

# Cool Boarders 2 FAQ/Walkthrough

by THayes

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FAQ/Walkthrough for  
COOL BOARDERS 2  
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GUIDE INFORMATION  
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CONTENTS  
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1. Introduction
2. Walkthrough
  - 2.1. White Resort
  - 2.2. Sunset Downhill
  - 2.3. Bear in the Forest
  - 2.4. Railroad Trip
  - 2.5. Take it Easy
  - 2.6. Pipeline Canyon
  - 2.7. Freezing Point
  - 2.8. Winding River
  - 2.9. Snow Ruins
  - 2.10. Dive Into the Cave
3. Trick List
4. Shortcuts
5. Secrets
6. Copyright Information

VERSION HISTORY  
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1.1: 18th June, 2008 (Format update)  
1.0: 20th March, 2000 (First version)

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1. Introduction  
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Cool Boarders 2 is an excellent snowboarding game. There are many combinations

of tricks to try out, and you can always add a few extra spins or flips to these tricks to make them look even better. Master mode is very fun, as you can do trick after trick in an attempt to get the furthest down the course. You can always try and improve your scores in Half-pipe and big air mode. And the Board Park is always a fun and relaxing course to cruise down.

Cool Boarders 2 will last a very long time, due to all of the different modes of play. There are a few graphical flaws in the game, such as white lines that appear on the track, but this doesn't detract from the gameplay value of the game at all. Everything seems to have been worked on in this game, such as the levels and all the different modes of play. It's just so fun trying to get a new high score, or trying to do a new trick. There has just been so much effort put into this game, which makes Cool Boarders 2 the excellent game that it is.

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## 2. Walkthrough

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### 2.1. White Resort

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Length : 2660 metres  
Maximum Slope : 28.4 degrees  
Average Slope : 16.8 degrees

Hold down from the start, and drop down on the left side of the tree. You will now be in a long straight section, with nothing much to worry about except a few small bends. After a while, you will come to a checkpoint. Drop down the small jump, and go through the village, going through the small bends as you go. Near the end of the village, there will be a tight corner.

Use the square button and the left direction button to move through here, and then quickly press the right direction and square to get through the next corner. Carry on through the checkpoint, and down a bit further until you get to a section with trees on the bank. Swerve as far left as you can, and then use the square and the right direction button to get through this corner. Carry on down the rest of the course to the finish!

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### 2.2. Sunset Downhill

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Length : 2959 metres  
Maximum Slope : 32.2 degrees  
Average Slope : 23.1 degrees

Ride down the hill at the start and ride over the first big jump. Swerve through the three mild bends around the rocky area, and you will soon come to a checkpoint. Jump through the checkpoint, and stay to the left when you land in the icy area. Continue along and go through the exit at the left side of the icy area. When you come to the first tight corner, hold square and left. Carry on down the course, and you will find yourself in another slidy icy area.

Jump over, or swerve around the logs that litter this place, and then jump over the two jumps. Quickly swerve to the right when you land, and you will shortly find yourself looking down on one rather steep looking mountain. Glide down here as quickly as you can, and stay as low as you can on the curve at the end of the mountain. Carry on down the rest of the course until you get to the end.

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2.3. Bear in the Forest

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Length : 3120 metres  
Maximum Slope : 49.6 degrees  
Average Slope : 29.4 degrees

Glide down the start of the course, swerving around the mild bends, and ride over the 1st jump. Swerve through the vast amount of stupid trees that are in this level, and stay on the right hand side of the course as you go over the 2nd jump. Swerve around the trees for a while longer, and you will eventually come to a VERY sharp curve. Hold square, right and down, and you might be able to make it around this tight corner.

Carry on, and swerve once again around a few trees until you arrive at a checkpoint. Jump through this, and once again twist and turn through all of the trees until you arrive at another checkpoint. Stay on the right side as you go through the checkpoint, as this part of the checkpoint has a jump. Carry on once again through the extremely annoying trees, until you arrive at what could possibly be the biggest jump in the entire game. Jump over this, and then continue on to the finish.

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2.4. Railroad Trip

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Length : 2770 metres  
Maximum Slope : 34.0 degrees  
Average Slope : 23.5 degrees

Swerve around the first two mild corners, and jump over the first jump. Carry on down the course, and you will soon find yourself on an icy section, leading up to a nice little jump through a checkpoint. Carry on down the level to find yourself near a log. To do a grind, jump 90 degrees onto the log, so you land sideways, and then balance using left and right directions. Continue down the course, holding right as you take the exceptionally long corner.

Go over the jump, and then swerve around the rocky corners onto a kind of half-pipe. For some reason, the game doesn't consider this to be a half-pipe, and won't let you do tricks when you go up it. Ah well, continue down this half-pipe, and go over the checkpoint. Hold right as you swerve around the tight corners, and then jump over the three jumps on the way to the end of the level.

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2.5. Take It Easy

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Length : 1674 metres  
Maximum Slope : 34.9 degrees  
Average Slope : 22.6 degrees

There's a nice easy corner leading up to the 1st jump. Jump over this, and swerve around the mild corners on the way to the 2nd jump. After this, stay on the left side of the track, to avoid falling off of the mountain. Go along this bit of track for a while, and eventually you will drop down into an area where rocks are on all the sides. Glide down the middle of this part, and then hold left as you go around the corner.

There's a nice easy ride up to the 3rd jump, so glide over this. There will be some pretty tight corners coming up, so make sure you use the square button to swerve around them. You should soon enter a tunnel, with a huge jump at the other side. After this, there are a few annoying trees dotted all over the track. Stay to the left side of the track, and you should soon notice a jump. This is the 5th jump, and after this is the finish.

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2.6. Pipeline Canyon

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Length : 3841 metres  
Maximum Slope : 41.3 degrees  
Average Slope : 30.8 degrees

Ride Straight down the beginning of this extremely fast course, and you should arrive at the first jump. After this, use the square button to swerve around the corners. After a while, you should arrive at a part with three poles. Be careful going through this part, and ride straight on to the second jump. You should soon arrive at a part of the course that has a blue fence on the left. Drop down the hill, and then swerve off to the left and follow the course along, taking the sharp turns using the square button when necessary. You should soon arrive at yet another jump.

After this, it's a nice gentle ride down to a checkpoint. Soon after, you should come to a part of the course with nothing on the right side. Stay on the right side to avoid the two pipes that stick out of the ground. Carry on down the course and you should notice a long bendy pipe. This is great fun if you can actually get on the stupid thing. Carry on after this to another jump, which leads on to a sharp corner. After this, there is a very sharp corner with a drop on the right side. Hold left as you go around this corner, and then glide down the rest of the course to the finish.

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2.7. Freezing Point

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Length : 3674 metres  
Maximum Slope : 49.8 degrees  
Average Slope : 40.1 degrees

Tap left and right to get around the first few corners, and then use the left + square combination to get around the particularly difficult corner. Carry on, and jump over the first huge jump near the trees. There is a few more corners

before a rocky area. Most of these rocks are pretty harmless, and can be glided over. Some of them however, can not. It's best to just avoid them completely, and glide around them. After the rocky area, there is what could possibly be the tightest corner in the game. Use right + square + down to get around this corner, and then carry on down the course to the 2nd jump.

Carry on down the course, and you will soon be in an icy bit, followed by a 3rd jump, followed by another icy bit. After this, there's a bridge, which leads on to a few corners, and then a checkpoint, which is actually a huge gap in disguise. Jump over the gap, and then follow the course until you get to another huge jump. After this, you should notice a few yellow warning signs. Swerve to the left as you take the first corner, and then quickly swerve to the right as you take the next corner. Carry on down the rest of this course until you get to the finish.

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2.8. Winding River

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Length : 2950 metres  
Maximum Slope : 34.7 degrees  
Average Slope : 29.6 degrees

Jump over the first gap near the start, and then use the right + square combination to go around the particularly nasty corner. After this, there is a few mild bends, leading up to a hidden corner. It looks like the track carries on, but it doesn't, it turns to the right. So hold right as you swerve around this corner, and carry on down this lengthy part of the track. Hold left as you reach the corner in the icy tunnel, and then ride out the checkpoint on the other side. There's another hidden corner around here.

Hold left as you reach the suspicious looking track, and then jump the gap at the other side. Glide down the bumps, and then hold right + square to get around the corner. There is a checkpoint near here, which neatly hides a big gap. Jump through the checkpoint, hopefully clearing the gap, and continue down the course. After the trees, there is a kind of slope section in the course. Jump onto the slope, and you should be able to make it up the other side. Jump over the two jumps that are in this part of the course, and then swerve around a few mild corners until you get to the finish.

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2.9. Snow Ruins

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Length : 2664 metres  
Maximum Slope : 62.7 degrees  
Average Slope : 46.2 degrees

Ride down the extremely fast first part of this course, and you should soon see a snow covered rock in the distance. If you go to the left of the rock, it is a quicker, but much more difficult way. If you go to the right of the rock, it is a slower, but much easier way. After the rock, there is a jump over a gap. There is a few more tight corners, and then suddenly you drop right down in to the steepest part of the course! Use the square to make it down this part of the course.

Again, choose whether to go left or right. After this rock, there is yet another jump over yet another gap, into yet another steep part of the course. Carry on down the course, using the square button to get around some of the tight corners in the steep section. You should soon arrive at another jump, which hides a gap. Jump over this, and ride down to the next jump, which also hides a gap. After this, it's a nice gentle ride down to the finish.

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2.10. Dive into the Cave

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Length : 1295 metres  
Maximum Slope : 58.5 degrees  
Average Slope : 30.2 degrees

There are two tunnels at the beginning of the level:

First Left : For the first part of this fast tunnel, stay near the right side, as there is a drop on the left side. After a while, you should arrive at a jump. Ride over this, and stay in the middle of the track as you cross the thin bridge. Jump through the checkpoint, and over the gap.

First Right : Glide down this icy tunnel, swerving around the mild corners, until you get to a jump, with a small gap. Jump over the gap, and stay in the middle of the track as you cross the thin bridge. Jump through the checkpoint, and over the gap. You should soon be faced with two more tunnels.

Second Left : Go down this tunnel, and you should soon be outside of the cave. Swerve as far right as you can on this corner, and you should arrive back in the cave again. When you get to the part where light is coming through, stay to the left side of the course to avoid falling down the drop. Glide over the jump, and stay in the middle of the track as you cross the long thin bridge. Go through the checkpoint, and then jump through the huge jump at the end of the course.

Second Right : Stay to the right side of this tunnel to avoid hitting that ledge, and then glide over the jump. You should be in a part of the tunnel with pillars everywhere. Glide around these pillars by using the square button. Stay in the middle of the track as you cross the long thin bridge. Go through the checkpoint, and then jump through the huge jump at the end of the course.

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3. Trick List

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Left : Spin to the left  
Right : Spin to the right  
Up : Front flip  
Down : Back flip  
Up + Right : Misty flip

Up + Left : Misty flip  
Down + Right : Misty flip  
Down + Left : Misty flip  
L1 : Shifty  
Down + R1 : Lien Air  
Up + R2 : Indy Grab  
Up + R1 : Mute Grab  
Down + R2 : Stalefish  
Down + L2 : Method  
L1 + L2 : Shuffle  
Up, Up + R1 : Nose Grab  
Down, Down + R2 : Tail Grab  
Up, R2 + L2 : Indy Nosebone  
Down, R1 + L1 : Tweak  
Up, R1 + L2 : Stiffie  
Down, R1 + L2 : Melancholy

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#### 4. Shortcuts

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##### TAKE IT EASY -----

About half-way down the course, there is a section with lots of trees on the left hand side. Somewhere in that mass of green there is actually a shortcut. Swerve around the trees, and try and go as far right as you can. Hopefully, you will fly out the other side and land on the other part of the course.

##### PIPELINE CANYON -----

This shortcut is near the part of the course with the blue fence of the left side. Once you are at the blue fence, you should notice a snow-covered pole leading off into the distance. Grind this pole by jumping onto it sideways. Alternatively, get to the shortcut by jumping up the part of the mountain where the pole goes.

##### FREEZING POINT -----

About half-way down the course, there is an area on the left side of the course that has some trees. Hold left when you get to this area, and jump until you reach the top of the hill. This is a very annoying shortcut because of the huge amount of trees.

##### SNOW RUINS -----

This is the most creative and fun shortcut in the entire game! Whereas all the normal shortcuts in the game just skip a bit of the track, and don't take you anywhere new, this shortcut takes you to a whole new part of the level! But this is also the most difficult shortcut in the game, so don't expect it to

work straight away. Here's how to do it: About half-way down the course, in the distance, you should see a roof. If you want to take the shortcut, slide over the jump, and angle yourself so you are pointing the front of your board at the roof. Hopefully, you should land so that you go inbetween the pillars. Enjoy the best shortcut in the game!

#### DIVE INTO THE CAVE

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Go through either of the 1st tunnels, and then go through the 2nd left tunnel. Near the beginning of the tunnel, you should notice a small ledge on the right side of the tunnel. Jump up to the ledge to ride through a waterfall, as well as having the opportunity to jump down one of the biggest drops in the game!

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#### 5. Secrets

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Boss: Win the Mirror Tournament event.

Gray: Score over 37.9 points in the half-pipe event.

Snowman: Do over 100 tricks in the master big-air event.

Dive into the Cave level: Break all records for all levels in freestyle mode.

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#### 6. Copyright Information

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