**Pause**
When paused, you can re-play the race or select a different course.

**180° rotation** (Fakie)
Move Control Stick ↔ in the air, and you can rotate 180°. You can use it for a trick, too.

**Change the viewpoint**

**Tuck**
Hold the Z Button while snowboarding to increase your speed. Press the Z Button while landing for an easier landing.

**Turn**
Tilt more with the Control Stick for larger turns
- **To left**
- **To right**

**Brake**
Edge on slope and stop board from sliding
- or

**Push the board out**
Use it at the beginning when your speed is low.

**During the jump**
Move the center of gravity
- **Forward**
- **Backward**

**Jump** (Press and release)
The longer you hold the A Button, the higher you'll jump.

**A Button**

**B Button**
By combining it with the Control Stick, you can do all sorts of tricks (see back).

**C Buttons**

**R Button**

**Operation Card**
For more information on how to operate or game contents, please read the instruction manual. Also, please store this Operation Card safely with your Game Pak.
**Grab-related tricks**

<table>
<thead>
<tr>
<th>Commands</th>
<th>Trick Names</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>R</td>
<td>MELANCHOLY</td>
<td>100 points</td>
</tr>
<tr>
<td></td>
<td>LIEN AIR</td>
<td>100 points</td>
</tr>
<tr>
<td>B + R</td>
<td>METHOD</td>
<td>200 points</td>
</tr>
<tr>
<td>B + R</td>
<td>INDIY</td>
<td>200 points</td>
</tr>
<tr>
<td>B + R</td>
<td>TWEAK</td>
<td>300 points</td>
</tr>
<tr>
<td>B + R</td>
<td>NOSE GRAB</td>
<td>200 points</td>
</tr>
<tr>
<td>B + R</td>
<td>TAIL GRAB</td>
<td>200 points</td>
</tr>
<tr>
<td>B + R</td>
<td>STIFFY</td>
<td>250 points</td>
</tr>
<tr>
<td>B + R</td>
<td>MUTE GRAB</td>
<td>250 points</td>
</tr>
<tr>
<td>B + R</td>
<td>STALEFISH</td>
<td>250 points</td>
</tr>
<tr>
<td>B + R</td>
<td>INDIY NOSEBONE</td>
<td>250 points</td>
</tr>
</tbody>
</table>

# After a successful execution, the longer you hold the B Button, the more points you will receive.

**Spin-related tricks**

<table>
<thead>
<tr>
<th>Commands</th>
<th>Trick Names</th>
<th>Score</th>
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</thead>
<tbody>
<tr>
<td>R + B</td>
<td>180 AIR</td>
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</tr>
<tr>
<td>R + B</td>
<td>360 AIR</td>
<td>200 points</td>
</tr>
<tr>
<td>R + B</td>
<td>540 AIR</td>
<td>250 points</td>
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<tr>
<td>R + B</td>
<td>720 AIR</td>
<td>300 points</td>
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<tr>
<td>R + B</td>
<td>900 AIR</td>
<td>500 points</td>
</tr>
<tr>
<td>R + B</td>
<td>1080 AIR</td>
<td>3000 points</td>
</tr>
</tbody>
</table>

**Other tricks**

<table>
<thead>
<tr>
<th>Commands</th>
<th>Trick Names</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>B + R</td>
<td>SHIFTY</td>
<td>300 points</td>
</tr>
</tbody>
</table>

- Move the Control Stick and press each button simultaneously.
- You can rotate the Control Stick from any location.
- Each rider has certain tricks he or she can perform (p.23).
Thank you for selecting the 1080° (Ten Eighty) Snowboarding™ 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
The Nintendo® 64 Controller

Control Stick Function:
The Nintendo 64 Control Stick uses an analog 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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center®.

Holding the Nintendo 64 Controller

While playing the 1080° (Ten Eighty) Snowboarding game, we recommend you use the hand positions shown at the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Two players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two controllers in order to play the 2P Vs game mode.
Starting the Game

Correctly insert the 1080° (Ten Eighty) Snowboarding Game Pak into the Control Deck and move the POWER switch to the ON position. When the game is powered up for the first time, the Language Select screen will appear (the Language Select screen can be accessed any time afterward on the Option Menu). Select the desired language, English or Japanese, then press START on the Title screen. The Mode Select screen will appear.

- On each screen during the game, press START or the A Button to confirm choices. Press the B Button to cancel a command and return to the previous screen.

Match Race P12
Challenge a computer-controlled opponent!

Time Attack P14
See how fast you really are in this 1-player game!

Trick Attack P15
Master the tricks of the trade for a super high score!

Contest P16
Compete in five events for a high score!

2P VS P17
Challenge a friend and make him eat your snow!

First, select Game Mode.

Training

Before tearing up the slopes, it's a good idea to undergo a little training to become familiar with your snowboard. Press the C Button and the names of all the tricks will appear. Select the desired trick, and press the A Button. The instructions on how to execute them will appear in the top-left corner. Once you correctly execute a trick, the next trick will appear.

To pause, press START. To restart, select RETRY when paused or pass through the golden gate. If you select QUIT, you will return to the Title screen.

Free and Half-Pipe courses.
Training is divided into two courses.

FREE
This course for beginners has lots of jump-boards. It's a great place for learning basic maneuvers.

HALF-PIPE
This course is great for practicing the more difficult tricks (p. 23).

Rumble Pak

The 1080° (Ten Eighty) Snowboarding game is compatible with the Rumble Pak accessory. Before using, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

When you use a Rumble Pak, be careful with the following:

- Before use, make sure you carefully read the instruction booklet included with the Rumble Pak.
- Remove and insert the Rumble Pak only when the POWER switch is in the OFF position.
- Use care when handling the batteries.
**Options / Saving**

**Option**
Select Option on the Mode Select screen to view game records or change game settings.

**Records**
Here, you can view the best times and scores for each game mode. Use the Control Stick to highlight the desired record and press the A Button.

- **Records Screen**
  - Times
  - Scores
  - Contest

**Replay**
If Ghost Data is saved, you can view the ghost race on the Demo screen. When you replay a race, switch the camera operation from auto to manual by pressing the C Button.

**Auto**
Auto switches to pre-set camera angles throughout the course.

**Manual**
The camera angle will be behind the rider. Zoom in and out by pressing ▲ and ▼ on the + Control Pad. Use the Control Stick to change camera angles.

**Sound**
You can adjust the volume of the background music, sound effects or voices during the game. You can also select between Stereo, Mono or Headphones sound modes. The Headphones mode gives you a more natural sound.

**Language**
Select English or Japanese text.

**Erase Data**
Here, you can erase the best times and scores for each mode. You can also erase the Ghost Data. Select All Data to erase everything. Remember, once you erase your data, you can't get it back!

**Saving**
Times and scores ranked third or better will be saved directly to memory for all modes except 2P. The records can be viewed on the Option screen.

**Match Race**
End Race

**Time Attack**
Clear One Course

**Trick Attack**
End Contest

**Contest**
No data will be saved

**2P VS**

---

**About the Ghost**
The Ghost is only partially visible. If you snowboard with the Ghost, you may be able to shorten your time or improve your score. Keep in mind that you cannot save Ghost Data if you do not complete the course, take more than 3:30 to finish or snowboard recklessly.
**Introduction**

The larger the meter, the more skilled the rider is in that category. Balance and Power have to do with stability and endurance (or damage).

---

**Kensuke Kimachi**
Born: Japan / Age: 19
Well-known in Japan for his snowboarding skills, Kensuke joined the team because he wanted to be the best in the world.

---

**Dion Blaster**
Born: England / Age: 28
Dion is one of the best overall snowboarders on the team. However, he doesn't excel when it comes to tricks. This makes him impatient and irrational at times.

---

**Rob Haywood**
Born: USA / Age: 20
Rob joined the team through Ricky's father. He's a skilled snowboarder, but still has a lot to learn.

---

**Ricky Winterborn**
Born: Canada / Age: 14
Ricky is a cocky little kid. That's probably because his dad founded this team. Although he's not strong, he has excellent trick technique.

---

These five snowboarders have all joined together to become the best in the world and to conquer Mt. Legend!
The Boards

- View the Data
- The larger the meter, the stiffer the board and the faster you can reach maximum speed. Turning ability and board stability will also be greater.
- Flex indicates board stiffness. The higher the number, the harder the board.

The Stance

- The choice of stance comes after selecting a board. Regular stance is with the left foot forward. Goofy stance is with the right foot forward. Use the Control Stick to select your stance.

# These boards are '99 models.
# The capability and performance of the game boards are not necessarily identical to the actual boards.

Lamar is a trademark of Lamar Snowboards, Inc.
**MATCH RACE**

You will race one-on-one with a CPU-controlled rival rider. If you defeat the rival, you will advance to the next course. The course and rival will depend upon the difficulty level you choose.

**Difficulty Level**

Although there are three difficulty levels, you can select only Green Circle (Normal) at first. After you clear Green Circle, you'll be able to select Blue Square (Hard).

- Green Circle: Normal 4 Courses Total
- Blue Square: Hard 5 Courses Total
- Black Diamond: Expert 6 Courses Total

**The Green Circle Courses**

- Crystal Lake
- Crystal Peak
- Golden Forest

**RULE**

Defeat the rival rider and you'll advance to the next course. If you retire or lose, you will lose a board. When the number of remaining boards is zero, the game is over.
TIME ATTACK

In this mode, you will snowboard the course by yourself to log your best time. If Match Race is giving you trouble, try practicing on the Time Attack.

Selecting a Course
After you select a rider and a board, select a course with the Control Stick. At the beginning, you can only select three courses: Crystal Lake, Crystal Peak and Golden Forest. Once you advance to a new course in Match Race, you may choose any course you like.

Name Entry
If you finish the race in third place or better, you can enter your name in the Name Entry screen. Use the Control Stick to scroll through the letters, and confirm by pressing the A Button. Press the B Button to cancel. *The Name Entry screen is available in each mode.

Options once the race is over:
- Retry
  Retry the same course.
- Replay
  Watch the replay from a different camera angle.
- Ghost Save
  Save Ghost Data.
- Course Change
  Return to Course Select screen.
- Board Change
  Return to Board Select screen.
- Rider Change
  Return to Rider Select screen.
- Quit Game
  Quit game and return to Title screen.

TRICK ATTACK

In each course, you will compete for points by performing tricks. No points are earned by just snowboarding. You need to be aggressive by performing tricks and taking advantage of jump-boards and half-pipes.

Selecting a Course
After selecting a rider and a board, select your course. Besides the three courses you can select in Time Attack, there is an Air Make and a Half-Pipe course available. If you advance to a new course in Match Race, that course will also be added.

Viewing the Screen

Time Remaining
When the timer reaches zero, the race is over (Time Out). Even if you had a great score, it will be lost. You don’t get anything for timing out.

Total Score
The current score, including bonus points.

Check Point
If you go through the Check Point, you will receive a time bonus. To avoid timing out, try going through all the Check Points.

Pointers for Trick Attack
# If you keep doing the same tricks, you’ll get fewer points. Try different combinations of tricks for a Combo Bonus (p. 19).
# If you lose your balance and fall during a trick, you’ll get no points for that trick. Since there is no damage meter, you can’t Retire.

# For more information on tricks, see page 18 or the attached Operation Card.
**CONTEST**

Contest Mode consists of three slalom courses and two special courses for tricks. Your objective is to compete for the high score.

- **Total points for the record!**
  Reach the goal within the allotted time and compete for the high score. Your record will be the total score for the five rounds (if you Time Out in the middle of the game or if your total score is third place or better, the current score will be recorded). On the Record screen, you can see your current score and the score for each round.

- **Check Flag**
  In Rounds 1, 3 and 5, red and blue Check Flags will appear. If you snowboard to the left of the red flag and to the right of the blue flag, you will earn two seconds of bonus time for each move. For each flag you pass consecutively, you can earn up to 500 bonus points.

- **The flow of the five rounds**
  **Round 1/Crystal Lake (Slalom)**
  To score well, be aggressive and perform tricks as you clear each Check Flag. Try this method with the other two slalom courses as well.

  **Round 2/Air Make**
  Take advantage of the jump-board and execute tricks in the air. Check Flags do not appear in Air Make.

  **Round 3/Crystal Peak (Slalom)**

  **Round 4/Half Pipe**
  If you use the walls to your benefit, you can grab some serious air and execute great tricks. There are no Check Flags in Half Pipe.

  **Round 5/Golden Forest (Slalom)**

  # See p.18 or the attached Operation Card for more information on tricks.

**2P VS**

Take on a friend and see who's the king of the slopes! Two controllers are required.

- **Starting the game**
  In this mode, both players can select the same riders and boards. Players can select from the three Time Attack courses at the beginning. By advancing to new courses in Match Race, more courses will become available. The rules are simple: whoever reaches the goal first is the winner. If you retire, you lose. Each time a race is completed, the past VS scores will appear.

  # Scores from 2P VS will not be saved.

- **Handicap:**
  After selecting a rider, each player can turn the Handicap on or off. Turning the Handicap on slightly increases your speed when a rival passes you. This gives you an advantage.

- **The Screen**
  
  **1P**

  **2P**

- **Note**
  - When starting, press † on the Control Stick for a quick start.
  - Press the C Button to change camera angles (three total).
  - Press the C Button to see behind the rider.
A Brief Introduction
The direction you are facing is called OPEN. The direction behind you is called BLIND.

A regular stance with your left foot forward.

Open stance

180° Open Air
360° Open Air
540° Open Air
720° Open Air
900° Open Air
1080° Open Air

NOSE

R +
R +
R +
R +
R +

Jump

# Do the tricks quickly before you land.

Combo Bonus
If you execute a command for one trick while executing another, the two tricks can be connected. This is called a COMBO BONUS and will give you a better score.

# Move the Control Stick and press each button simultaneously.
# You can rotate the Control Stick from any location.

BLIND
Open tricks such as "1080° Open Air", become Blind tricks ("1080° Blind Air") when executed in the opposite direction. The commands are as follows:

R +
R +
R +

# For more information on tricks, please see the accompanying Operation Card.
◆ GRAB TRICKS
In the half-pipe or on the jump-board, tricks in which you grab part of the board with one or both hands are called GRAB tricks.

"Melancholy" and "Lien Air" and "Indy" and "Tweak" use the same controller commands. The tricks will be different depending on the rider.

**INDY**
This is one of the most basic grab tricks. Grab the board between the front of your feet with your right hand (regular stance).

**NOSE GRAB**
Grab the nose of the board with the front hand.

**TAIL GRAB**
This is a difficult trick, because you must grab the tail of the board with the back hand.

**INDY NOSEBONE**
Grab the board and lower the nose. Stretch the front leg.

**MUTE GRAB**
With the front hand, grab the edge of the toe side.

**METHOD**
Bend both legs, point them to the back side and grab the heel with the front hand.

**STIFFY**
Stretch both legs and grab the board.

**TWEAK**
Grab the board with the front hand and twist the upper body.

**MELANCHOLY**
With the left hand (regular stance), grab between the heels. Your front leg should be stretched.

**LIEN AIR**
With the front hand, grab the edge of the heel side, then turn the body to the nose side. Make sure to swing the back hand.

**STALEFISH**
With the back hand, grab the edge between both heels. The back leg should be stretched.
Each rider has certain tricks he or she can perform. See the chart on the right for more information.

Every rider can execute spin tricks.

In addition, there are also hidden tricks. If certain conditions are satisfied, those trick commands will appear in the Training Mode trick list. Try different techniques to find these hidden tricks.

<table>
<thead>
<tr>
<th></th>
<th>Dion</th>
<th>Kensuke</th>
<th>Akari</th>
<th>Ricky</th>
<th>Rob</th>
</tr>
</thead>
<tbody>
<tr>
<td>MELANCHOLY</td>
<td>X</td>
<td>○</td>
<td>○</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>LIEN AIR</td>
<td>○</td>
<td>X</td>
<td>○</td>
<td>○</td>
<td>○</td>
</tr>
<tr>
<td>METHOD</td>
<td>○</td>
<td>○</td>
<td>○</td>
<td>X</td>
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<tr>
<td>SHIFTY</td>
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</tr>
<tr>
<td>INDIY</td>
<td>○</td>
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<tr>
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<td>X</td>
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<td>○</td>
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<tr>
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<tr>
<td>INDI NOSEBONE</td>
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<td>○</td>
<td>X</td>
<td>○</td>
</tr>
</tbody>
</table>

**SNOWBOARD MEMO**

- **EDGE:** The metal part that is attached to both sides of the sliding surface. Pressing the edge toward the snow and standing is called EDGING.
- **DECK:** The surface of the board (where you stand).
- **SOLE:** The back of the board. The sole touches the slope.
- **WEST:** The center (narrow) part of the board. Free-style boards, which are best for tricks, have a thicker west than racing boards.
- **NOSE:**
- **FRONT SIDE:**
- **HEEL SIDE:**
- **TAIL:**
- **GOOFY:** The direction you are going is the same (black is the tail).
- **REGULAR FAKIE:** When you move to the opposite direction of your stance, that is called FAKIE. For Regular Fakie, proceed with your right foot forward. Goofy stance may be a little confusing since your right foot is already forward.

**Slope terminology**

- **STEEP:** Steep slope.
- **BUMPS:** Bumpy area.
- **FALL LINE:** The direction you are going on the slope without any force being applied to the board. The steepest direction.
- **SIDE SLIP:** A technique in which the board is perpendicular to the slope. In other words, snowboarding sideways.
- **SLIDE:** Snowboard as you shift.
- **STRAIGHT DESCENT:** Slide straight down the hill.
- **DIAGONAL DESCENT:** Sliding diagonally down the slope (aka TRAVERSE).

**The parts of the half-pipe**

- Platform
- Vertical Transition
- Bottom

Mountain side

- Valley side
- Diagonal Descent
- Fall Line
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