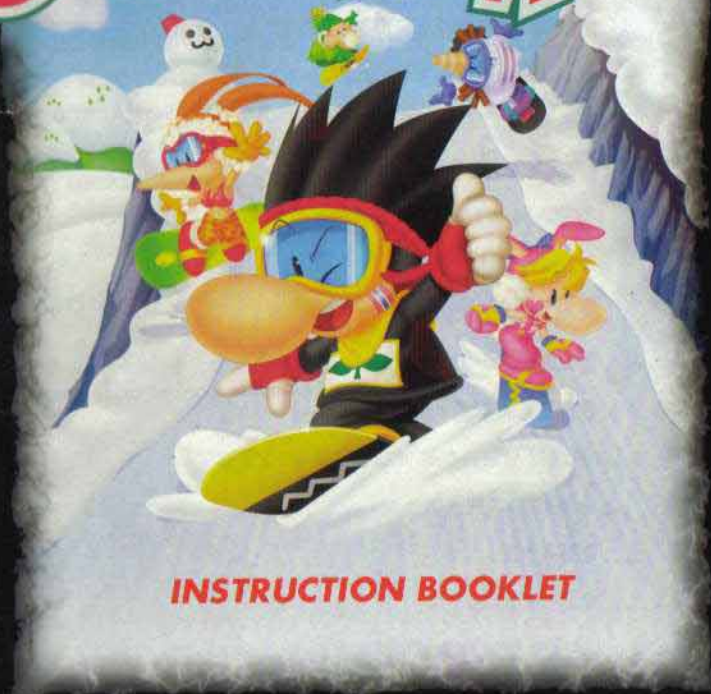


# Snowboard Kids™



INSTRUCTION BOOKLET

ATLUS™



EmuMovies

Nintendo

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NINTENDO 64



**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.**



*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

Thank you for selecting the SNOWBOARD KIDS™\* Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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## GETTING STARTED

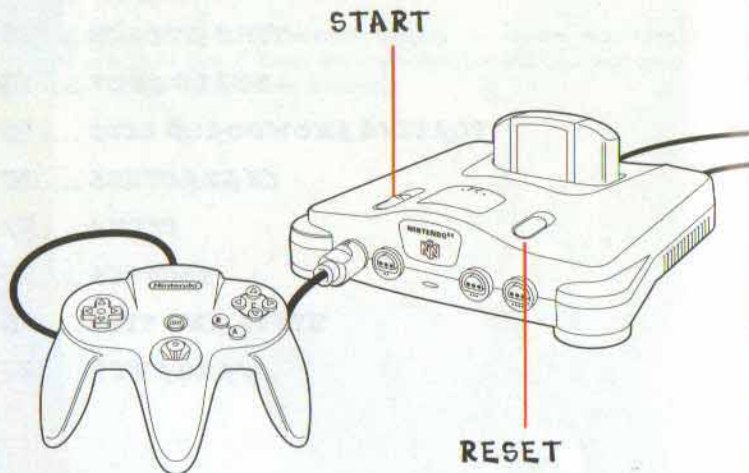
**IMPORTANT WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!**

Instead, first turn the power OFF on your Nintendo 64.

Then insert the Game Pak into the slot of your Nintendo 64.

Press firmly to lock the Game Pak in place.

Turn the power switch ON. Now after the appearance of the title and legal screens will appear, which, you may bypass at any time by pressing START.



## THE CONTROLLER

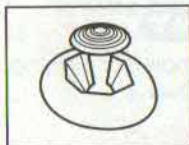
### Control Stick Function

The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

**This game is compatible with the Controller Pak and Rumble Pak accessories. Before using these accessories, please read the Controller Pak and Rumble Pak instruction booklets carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.**

# THE STORY OF THE SNOW-BOARD KIDS

The Snowboard Kids are elementary school children who live in a small town in the Canadian Rocky Mountains. The school is small, only sixty kids, and they eat, drink, and sleep snowboarding. At lunch, things get more heated than normal.

**LINDA** Nancy may be good at her tricks, but I am definitely the fastest.

**NANCY** I don't know about that.

**SLASH** Nah, dummy, I'm the fastest.

**JAM** Nancy isn't the master trickster. I am.



**TOMMY** Linda is completely wrong, as always.

**LINDA** A competition will prove I'm right. My rich daddy will buy what I need, because he knows I'll win.

**JAM** I can't believe her daddy gave her a cell phone.



**LINDA** OK, everything's ready.

**SLASH** What are you doing?

**LINDA** I'm setting up the competition, and it'll be big.

**NANCY** Stop it, Linda, it's too much.



**SLASH** I'll beat you, and I'll break your nose doing it.

**JAM** I'll prove to all of you that I am the master trickster.

**TOMMY** OK, I'll do it. Why not?



## GETTING STARTED

Here are some brief instructions on how to jump right into the game.



### CONTROLLER PAK

YOU NEED TO USE A CONTROLLER PAK TO SAVE YOUR GAME. BEFORE YOU TURN ON THE CONTROL DECK, INSERT THE CONTROLLER PAK INTO THE CONTROLLER. TURN ON THE CONTROL DECK. PUSH START WHEN THE SCREEN TELLS YOU TO DO SO. YOUR CONTROLLER PAK WILL THEN BE LOADED.

### ERASING MEMORY

You need at least 121 pages of free memory to save your game. If you don't have 121 pages free, you must erase some of the occupied pages. Hold down the Start button and turn the control deck on. You will be told how many pages of memory you have left and what is occupying the used memory. Erase any necessary to have 121 pages free, and then you will be able to save your game.



### INTRO SCREEN

THERE ARE THREE OPTIONS ON THE INTRO SCREEN: START, LESSON, AND OPTION. USE THE CONTROL PAD OR THE CONTROL STICK TO CHOOSE THE SELECTION YOU WANT, AND PRESS THE A BUTTON OR START.

### PLAYER SELECTION AND DATA LOADING

ONCE YOU BEGIN THE GAME, YOU MUST DECIDE HOW MANY PLAYERS WILL BE JOINING YOU. IF MORE THAN ONE PLAYER WILL BE PLAYING, MAKE CERTAIN THEIR CONTROLLER IS PLUGGED IN BEFORE THE CONTROL DECK IS TURNED ON.



### USING THE RUMBLE PAK

YOU WILL BE GIVEN THE OPTION TO USE A RUMBLE PAK AFTER YOU HAVE LOADED YOUR DATA. IF YOU WISH TO USE IT, PULL OUT THE CONTROLLER PAK AND REPLACE IT WITH YOUR RUMBLE PAK.



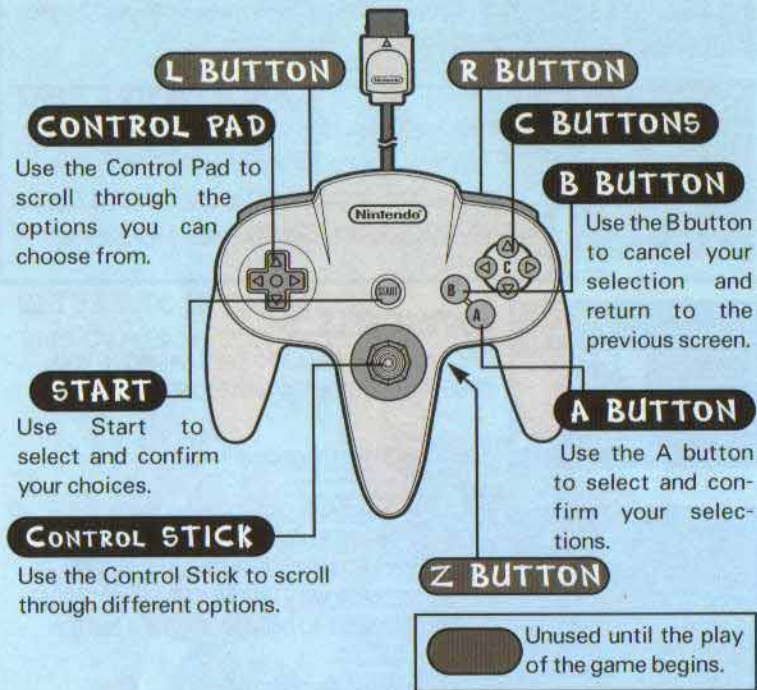
## CHARACTER SELECTION



THERE ARE FIVE CHARACTERS TO CHOOSE FROM. IN A MULTI-PLAYER GAME, EACH PLAYER MUST SELECT A DIFFERENT CHARACTER. NO TWO HUMANS CAN HAVE THE SAME CHARACTER. HIGHLIGHT THE CHARACTER YOU WANT AND PRESS THE A BUTTON OR START.

## THE CONTROLLER IN THE OPENING SCREENS

Quick controller reference





## GAME MENU

CHOOSE FROM BATTLE RACE, SKILL GAME, TIME ATTACK, AND BOARD SHOP USING THE CONTROL PAD OR THE CONTROL STICK. See page 13 for more details.

## SAVING DATA

To save data, select "Save". The Save screen will appear and ask you if you are certain. If you are, select "Yes". When it is done saving, it will return you to the Intro screen.

Battle Race <i>Up to four humans.</i>	You may race on any of the six starting courses.
Skill Game <i>Only one player.</i>	The Skill Game is divided into three portions: Speed, Shoot, and Trick.
Time Attack <i>Only one player.</i>	There are six courses, in Snowboard Kids. If you come in first place on all six, more courses open up.
Board Shop	Here you can buy new boards or paint your boards.



## COURSE SELECT

ONCE YOU HAVE SELECTED THE GAME MODE, YOU CHOSE THE COURSE YOU WANT TO PLAY ON.

See page 13 for more details



## BOARD SELECT

WHEN YOU BEGIN THE GAME, YOU MAY CHOSE FROM THREE LEVEL 1 BOARDS: FREESTYLE, ALL AROUND, AND ALPINE, EACH WITH UNIQUE FEATURES. CHOOSE THE ONE YOU WANT TO USE AND HIT THE A BUTTON OR START.

See page 16 for more detail

## LESSON MODE

There are two tutorials you can take in Lesson Mode, the Shot and Item Demo, and Training.



## TRAINING

THERE ARE NINE LESSONS IN TRAINING. YOU WILL BE TOLD WHAT IS TO BE DONE AND HOW TO DO IT. YOU WILL THEN ATTEMPT THE TASK, AND WHEN YOU FINISH IT, YOU MAY REPEAT THE LESSON OR GO ON TO THE NEXT.



## SHOT AND ITEM DEMO

A LIST OF ALL THE SHOTS AND ITEMS WILL APPEAR. SELECT WHAT YOU WANT DEMONSTRATED WITH THE CONTROLLER AND PRESS THE A BUTTON. THE SHOT OR ITEM WILL THEN BE DEMONSTRATED FOR YOU.



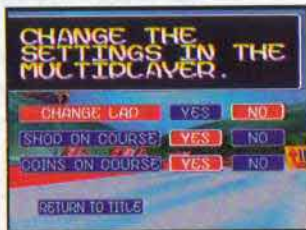
## RETURN TO INTRO SCREEN

WHEN YOU ARE DONE, SELECT THIS TO RETURN TO THE INTRO SCREEN.



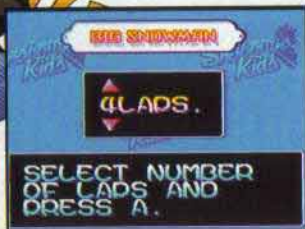
## OPTION MODE

Option mode only affects multiplayer games. No one player mode is changed.



### CHANGING THE NUMBER OF LAPS

IF YOU SELECT THIS, YOU CAN CHANGE THE NUMBER OF LAPS IN A COURSE WHEN YOU SELECT BATTLE MODE.



### COINS ON/OFF

THIS OPTION TURNS THE COINS ON OR OFF. IF THE COINS ARE OFF, THE SHOPS WILL BE CLOSED TO YOU, EVEN IF THE SHOPS ARE VISIBLE.



### SHOPS ON THE COURSE ON/OFF

THIS OPTION TURNS THE SHOPS ON OR OFF. IF IT IS OFF, YOU WILL NOT BE ABLE TO PURCHASE ITEMS OR SHOTS ON THE COURSE.



### RETURN TO THE INTRO SCREEN

SELECT THIS TO RETURN TO THE INTRO SCREEN.

## GAME MENU SCREEN

### BATTLE RACE

YOU MUST FIRST SELECT THE NUMBERS OF HUMANS PLAYING. UP TO FOUR MAY COMPETE. THEN YOU CHOOSE THE COURSE YOU WISH TO RACE ON.



#### Rank Prize

THIS SHOWS THE AWARD FOR FIRST, SECOND, AND THIRD PLACE.



#### Length and Difficulty

THIS SHOWS THE LENGTH OF THE COURSE IN METERS AND ITS DIFFICULTY. THE MORE STARS, THE MORE DIFFICULT THE COURSE IS.

#### Prize Record

THIS DISPLAYS THE HIGHEST PRIZE YOU'VE WON.

## GAME SCREEN

#### LAPS REMAINING

This shows how many laps you need to complete the race.

#### ITEM

This shows the items you have available.

#### WARNING SIGN

This means your opponent has launched something at you.

#### OPPONENT POSITION

This shows where the other racers are in relation to you.

#### YOUR ORDER

This shows where you are in the ranking of the race.

#### COINS

This shows how many coins you have collected during your race.

#### PAUSE

To pause the game, press Start. You can then continue, quit the game, or restart the course.

#### YOU



# SKILL GAME

There are three games of skill: Speed Cross, Shot Cross, and Tricks.



## SPEED CROSS

THE GOAL IS TO FINISH FASTER THAN THE TARGET TIME. IF YOU SUCCEED, YOU GET A TROPHY AND SOME COINS. THERE ARE SPEED FANS ON THE COURSE TO HELP YOU ALONG.



### RANKING

THE TIME RANKING SHOWS WHAT PLAYER GOT WHAT TIME ON WHAT BOARD, RATING THEM FROM ONE TO FIVE.



### ITEM

The number of Speed Fans you have.



YOU

### TARGET TIME

This shows the goal time you want to be under.

### LAP TIME

Shows your time.



## SHOT CROSS

SHOOT AS MANY SNOWMEN AS YOU CAN IN ONE RUN. YOU HAVE AN UNLIMITED NUMBER OF SHOTS TO DO IT WITH. USE THE Z BUTTON TO FIRE.



### SHOTS

This is the number of shots left in stock.

YOU



### NUMBER OF HITS

Shows how many snowmen you've shot.

### TIME LIMIT

Shows how much time you have left to complete the course.



## TRICK GAME

DO AS MANY TRICKS AS YOU CAN. THE DIFFICULTY OF THE TRICK DETERMINES HOW MUCH MONEY YOU GET.

YOU

### TIME LIMIT

Shows how much time is left to complete the course.



### POINT

This shows how many points you've scored.



## TIME ATTACK

Race down the slope in less time than the target time. You get one speed fan, and you must know when to use it.



**ITEM**  
This shows the Speed Fan.

**YOU**

**LAP TIME**  
This shows your elapsed time.

**BEST LAP**  
This shows the current target time.

## BOARD SHOP

THE BOARD SHOP ALLOWS YOU TO BUY AND PAINT BOARDS.



### BUYING BOARDS

YOU MAY BUY BOARDS AT ANY TIME, AS LONG AS YOU HAVE ENOUGH MONEY.



## PAINTING BOARDS

You can paint your board in one of fourteen different styles. The paint job isn't final until you leave the shop.



	<b>FREESTYLE</b> Level 1 Free Level 2 12000G Level 3 24000G	This board turns quickly, is easy to control, but is very slow.
	<b>ALL AROUND</b> Level 1 Free Level 2 10000G Level 3 20000G	Everything about this board is average, so it is good for beginners.
	<b>ALPINE</b> Level 1 Free Level 2 11000G Level 3 22000G	This board is very fast, but difficult to steer.

### LEAVE THE SHOP

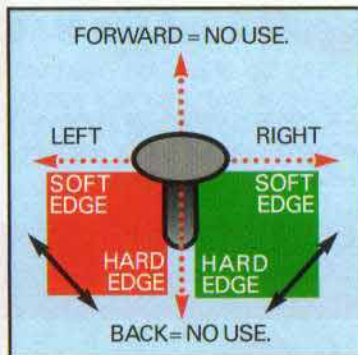
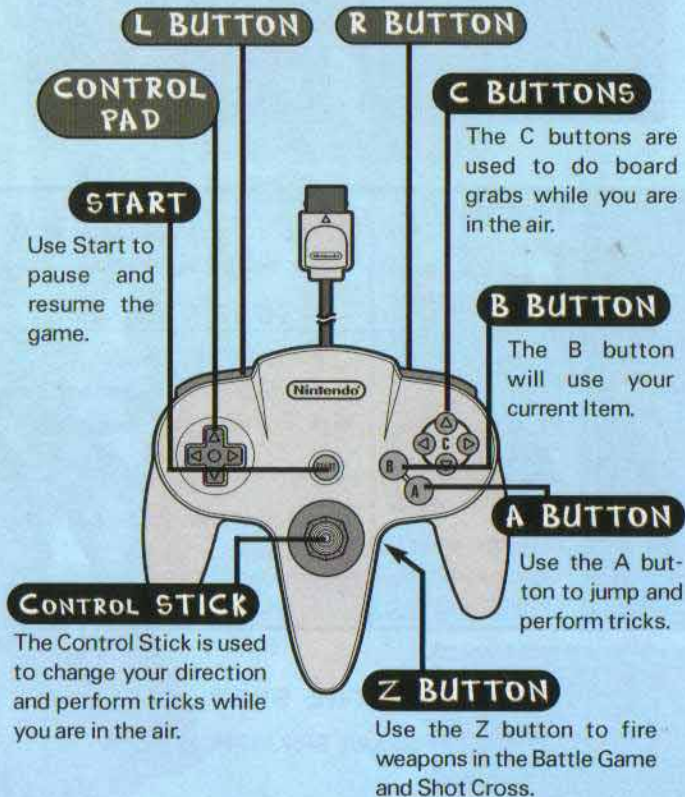
TO FINISH SHOPPING, SELECT LEAVE SHOP AND PRESS THE A BUTTON.



# PLAY CONTROL AND TECHNIQUE

This is how you control your characters during the game.

## THE CONTROLLER IN THE GAME



## CONTROL STICK TURNING

A HARD TURN IS DONE BY MOVING THE CONTROL STICK TO THE DIAGONAL LEFT OR RIGHT. THIS MANEUVER MAY SLOW YOU DOWN OR STOP YOU.



## BIG AIR TRICKS



AS YOU APPROACH A JUMP, HOLD DOWN THE A BUTTON AND MOVE THE CONTROL STICK. THEN RELEASE THE BUTTON WHEN YOU ARE IN THE AIR. EACH DIRECTION YOU PULL THE STICK RESULTS IN A DIFFERENT TRICK.

## BOARD GRABS



EACH C BUTTON HAS ITS OWN BOARD GRAB. UP IS A NOSE GRAB, DOWN IS A TAIL GRAB, LEFT IS A BACKSIDE AIR, RIGHT IS A FRONTSIDE INDIE GRAB.

## SPECIAL TRICKS

TURN THE PAGE FOR EACH CHARACTER'S UNIQUE TRICKS.



# THE SNOWBOARD KIDS



This group of preteens control the slopes with their magic moves. Up, down, left, and right refer to the Control Stick.

**NOTE:** Only one trick is listed. Use your imagination, there are more to be found.



## SLASH KAMEI

THIS TEN YEAR OLD BOY THINKS HE'S THE FASTEST IN THE VILLAGE, AND HE MIGHT BE. HE HAS TOO MUCH ENERGY FOR HIS OWN GOOD, AND IS ALWAYS FIGHTING WITH LINDA.

**BANZAI BASH**  
Hold A (←) (→) Release A

## NANCY NEIL

NANCY IS A VERY MODEST TEN YEAR OLD. SHE WOULD NEVER ADMIT THAT SHE IS THE BEST IN THE BUNCH AT TRICKS.

**SPINNING STAR**  
Hold A (←) (→) Release A



## JAM KUEHNEMUND

JAM THINKS THAT HE'S REALLY HIP BECAUSE HE FOLLOWS THE NEW YORK RAP SCENE. HE REFUSES TO BELIEVE THAT FELLOW TEN YEAR OLD NANCY IS BETTER AT TRICKS THAN HE IS, SO HE DESPERATELY WANTS TO BEAT HER.

**SPINNING MOON**  
Hold A (←) (→) Release A



## LINDA MALTINI

LINDA MOVED TO THE VILLAGE FOUR YEARS AGO, WHEN SHE WAS SEVEN, BECAUSE SHE WAS SICK. SHE'S GOTTEN BETTER, IF YOU CAN CALL A RICH GIRL WHO TRIES TO CONTROL EVERYONE'S LIVES BETTER.

**THE WHIRLIGIG**  
Hold A (←) (→) Release A

## TOMMY PARSY

SLASH SAYS THIS TEN YEAR OLD IS FAST BECAUSE HE EATS TOO MUCH, BUT STILL, THEY ARE BEST FRIENDS.

**TWIRLING TOMMY**  
Hold A (→) (←) (→) Release A



## EQUIPMENT



You will see Red and Blue Shops on the course during the Battle Race. The Red Shop have Shots in them, and the Blue Shops have Items.

### PURCHASING

TO PURCHASE SOMETHING AT A SHOP, RUN INTO IT. IF YOU HAVE THE MONEY. IF NOT, THE SHOP WILL BE CLOSED AND YOU WILL CRASH.



### USING EQUIPMENT

TO SHOOT USING YOUR CURRENT SHOT, PULL THE Z BUTTON. TO USE THE ITEM, PRESS THE B BUTTON.



### WARNING SIGNS

IF SOMEONE HAS FIRED A SHOT AT YOU, A LARGE EXCLAMATION POINT WILL APPEAR NEXT TO YOU. PRESS THE A BUTTON TO JUMP OR MOVE QUICKLY TO THE OTHER SIDE OF THE COURSE TO AVOID IT.

### A LITTLE ADVICE

Do not use any Items or Shots near the lift. They will have no effect. If you like what you have, don't go into a Shop, because you risk getting something you don't want. Don't just use what you have immediately, wait until it will do the most good.

## BLUE SHOP



**GHOST** THE GHOST SLOWS YOU DOWN. IT AFFECTS THE PERSON WHO IS IN FIRST PLACE. IF YOU ARE IN FIRST PLACE WHEN YOU USE IT, IT WILL AFFECT THE PERSON IN SECOND PLACE.



**SPEED FAN** THE FAN INCREASES YOUR BOARD SPEED FOR A WHILE. YOU WILL LOSE IT EARLY IF YOU CRASH.



**ROCK** A LITTLE STONE FALLS ONTO THE COURSE.



**RAT FACE** THE MOUSE STEALS COINS FROM THE OTHER PEOPLE ON THE COURSE.



**INVISIBLE** THIS MAKES YOU INVISIBLE TO SHOTS.



**PAN** THIS PAN DROPS ONTO EVERYONE ELSE'S HEAD. JIGGLE THE CONTROL STICK OR TAP THE A BUTTON TO RECOVER FASTER.

### Dodging Projectiles!!!





## PARACHUTE

THE PARACHUTE CARRIES YOUR OPPONENT UP INTO THE AIR AND FLOAT SLOWLY DOWN.



## FREEZE SHOT

FREEZES

THE TARGET INTO SOLID ICE. JIGGLE THE CONTROL STICK OR TAP THE A BUTTON TO RECOVER FASTER.



## BOMB

BLOWS THE TARGET AND ANYONE CLOSE TO IT UP. THIS COULD BE YOU, IF YOU AREN'T CAREFUL!



## SLAP STICK

THIS BIG WHITE HAND KNOCKS THE TARGET TO THE GROUND.



## SNOWMAN

THIS TURNS THE TARGET INTO A SNOWMAN. JIGGLE THE CONTROL STICK OR TAP THE A BUTTON TO RECOVER FASTER.

## Parachute



There are are hidden courses, boards, and characters. We won't give much away and spoil the surprise.

## GET ALL THE CUPS

IF YOU GET ALL THE CUPS IN ALL OF THE FIRST SIX STAGES, NEW COURSES WILL OPEN UP TO YOU.



## 3 LIFT TICKETS

IF YOU FINISH IN FIRST PLACE IN ALL SIX OF THE BATTLE RACE COURSES, YOU WILL GET A BRONZE LIFT TICKET. DO IT AGAIN TO GET A SILVER TICKET, AND THE NEXT TIME, A GOLD ONE.



# NO. 1



**Q. HOW CAN I IMPROVE MY TURNS?**

**LINDA**



Use the edge turn and change your hip position. You can also glance off walls and not crash, if you are close to them to start.

**Q. WHAT BOARD SHOULD I USE?**

**JAM**



Use Alpine for Time Attack and Speed Cross. For the other modes, use the board appropriate to the character. Usually, the faster the character moves, the harder it is to turn.

**Q. HOW CAN I GET HIGH POINTS IN THE TRICK GAME?**

**NANCY**



Use the character specific tricks and 360 spins. You get bonus points for the rail slide at the end of the course.

**Q. I'M ALWAYS MAKING MISTAKES IN THE TRICK GAME. DO YOU HAVE ANY SIMPLE ADVICE?**

**SLASH**



Crouch as soon as possible and hold the Control Stick Right. Don't let go of the stick after you release the A button.

**Q. I'M ALWAYS IN FOURTH PLACE. HOW CAN I SPEED UP?**

**TOMMY**



Buy a faster board or play a faster character. Shoot everyone ahead of you, keeping them down.

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The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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