

Snowboard Kids FAQ

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The only Snowboard Kids FAQ! ver. 2.5

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#
# <--detonator mines to separate the sections
#
```

Snowboard Kids was ATLUS's first time on the N64, the developer's greatest hit, and N64's first snowboarding game. This game is quite a toughie, and I can tell you every strategy I know in this game! Also, there will be codes and other stuff. Oh, and they're making a sequel that should be out by summer '99. Are you gonna get it?

```
#
```

How to read trick explanations:

```
Slash's      Banzai      Bash<---name
(A)          <-          ->          (A)
250G<---how much money you earn for pulling it off
hold |move control stick
A   | left, then right.
button|hold last of these
     |moves until you near the jump.
     |Then release A and
     |see your trick in motion.
```

```
-> right
<- left
U  up
D  down
o> rotate full circle counterclockwise
<o rotate full circle clockwise
U< upper left
U> upper right
D< lower left
D> lower right
```

```
#
```

First, we'll start with the characters:

Slash Kamei:

He's well rounded. Good for beginners. One thing bothers me: what's that Thailand flag doing on his cheek? Oh yeah, it also means "I'm number 1!"

```
Slash's Banzai Bash
(A)     <-     ->     (A)
```

250G

The Slash Spin

(A) U D U (A)

220G

The Slash Dynamite

(A) -> <- -> <- (A)

300G

Nancy Neil:

She's slow. However, she's a master at the tricks and handling. She's good too. However, it looks like she has a tattoo and she's wearing pajamas! What's with this game?

Nancy's Spinning Star

(A) <- -> (A)

220G

The Nancy Cross

(A) U< U> (A)

250G

The Nancy Grab

(A) <--><--> (A)

300G

Nancy's Best

(A) U D <- (A)

350G

The Nancy Groove

(A) <- -> U D (A)

400G

Jam Kuehnemund:

The majority picks him the best of the nonsecret bunch. He's second in handling and trick abilities and second worst in speed. The perfect combination.

Jam's Spinning Moon

(A) <- -> (A)

220G

The Jam Jam

(A) <--><--> (A)

250G

The Strawberry Jam

(A) U D U D (A)

300G

The Blueberry Jam

(A) D U <- (A)

350G

The Boysenberry Jam

(A) D <o <o D (A)

400G

Linda Maltinie:

Stranger. She's so darn rich! She's the opposite of Jam, being second at top speed and you know the rest. Like Slash and Tommy, she's only got three tricks up her sleeve...if she had sleeves.

Linda's Whirlagig

(A) <- -> (A)

220G

Linda's Spinner

(A) <- -> U D (A)

250G

Linda's Leap

(A) U D U D <-(A)

350G

Tommy Parsy:

This guy is the one you must avoid. He blazes fast only because he eats a whole lotta hamburgers. That keeps his handling and trick ability down, though. That sucks. Oh well. Better not try him with the expert ice board.

Twirling Tommy

(A) -> <- -> (A)

220G

The Tommy Shake

(A) <--> <--> (A)

250G

The Tommy Tumble

(A) U o> U (A)

300G

Shinobin:

That new guy can be won by beating him in Ninja Land (very difficult). He has his own three boards. He can do four tricks with these guys.

Shinobin's 1080- (yes, they have 'em here too)

(A) -> <- -> <-(A)

250G

Shinobin's Quick Draw

(A) -> <o <o -> (A)

300G

Shinobin's Special Flip

(A) U o> o> U (A)

400G

Shinobin's Double Dash

(A) <- U -> D (A)

500G

BASIC TRICKS

flip:*

(A)

3 6 0 -*

(A) <- or -> (A)

360- flip*

(A) U< or U>

board grab:

any C button

*<--- if the trick is marked with that, then it means
you can grab your board during the trick

#

Let's move on to the controls:

A jump

hold A while approaching a jump and do the right moves.
Release A as you near the edge and you'll have done a
trick! Press A to hop. If you time it right you can
hop over certain weapons and accelerate once you lose
speed.

B use item

when something appears in the second box, press the B
button to use it.

Z use weapon

when something appears in the first box, use the Z
button to fire it. You get 3 of each weapon.

C buttons

use them to grab your board in midair. The longer
you grab it, the more money you get. It ranges from 20 G
to 99 G, less than the most basic trick. However, it's
very fun to do. Touch your toes!

control stick

steers. Need I say more?

#

Boards are what you ride on. The snowboard is just like its many cousins, like the surfboard and the skateboard. Here there are a total of 15 boards, 6 of which are hidden. The hidden boards can't go in reverse, and the trick to turning sharp is to hold D> or D< while turning. This proves quite handy in Dizzy-Land or Quick-sand Valley:

There are 3 types of nonsecret boards.

Free Style

LEVEL 1: You start with this. It's slow, but handles well and is good at tricks. Definitely choose this if you select Tommy or Linda.

0 G

LEVEL 2: Same, but faster and handles better and better at tricks. Get this if you can.

120000 G

LEVEL 3: Earn enough bucks to buy the best. There's only three levels of each board. That's a relief.

240000 G

All Around

LEVEL 1: Recommended for Slash. It's got no advantage over others, nor are there any disadvantages. After a while, though, you'll find this quite useless.

0 G

LEVEL 2: It's basically the same thing, only it makes the AI more stupid.

10000 G

LEVEL 3: Grab the moolah while you can to actually play as Slash on Night Highway and be a match. It gets that hard that quickly.

20000 G

Alpine

LEVEL 1: If you're going to choose Jam or Nancy, you gotta get this baby. It's fast, but the character's good handling and trick ability makes up for its disadvantages. The only kind of board you can put in reverse, though that will severely make you lose speed.

0 G

LEVEL 2: Get this. It's the not expensive, so if you get through all the Skill Games, then race in Rookie Mt., you'll be able to buy this board. It costs only

11000 G

LEVEL 3: Man, oh man, this has one heck of a good speed! Use this in Night Highway with Nancy or Jam. Good Luck! There are also known cases of getting 17 seconds using

Tommy with this on Ninja Land, the game's shortest course.

22000 G

Special

LEVEL 1: Also known as the Star Board, (not the Port or Stern) this can be received after you defeat Shinobin. Remember, this is a special board, and you get 10000 G alone when you come in 1st in Ninja Land, so it's quite expensive for a board.

80000 G

LEVEL 2: This is the Feather Board. It's a feather, and is great in Animal Land. However, it's super hard to do this, for you have to earn 2500 points there (Animal Land). Now you can get it for the low, low price of 100000 G

LEVEL 3: That was a lot of 0's up there! This is the Ice Board. You can get this by simply getting all nine nonsecret boards, and the Ice Board is yours. This price is a bargain, which is

1000 G

Shinobin

LEVEL 1: This board is recommended in Quicksand Valley, where there are a lot of sharp turns (you know that it's slow, and handles well and does tricks excellently now? Oh well). I call it the Scroll Board. It's a scroll.

:beat Shinobin:

LEVEL 2: Imagine a big-nosed ninja sliding down the snowy slopes on an abacus. This Abacus Board is well rounded, and is recommended on Night Highway, Grass Valley, Dizzy-Land, and Silver Mt.

:beat Shinobin:

LEVEL 3: He's got a sword with a rectangular shadow. You can use this in every other course. Oh, and that's the board he's using when you race him. It's like the Alpine Boards, only it's Shinobin's.

:beat Shinobin:

#

Ooh, you'll need shots. Each cost 100 G and when you run into red Clown Shops, you get something good.

Slap Stick: It'll make you flip!

It's a fast heat-seeking thingy.

Bomb: It's da bomb!

Explodes on contact, wiping out anyone in the range. I hate it.

Snowman: Snowman can't turn!

They bounce around, and if they hit anyone they morph into a snowman and can't turn. My favorite shot.

Freeze Shot: This freeze is a breeze!

Hit anyone and they will freeze in a slab of ice. Wait for it to melt.

Parachute: It'll lift your spirits!

Brings one up into the air really high, then sets 'em back down. By then he would be been in last.

Items. You get one, just one. Run into a blue Clown Shop to get something cooler.

Pan: It'll make you go FLAT out!

This sucker falls on everyone's head but yours, giving you a chance to pull into 1st from 4th.

Fan: Don't fan with me!

This is a speed boost that lasts about 5 seconds.

Ghost: Make the ghost out of this!

Ghosties haunt the guy in 1st, making them slow down. You can tell if they got haunted or not by seeing their icon on the right turn blue.

Rock: It'll rock you over!

Anyone who slides into it will trip.

Invisible: Also invincible too!

You'll be immune to any weapon except the ghost and the rock.

Rat Face: This mouse is a steal!

The rat steals everyone else's coins, leaving them broke and you wealthy.

#

The modes:

Battle Race:

It's the only mode available in multiplayer mode. However, you can only race in the courses you've opened. Otherwise, you won't even see it on the menu.

Skill Game:

Speed Cross: Pick up as many fans as you can to hit a record and gain points. An extra 300 G is rewarded for picking up every fan there is. If you run out of time you'll lose everything that you were supposed to earn.

Shoot Cross: Shoot bunches of snowmen to gain some money. There will be another reward for for blasting all the snowmen. Don't worry, the time left doesn't do anything. And guess what? If you blast all the snowmen, you get a 1000G bonus!

Trick Cross: Go into Animal Land and perform lots of cool moves to gain more money. The stick near the end here doubles your score, so it's vital to your success. Also, there'll be awards for every trick you do. Don't even think about beating my record of 5210! Okay, okay, I used a cool glitch. When the time remaining reads 00' 03" 23 when you get on the stick, it doubles your score. But the cool part is it doubles again when you get off!

Time Attack: Bust the AI's records and claim your victory. Just pick a fast board and start zoomin'!

Board Shop: Buy your boards here and paint them from 18 different designs. Simple, huh? Just choose a design you like best or just leave it as a default.

Exit/Save: The controller pak: Don't leave Snowboard Kids without it. If you haven't got one, then I guess... you can't save!

#

The Courses:

ROOKIE MT.
(GURUGURU MT.)

There is basically five laps in this course. Use any board you wish, they'll all be great here. There's not much to worry about here, just learn to use the weapons and items and you'll be fine. The course starts on a straightaway, and after a heap of coins, you'll past by an Item Shop. Then it's an easy left, a right, then the first jump in the game. It's on to another straightaway. After that it's a slightly sharp right, then an S-curve, and you'll see the ski lift. Just enter the turnstile, being careful not to bump into it. Once you enter the turnstile, everything is automatic. After the chair, you start another lap at the beginning.

541 m

difficulty: Newcomer

5 Laps

Best Racer: Tommy (I know, Shinobin's best everywhere.

I mean nonsecret character.)

Best Board: Alpine (All Around with Tommy)

BIG SNOWMAN

This is the longest course in the game. Fortunately, it's only 2 laps! You'll start with a bunch of S-curves, then a big drop. You'll go through the longest straightaway so far, and into a tunnel. Now to the jump. After that, you'll have to dodge the many trees in the forest. Pass the snowman and you'll enter a sharp turn. After that jump, be careful, for you're on a cliff with a chance of falling off to the left. Don't worry, you'll be back in the race in 3 seconds. After another sharp dip, you'll go through another cliff, this time guardrailed and to the right. Pass the waterfalls, and across the two jumps, and you'll see more trees. Dodge them and you will see nother set of jumps. Now for the ski lift! You'll exit on an offroad path, but you'll be racing again soon. The main tip here is to look FAR ahead. There are long straightaways and wide turns, so it's veyr easy to do that.

1750 m

difficulty: Beginner

2 laps

Best Racer: Slash

Best Board: Alpine

SUNSET ROCK

This place is mysterious because of its perpetual sunset. Here is where you new guys can be stuck on because of that stupid big jump. Level 2 boards are recommended. This course starts out normally on a good ol' straightaway but almost immediately after that the trouble begins. When you get to the rocks go either left or right of all of them. Then go to the middle of the course as you negotiate the sharp left. Now stay in the middle again to dodge the dozen or so penguins, and you'll get to a jump. I recommend one does their second power or third power tricks, like the Slash Spin ((A) U D U (A)). Then you'll encounter another problem. Stay to the far right, being careful not to fall off. Then, as soon as you see the jump, do the highest power trick your character has, like the Nancy Groove ((A) <- -> U D (A)). Now, aim for the center once again, and tap the A button as you near the stick. If you get it just right, you'll go across the flimsy stick and gain 300 G! Now you have an option: choose the jump and gain some money, or don't and take it easy. Don't do any special tricks, not even first level, or you'll crash and lose time. After the falling rocks again, you will meet a snowman who wants company! Keep yourSELF from joining the Snowman Group by aiming yourself just

to the right of him. Now, you'll meet the rocks again, but the banked turns force you to another technique: for the first four rows of rocks, go left, and then gradually move right. Now for the big jump: as you slide down hold the A button and maybe do a special trick! You'll have nothing to worry about from the ice cave on except for the ski lift. Keep following this and you're on to Night Highway!

1706 m

difficulty: Rookie

3 laps

Best Racer: Linda

Best Board: All Around

NIGHT HIGHWAY

Ooh man, you'll have to rustle up some dough before you even set foot here! You'll need your level 3 board if you're using Alpine (Level 2 for Free Style or All Around), and even then it's quite a challenge. Earlier I didn't mention about shortcuts, now I will, since you need them. They are quite difficult to aim for, but they'll at least bring you closer to the bunch or get you farther ahead. After the first jump here you'll face a left turn, and then veer right. Time it just right and you'll hit the shortcut! Turn right and enter the tunnel. Go left and pass a series of big jumps. After the second veer right again and if you're lucky, you'll enter a cave chock full of gold coins and come out proud. Now you'll need to turn a sharp right across the hairpin, then a jump. Try not to get hit here the most because you're actually going uphill. You'll start going down again around the middle of the suspension bridge. Do a plain flip on this jump. After the ice tunnel you will meet the biggest jump in the game: so big, that if you did a Boysenberry Jam ((A) D o< o< D (A)) you'll still have enough time for another trick, but you can't. After the 90- it's the ski lift.

1368 m

difficulty: Intermediate

3 laps

Best Racer: Nancy

Best Board: All Around

GRASS VALLEY

This is the fifth course in the game, and what a challenge it is! You're good even if you've made it here! Well, let's get on with it. The race starts out innocently enough. However, the abandoned mine is where it starts gettin' wild! (you might notice a suspension bridge next to the series of jumps, but it's a longcut and not worth it.) After an easy right there's a sharp left. Stay along the inside edges. After a few more sharp turns in the mine you'll meet the grass. From here to the sunflower patch take the normal path and you should not have much hassle except for the AI, which does it all the time (aim all their stuff at you). After

the patch, keep your speed up, for you'll be jumping over a stream. Then you'll meet a steel bridge--don't fall off it! After the next left turn things really start getting hectic. Sharp turns are found everywhere in this section, but, after the vilage, there will be a jump. Pass the "Snobow Kids" billboard and you'll see the turnstile. Keep it up and you'll be ready for Dizzy-Land!

1490 m

difficulty: Hard

3 laps

Best Racer: Jam

Best Board: All Around

DIZZY-LAND (DINO PARK)

Someone has been slacking off when they put in the attributes of Dizzy-Land. Just look below! Anyways, you will also need your level 3 board, for it is the last course--or is it? There's not much to worry here either, since most of the difficulty lies in the sharp turns, and by now, you should be able to handle them quite easily. The teacup ride is a pain because if you hit one your board goes in reverse. There's well over a dozen teacups, so you better follow my advice! When you enter, go between the first two, right of the third, fourth, & fifth, you know, slalom! That way you're almost guaranteed to get a 1st when you finish it because the AI always hits the third one. Now into the tunnel. You MUST take the shortcut here. Near the beginning, as soon as you see the two apatosauruses, turn 90- left. You'll find an offroad path. You'll be almost out of the winding cavern. (You'll have to find the jumps yourself because there's no indication. Besides, where, in a theme park, can you find a jump for snowboards?) After a few sharp turns, you'll meet the rapids. The turns are sharper than you see because it's pushing you against the turns. In the distance, if you find a ferris wheel, you've found the ski lift!

1490 m

difficulty: Hard

3 laps

Best Racer: Jam

Best Board: All Around

QUICKSAND VALLEY

Ha! I bet you weren't expecting the Sahara Desert, were you? This is a far cry from the freezing previous courses, now it's scorching! After you start, turn right, then left. The path leading "up" is the ski lift part. I can't help you very much, just pick a good-handling person or board to manage through the quicksand unharmed. Can you find the two shortcuts? At the end of the second one, choose the right path. Do a 360- flip to gain some speed so you can pass that first place player! Also, get the blue shop near the end, and if you

are lucky, you might get pans or ghosts, in case he gets you instead.

1638 m

difficulty: Expert

Best Racer: Nancy

Best Board: Free Style

SILVER MT.

(SILVER MOUNTAIN)

This course is shrouded in fog. This place is so complex that I shouldn't type all this stuff in! Don't let the many sights distract you, and when it says "JUMP!", it says "JUMP!". You didn't? Too bad. You fell off the course. Something bothers me though, what (or who) are those guys leaping above me about 2/3 through the lap? Oh well. With all the jumps, do a flip, except for the fourth. Just before it, go left, then aim for the right wall, or you'll crash into the restaurant. Darn! Also, the characters themselves aren't affected by the fog. No shortcuts here. Darn again!

1664 m

difficulty: Very Hard

3 laps

Best Racer: Jam

Best Board: All Around

NINJA LAND

(MT. FUJI)

Alright, time for the final showdown! Shinobin's here, and he can turn invisible whenever he wants to! The course has no particularly sharp turns, so don't worry about the course, worry about the competition! The best strategy is to get a weapon, fire it at Shinobin or Slash, then fire it again as their invisibles wear off. You'll hit them. Also, near the end of the final lap, it is good to let someone pass you so you get into 2nd, then someone'll pull a ghost, and it'll haunt him instead! You'll get into 1st, earn 10000+ G, see the credits, get Shinobin, and earn the Star Board! What a deal, what a deal, what a deal! It's worth the difficulty, and it's much harder than Silver Mt. It also goes the fastest of the courses.

382 m

difficulty: Rookie

9 laps

Best Racer: Linda

Best Board: Alpine

ANIMAL LAND

This is the trick course. If you follow my directions you will be able to at least get 750 pts. When you get to the halfpipe area keep doing the simplest special trick up and down the walls until you've got 50 seconds left. Do another special trick off the jump, then as you

hit the shallow halfpipe, you'll go backwards. Do it again as you hit the cliffs. You should do it. Now do as the sign says, then release A as soon as you touch the part that says "GO!" If you did it successfully you should have just less than 20 seconds left. Hurry and do a last special trick, then head for the pipe. If you make it across the pipe you're done and ready for the feather board!

541 m

difficulty: Intermediate

1 lap

Best Racer: Nancy

Best Board: Free Style

#

Frequently Asked Questions

Q: How can I turn better? I always keep crashing into walls!

Tommy knows.

Tommy: I think that you should get a better-controlling board or character. Also, pushing the stick D> or D< to turn better. Just be careful not to get your board into reverse with the Alpine.

Where's the best places to do tricks?

Nancy has an idea!

Nancy: If you want to perform special tricks, head for Big Snowman, Sunset Rock, or Night Highway and practice them. Don't do tricks on banked turns or bumps, that'll usually make you crash and lose time. Still, my tricks are the coolest of them all.

I keep losing. What is there to do?

We think Jam should take over here.

Jam:Yo! You've got to take advantage of the weapons or you will be as doomed as Linda on a cold winter day...

Linda: Hey!

Jam: Sor-REE! Why do you dress like that then? As I was saying, weapons handle pretty badly when they seek out, so fire them only when you have room. However, occasionally they can make up to 45- turns, especially the hand. Just fire away!

(Yep. it's a different version of the instruction manual FAQ. This is more detailed, and also, some of you guys don't even read instruction manuals!)

Which boards should I choose?

Linda's an expert on these things.

Linda: Above are all the boards recommended for each course. In Speed Cross, however, use the Free Style board, despite the instruction manual thingy. I recom-

mend also the Free Style Board in Shot Cross. In Time Attack, you should use...well...the boards listed above!

What do they mean by "Trick"?

Slash would like to answer.

Slash: Good question! Trick ability is,.....the ability to do tricks! A good handling character usually has more tricks than average characters. Darn! I only have 3! Trick ability itself is how fast a character can do a trick. Since mine is average, and if I get a Free Style board, I can do tricks in less time, thus having the ability to do it on much smaller jumps, especially the Slash Dynamite (Ooh, I LOVE that!)

Shinobin, everyone has always pictured you as a "?". What do you really look like?

It's time for Shinobin.

Shinobin: It's a secret. I'm not really a question mark, how stupid can THAT be? Like the 5 other characters, this ninja dude has his own big nose (sorry if I was acting immortal, I'm much better than the bunch). Also, in case someone tries to act smart, I just get my trusty sword on my left. Yes, I'm a lefty.

What are the character attributes?

Oh geez! Here they are...

Speed (fastest to slowest)

Tommy
Linda \tie
Shino /tie
Slash
J a m
Nancy

Handling (best to worst)

Nancy
J a m \tie
Shino /tie
Slash
Linda
Tommy

Tricks (best to worst)

Nancy
J a m \tie
Shino /tie
Slash
Linda
Tommy

Tricks (most to least)

Nancy 5
J a m 5
Shino 4
Slash 3
Linda 3

Tommy 3

Course (hard to easy)

Quicksand Valley	*	*	*	*
Silver Mountain	*	*	*	1/2
D i z z y - Land	*	*	*	
Grass V a l l e y	*	*	*	
Night Highway	*	*	*	1/2
Sunset R o c k	*	*	*	
N i n j a Land	*	*	*	
B i g Snowman	*	*	*	1/2
Rookie Mountain	*	*	*	

#

Glitches

This one is extremely hard to do, but if you manage to do it, you'll get a great reward. Go to Animal Land, and do lots of tricks. Then, make sure your time is EXACTLY 00'03"23 as you get on the sick at the end, and your score will double when you get on and again when you get off.

#

ALRIGHTY THEN, TIME FOR THE FINAL ULTIMATE CODE!

(Dizzy-Land stitchlights turn on)

(trumpets start playing victory music)

J= control stick (J> J< JU JD)

D-Pad = normal directions: (<- -> U D)

C= c-buttons (C> C< CU CD)

S= start button

At the title screen, where there's "start", "lesson", & "option", press in:

JD

JU

D

U

CD

CU

L

R

Z

<-

C>

JU

B

->

C<

S

You'll hear Slash say "YEAH!" and you'll get:

all the boards

all the courses

Shinobin

clone characters

#

Info on Snowboard Kids 2

This game is as mysterious as Shinobin himself. Not much is known at this point, except that it will star the regular kids, and you'll be able to race on the varied textures of the game that came before it. You know, sand, grass, brick, mud, ice, water, dirt, asphalt, clay, and, of course, snow. There will also be more tricks that will be harder to perform and more kids to choose from. Judging from other peoples' complaints, Atlus heard them and added: MORE COURSES! That's right, there will actually be more than 15! Uh oh, I gave out too much information already!

#

P.S. If you'd like to ask something or you find a typo, e-mail me at "PRAMAT@aol.com". I'll do what I can do. Also, how come I'm so good if I never actually bought the game, just rented it lots of times?

#

THE END

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2.0 completed 8:59 PM 5/29/98.
2.5 completed 8:21 PM 8/10/98.

P.S. I might not have much on Rookie Mt., Big Snowman, or Sunset Rock, but can you find anyone who's actually stuck on those courses?

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