

Snowboard Kids 2 FAQ

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SNOWBOARD KIDS 2

VERSION 1.0

An FAQ done by Super Magus.

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1.0. Intro.

Snow board Kids 2 is a Snow boarding game(obviously) and is a sequel to Snow board Kids(Duh). I think it is an excellent game and you should get it right away! You press a to jump and Z to fire weapons(red box) and the B button for items(red boxes). Enjoy the FAQ!

2.0.Legal Junk:

This FAQ is copyright Super Magus 2002 and should only appear on www.Gamefaqs.com and www.neoseeker.com If you want to use info in this FAQ please e-mail me and I will gladly let you use it. Just make sure you give me credit. This is FAQ version 1.0.

3.0.Board info

This section explains the non-hidden boards and their attributes. Hidden boards will be covered in the secret stuff section.

3.1. Balance boards

Balance board Lvl.1

Speed: 3

Turn: 4

Jump: 4

This is an easy board to control and is the best for beginners. It should be used for the first few races.

Balance Board Lvl.2

Speed: 5

Turn: 4

Jump: 4

this is another good board for beginners when you get enough money to buy it in the board shop(Which shouldn't take too long)

Balance board Lvl.3

Speed: 7

Turn: 4

Jump: 4

One of my favorites. A really good board.

3.2. Trick boards

Trick Board Lvl. 1

Speed: 2

Turn: 5

Jump: 5

Don't use this one in races, just in the trick game.(See section 1.8 for details)

Trick board Lvl. 2

Speed: 4

Turn: 5

Jump: 5

Faster than the level 1 trick board (Duh). Other than that there's no difference.

Trick Board Lvl. 3

Speed: 6

Turn: 5

Jump: 5

A good board for tricks AND races. Use this one if you're not too good at steering.

3.3. Speed boards

Speed Board Lvl. 1

Speed: 4

Turn: 3

Jump: 3

A nice board to use once you've mastered turning and if you don't mind not jumping too well. Do NOT use this board in the trick game.(See section 1.8: Snowboard town. For details.).

Speed Board Lvl. 2

Speed: 6

Turn: 3

Jump: 3

Another nice board for going fast. Again, don't use this in the trick game.

Speed Board Lvl. 3

Speed: 8

Turn: 3

Jump: 3

The fastest non-hidden board in the game. Only use this board if you have mastered turning.

=4.0. Character info=

This section explains the characters and their attributes.

4.1. Slash Kamei: Active and naughty.

Speed: Fair

Turn: Fair

Jump: Fair

An all-around character as you can see. Good for beginners.

4.2. Nancy Neil: Nice and reliable.

Speed: Bad

Jump: Great

Turn: Great

A trick type character that's good for the trick game. Do not race with her.

4.3. Jam Kuehnemund: A conceited brat. (If anyone knows how to pronounce that please e-mail me)

Speed: Good

Turn: So-so

Jump: So-so

Another well balanced character for begginers. Slightly faster than Slash.

4.4. Linda Maltinie: Snobbish brat.

Speed: Great

Turn: Bad

Jump: Bad

Not a bad character if you've mastered steering. Goes good with the Lvl. 3 Trick Board. Fast, but not as fast as:

4.5. Tommy Parsy: Easy-going glutton.

Speed: Excellent

Turn: Very Poor

Jump: Very Poor

Fastest non-hidden character. Turns horrible. Use level 3 Trick board unless you can steer VERY well.

4.6. Wendy Lane: Loves inventing stuff.

Speed: Very Poor

Turn: Very Good

Jump: Very Good

A trick type. Like Nancy, do NOT race with her, just do the trick game.

Hidden characters will be covered in the secrets section.

=5.0. Snowboard Town=

Snowboard town is the "Overworld" of Snowboard Kids 2. It has different shops and stuff you can visit. Walk all the way to the left or right to get to the course.

5.1. Trick Game

This is the competition where you do tricks to earn points and win money. You do a trick by holding A and a direction on the joystick and

letting go of A without letting go of the joystick. You can also tap A at the end of a trick while still holding a direction. But don't do a trick right before you land or you'll crash. You can also press a C-button to do a board grab. You get 10 points for a flip and 1 point for a board grab. During a race on a course you get 100 G for a flip and 20 G for a board grab.

Suggested characters: Nancy/Wendy.

5.2.Board shop

This is where you use the money you win in races to buy better boards so you can race better. You start with level 1 boards and you can buy level 2 boards. Then after you've bought all the level 2 boards you can buy level 3 boards.

5.3.Speed Cross

This is where you have to get the finish line before your timer runs out. Don't bother doing tricks because you don't get points.

Suggested characters: Linda/Tommy.

5.4.School

This is where you can switch your character. Not much to say about this.

5.5.Phone

This is where you can save and quit your game. This game can hold 3 files and does not need a memory card to save(thank goodness).

5.6.Snowboard Times(Shoot cross)

In this mini-game you have to deliver newspapers by shooting them off at mailboxes with Z. You get 50 papers.

Suggested characters: Slash/Jam

5.7.Wendy's internet

In here you can view Board, character, and course information. You can also get tips and listen to music.

5.8.Paint Shop

In here you can paint your boards with selected styles. It does not affect your board it just makes it look cool. It costs money to do this though and it's not really worth it.

=6.0. Walkthrough=

6.1. Sunny Mountain

Length: 1008m

Difficulty: Very Easy

One of the easiest courses in the game(And the first). Just don't get too fancy with tricks and you'll be okay.

6.2.Turtle Island

Length: 1379m

Difficulty: Easy

Another fairly easy course. You can do more tricks in this level because the jumps are pretty big.

6.3. Jingle Town

Length: 1480m

Difficulty: Easy

It would be smart to have a level 2 board now if possible. This level isn't much harder than Turtle Island except for the rabbits in the middle of the track at one point, avoid these and you'll be fine. Again,

don't get too fancy on the tricks except for coming out of the cave area.

6.4.Jingle Town (Boss)

Length: 1480m

Difficulty: Moderate

Okay this guy is tough. Just keep firing weapons and using items on him and avoiding his shots. You should be fine. Don't do tricks either.

6.5.Wendy's house

Length: 1656m

Difficulty: Moderate

This is the second longest course in the game(but also the funnest). Here the jumps are pretty big so you can do plenty of tricks. Just watch out for the falling chocolates or whatever those are and don't fall off the piano. And when you reach the tunnel thing, keep going left.

6.6.Linda's Castle

Length: 1532m

Difficulty: Hard

Okay, watch out for the tables and sheep in this course. And a note, when it jump in this course, JUMP! Some of the turns here are pretty sharp so be careful.

6.7.Crazy Jungle

Length: 1603m

Difficulty: Moderate

Okay this is another long one. It's not too hard as long as you don't try the rope shortcut(Unless you are VERY good). Watch out for the Bomb's falling down in the temple section and the alligators in the swamp part(they don't call this crazy jungle for nothing). You should also have a level 3 board now. If you don't have one, GET ONE!

6.8.Crazy Jungle (Boss)

Length: 1603m

Difficulty: HARD!

This is the hardest part in the game to me. Make sure you have a level 3 board or else you are history because this guy is FAST! Hit him with everything you find.

6.9.Starlight Highway

Length: 1520m

Difficulty: Hard

This is a pretty fun track to race on but it is also pretty hard. Hit all the accelerators you see and do lots of tricks. Take the broken window shortcut on the second tunnel(You can't miss it) for a nice shave-off of time.

6.10.Haunted House

Length: 1556m

Difficulty: Hard

This is an annoying course. Don't take the left path unless you've mastered the wire thing. Watch out so you don't touch the ghosts because they'll slow you down.

6.11.Ice Land

Length: 1668m

difficulty: Hard

This is the longest (and most irritating) course in the game. A new guy is racing and he is FAST! Hit your opponents with everything you got or you'll lose. This is the course where it's hardest to stay on the track.

6.12. Ice Land (BOSS!)

Length: 1668m

Difficulty: Very Hard

Here it is, the final boss. Pick up all the bombs on the course and watch out because he shoots at you. Use a fast character and a board with good handling so you can keep up with him. Don't shoot unless he is in a straight path ahead of you and you're close enough (but not so close as to where the explosion hurts you.). When you get rid of all his health he'll come back once and he'll be faster but he'll only have 3 health. So GOOD LUCK!

=7.0. Secrets=

This is the section where I will explain all the secret stuff.

1. Damien's house in shoot cross:

As soon as you leave the two boosts (The big walls) don't turn, just keep going straight and go through the trees to get to Damien's house. This also provides for a nice short-cut in the speed cross.

2. Expert Mode

Complete every course in the story mode to unlock the expert mode.

3. Hidden boards

Complete the following courses in expert mode (see above) to unlock secret boards. (May be wrong, if you see an error please tell me)

1. Sunny Mountain: Poverty Board
2. Turtle Island: Feather Board
3. Jingle Town (Boss): Ice Board
4. Wendy's house: Star Board
5. Linda's castle: Rich Board
6. Crazy Jungle (Boss): Dragon Board
7. Starlight Highway: Ninja Board
8. Haunted House: Charm Board
9. Ice Land (Boss): High-Tech Board

4. Hidden Board stats

Poverty board:

Speed: 3

Turn: 4

Jump: 4

Special ability: You will constantly lose coins

Feather Board:

Speed: 6

Turn: 5

Jump: 10!

Special ability: You jump extra high

Ice Board:

Speed: 7

Turn: 1

Jump: 4

Special ability: A pain in the neck to turn.

Star Board:
Speed: 8
Turn: 5
Jump: 5
Special ability: N/A

Rich board:
Speed: 7
Turn: 4
Jump: 4
Special ability: You will constantly gain coins.

Dragon Board:
Speed: 10!
Turn: 1
Jump: 10!
Special ability: Always has rocket+Wings on.

Ninja Board:
Speed: 1
Turn: 5
Jump: 5
Special ability: You will always have invisibility on.

Charm Board
Speed: 7
Turn: 4
Jump: 4
Special ability: You cannot be ghosted(useful in Haunted House).

High-Tech Board
Speed: 9
Turn: 4
Jump: 4
Special ability: Always has the fan on.

5. Hidden characters

Note: Hidden characters are only used in battle mode.

Coach: Complete Trick game.

Mr. Dog: Complete Shoot Cross perfectly.

Damien: Complete game.

6. Hidden character stats.

Coach:
Speed: Horrible
Jump: Excellent
Turn: excellent

Mr. Dog:
Speed: Excellent
Jump: Horrible
Turn: Horrible

Damien:
Speed: Excellent
Turn: Excellent
Jump: Excellent

7. Hidden channel in Wendy's internet

Complete the game to unlock the "Extra Channel" in Wendy's internet.

8. Play in Snowboard Street and X-course in battle mode.

Complete the Speed cross, Shoot Cross, and Trick game to play in Snowboard Street and X-course in battle mode.

9. Snowboard Street and X-course length.

Snowboard Street:

Length: 1420m

X-course:

Length: 899m

=8.0. Weapons=

Weapons are the items that you get in the red boxes if you have at least 100G. You fire them with Z. There are (There will be a * next to the ones that are homing):

Slap Stick*

Knocks opponent over and makes them lose money.

Parachute*

Sends opponent into the air and slowly floating back down.

Freeze Shot*

Immobilizes opponent for a short time.

Bomb

Blows opponent up. Can also be fired backwards by holding back and Pressing Z.

Snowman

Covers opponent in snow and they can't turn. Also bounces off walls.

Whirlwind

Throws opponent in the air and makes them lose a weapon or item that they are holding.

9.0.Items

Items are the ones that you get in the blue boxes if you have at least 100G. You fire them with B.

Ghost:

Slows down the person in first. If you are in first it slows down the person in second.

Triple Ghost:

Puts a ghost on everyone except you.

Speed fan:

Gives a small boost for a short amount of time. Not as fast as the rocket but lasts longer.

Rocket:

Gives a large boost for a very short amount of time. Faster than the speed fan does not last as long.

Pan:

Drops a pan on everyone except you stopping them momentarily.

Invisibility:

Makes you invisible and immune to attacks for a short amount of time.

Wing:

Let's you jump very high for a short amount of time.

Rock:

Lay a rock on the course for your opponents to slip on.

Rat face:

Steals all of the opponents money who is in first.

Super rat face:

Steals all of everyone's money.

=10.0. Contact Me=

If you saw any errors, would like to contribute (you WILL get credit), would like to use this FAQ, or just whatever e-mail me at Starcomet317@AOL.com.

=11.0. Credits=

- GameFAQs for posting this FAQ
- Atlus for making this awesome game.
- Me, for writing this.

That's the end of this FAQ!

Okay, it's over.

Go home.

STOP READING!

Are you expecting something?

GO AWAY!!!!!!!!!!!!!!

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