press the **A** Button to continue.
 - You can save up to four replays.

TO LOAD A REPLAY:

1. Access the Options screen by pressing the **Y** Button at any Game Setup screen.
2. Select SAVE/LOAD and press the **A** Button.
3. Select LOAD REPLAY and press the **A** Button. The screen displays all replays available for loading.
4. Highlight a replay and press the **A** Button. The replay screen loads.
 - Press **START/PAUSE** to access the Replay menu and exit out of replay.



CREDITS

DEVELOPMENT TEAM

Executive Producer: Steven Rechtschaffner

Producer: Larry LaPierre

Co-Producers: J. David Elton,
Conor Lumpkin

Production Team: Steve Anthony,
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Kyle Seller, Sean Smillie, Scott Speirs

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Technical Director: Jon Spencer

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Darryll Hobson, Dom Humphrey,
Mark Johnson, Chris Khoo, Jess Kube,
Barry McCallum, Hicham Rafi, Andrea Schiel,
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Additional Programming: Icer Addis,
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Ryan Clevon, Jun Fu, Ken Kester

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Steve Schnur, Jim Stadelman

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Performed by Red Hot Chili Peppers
Written by Stevie Wonder
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Written by Perry Ferrell, Dave Navarro,
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Written by Tom Dinsdale, Simon Franks,
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Performed by Andy Hunter
Written by Andy Hunter and Tedd Tjornhorn
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"Wobble"
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Written by Gavin King
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"Leave Home"
Performed by Chemical Brothers
Written by Edmund John Simons and
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Written by Dan the Automator
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"Poor Leno-Silicon Soul Remix"
Performed by Röyksopp
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Written by Yellowcard and Peter Mosely
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"Rockstar" (Jason Nevins Remix)
Performed by N.E.R.D.
Written by Pharrell Williams and Had Hugg
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Performed by Ima Robot
Written by Alex Ebert, Oliver Goldstein,
Tim Anderson, Justin Melda-Johnsen & Joey
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Written by Joakim Ahlund
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Performed by Kinky
Written by Carlos Alberto Chairez, Joaquin
Lozano, Juan Omar Gongora, Augustin
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Performed by Swollen Members
Written by Shane Bunting, Kiley Hendriks
and Paul Kilanski
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"Deep End" (Utah Saints Remix)
Performed by Swollen Members
Written by Shane Bunting, Kiley Hendriks
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"Screw Up"
Performed by Overseer
Written by Robert Howes pka Dr. Chug
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Performed by Queens of the Stone Age
Written by Written by Josh Homme & Mark
Lanegan
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"Silver Screen Shower Scene (Static
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Performed by Felix Da Housecat
Written by Bobby Orlando, Felix Stallings,
David Jenefsky and Tommie Loroello
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Performed by Fischerspooner
Written by Warren Fischer and Casey
Spooner
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Performed by Deepsky
Written by J. Scott G and Jason Blum
Vocal by J Scott G
Produced and Engineered by Deepsky
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"Who's Who"
Performed by Dilated Peoples
Contains a sample of Can't Find the Judge
Written by Alan Maman and Michael Perrella
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Performed by Fatboy Slim
Written by Norman Cook and Les Emmerson
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Performed by Thrice
Written by Thrice
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Performed by The Faint
Written by The Faint
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"Do Your Thing" (Jaxx Club Remix)
Performed by Basement Jaxx
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Performed by MxPx
Written by Mike Herrera
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Produced by Dave Jerden
Mixed by Tom Lord-Alge
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"Good Times"
Performed by Finger Eleven
Written by Scott Anderson, James Black,
Sean Anderson, Rich Beddoe, Rick Jaccett
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"Avalanche"
Written and Composed by Powerplant -
John Morgan and Kiki Stewardson
Mixed By Francois LaFleur
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"Buffet of Breaks"
Written and Composed by John Morgan
Mixed by Francois LaFleur
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"Full Throttle" & "Yellowcard (Peak 1
Themes)"
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"Off and Gone (Peak 2 Theme)"
Written and Composed by John Morgan
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"Into the Storm (Peak 3 Theme)"
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"Theme music for Allegra, Griff, Nate, and Zoe"
Written by CDT
Arranged and Edited by John Morgan
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Labor Day (It's A Holiday)"
Performed by Black Eyed Peas
Written by Adams/Pineda/Van Musser/
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The *SSX 3* Soundtrack stands on its own as one of the hottest party compilations of the season featuring exclusive tracks from Fatboy Slim, N.E.R.D., Placebo, and The X-ecutioners as well as killer tracks from The Chemical Brothers, Basement Jaxx, Kinky, Röyksopp, K-OS, Audio Bullys, Swollen Members, and a Paul Oakenfold remix of The Faint.

Best of all, the *SSX 3* Soundtrack includes a bonus DVD with tons of exclusive and cool *SSX 3* stuff.

- *SSX 3* Trailers (2)
- Röyksopp "Poor Lono" video
- *SSX 3* Screensavers (2)
- *SSX 3* Wallpapers (3)
- *SSX 3* Character Icons (10)
- Tips from Prima Games
- Exclusive cheats and a tip for the game (2) (in the CD booklet)

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Subject Matter Experts: Jim Barnum, James Bishop, Tania Sacchetti

Focus Group / snowboarding experts: Rube Goldberg, Shaun Hughes, Rick Johnston, Gabe Langlois, Omar Lundie, Steve Orton, Mike Turner, Rick Wunderlich

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