NUS-NK2E-USA

Snowboard Kids 2

EVERYONE

E

CONTENT RATED BY
ESRB
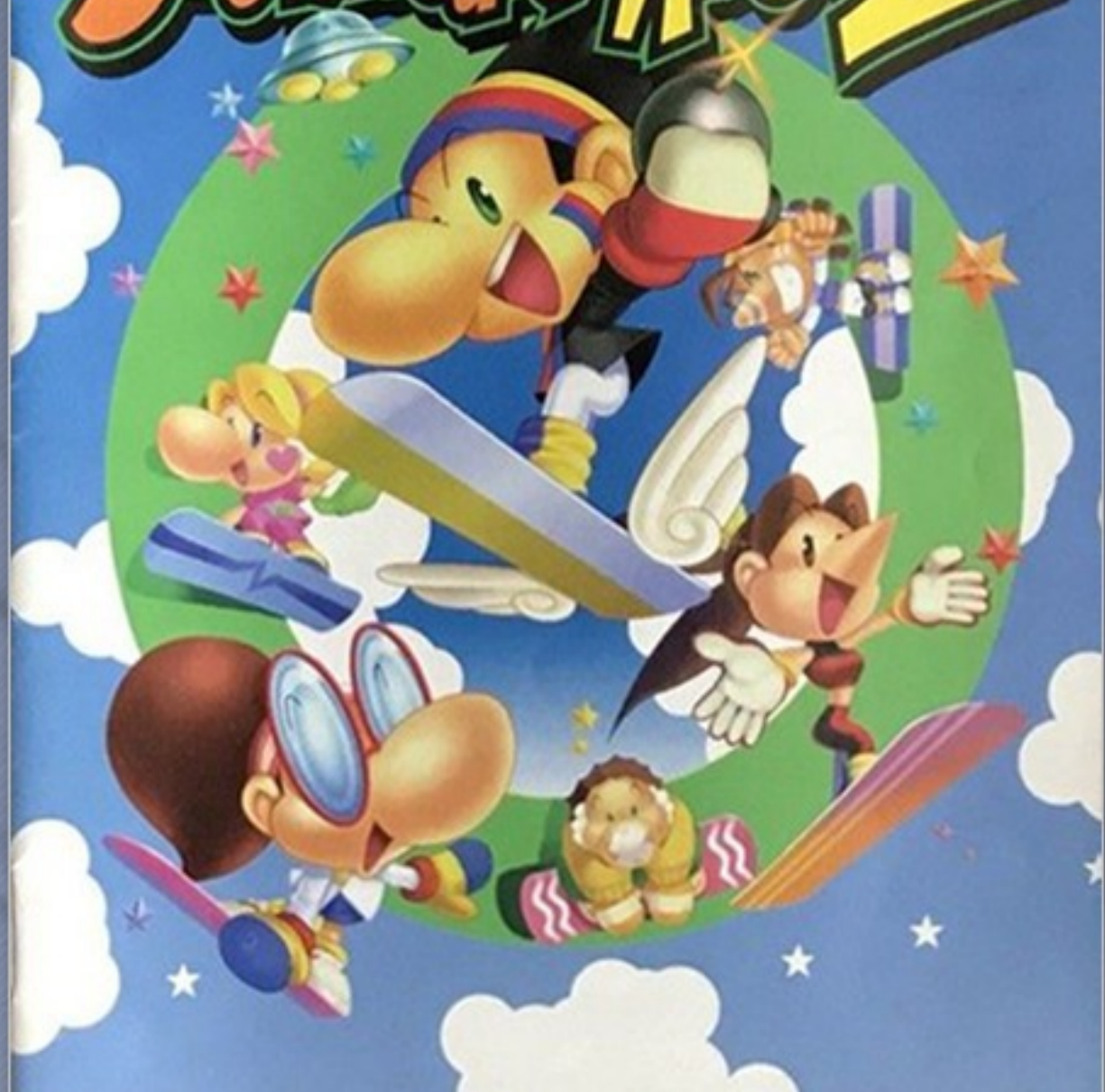
ATLUS

NINTENDO⁶⁴

Emulation64.fr

INDEX

GETTING STARTED

The picture to the right shows the way we recommend you hold the controller when playing "Snowboard Kids 2". This way, you can control the Control Stick with your left thumb and press the A/B Button and the C Button unit with your right thumb.

Connecting the Controller to the Control Deck

Connect the controller to the Socket 1 located in front of the main unit when playing 1 player mode. When playing multi-player mode, connect the controllers to the corresponding ports. If you turn on the Control Deck without a controller connected to the port, you can't control the game. Turn off the Control Deck, connect the controllers and turn the Control Deck back on.

When using a Rumble Pak

This game is compatible with the "Rumble Pak" which is sold separately. You can enjoy the game even more with the Rumble Pak as you experience the shock of the damage your character receives in the game.

When you use the Rumble Pak, please keep in mind the following.

• Please read the instruction manual before using the Rumble Pak.

• Please be cautious when changing batteries.

Power

Reset

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's 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 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.

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THE STORY

There is a small village called "Snow Town" which is located deep in the Rocky Mountains. There live children who love snowboarding. They go snowboarding every day. One day, as they are on their way to the course after school, they find a strange looking thing where there used to be an empty lot.

Slash
What is this?

Jam
This looks like UFO aliens are about to invade Snow Town.

That's right. What they saw in the empty lot was a silver UFO.

A belt of light stretches down from the UFO and a shadow of a small creature is descending.

Slash & Jam
Wooooooo!!! It's an alien!!!

?
Hi!

The voice that greets Slash and Jam is not of an alien!

There is a girl with big eyeglasses and a pony-tail standing there smiling.

Slash & Jam
!!! ???

Linda
Ha, ha, ha, ha, ha

Slash & Jam
Linda!!!

Hi

Linda Well, I guess you guys don't know anything, so I will tell you. Her name is Wendy Lane and she is a renowned inventor. As a matter of fact, that UFO is one of her inventions.

Wendy
I just moved here from New York. I love snowboarding just like you guys.

Nancy Welcome to Snow Town!

Tommy
It's nice to meet you!

Wendy
I will show you the rocket I invented. You can snowboard really fast with it.

Nancy That's great. Let's go up to the mountain!

Slash
Yeah! This is going to be fun!

So they headed for the mountain together, looking forward to the fun they were going to have. However....

The Story Continues

Suspicious Voice
He, he, he, he, he.

With the suspicious voice appeared a boy with horns on his head, digging his way out of the ground.

Suspicious Boy
He, he, he, he, he, I am Damien. I have come to conquer Snow Town!!

The boy introduces himself, but there is no reaction from the kids. He looks around and finds nobody. All the kids have already gone far away.

Damien
Heeey! Wait everybody! I'm saying that I have come to conquer Snow Town. I am very strong you know?!

No matter what he says, Slash and everybody are going farther and farther.

Damien
Heeey! Wait everybody! I'm saying that I have come to conquer Snow Town. I am very strong you know?!

Damien
How dare you guys embarrass me like this! You won't get away with this!

Damien starts to go after them but trips on a stone and falls. Slash and the other kids have gone so far that Damien doesn't see them anymore.

Damien
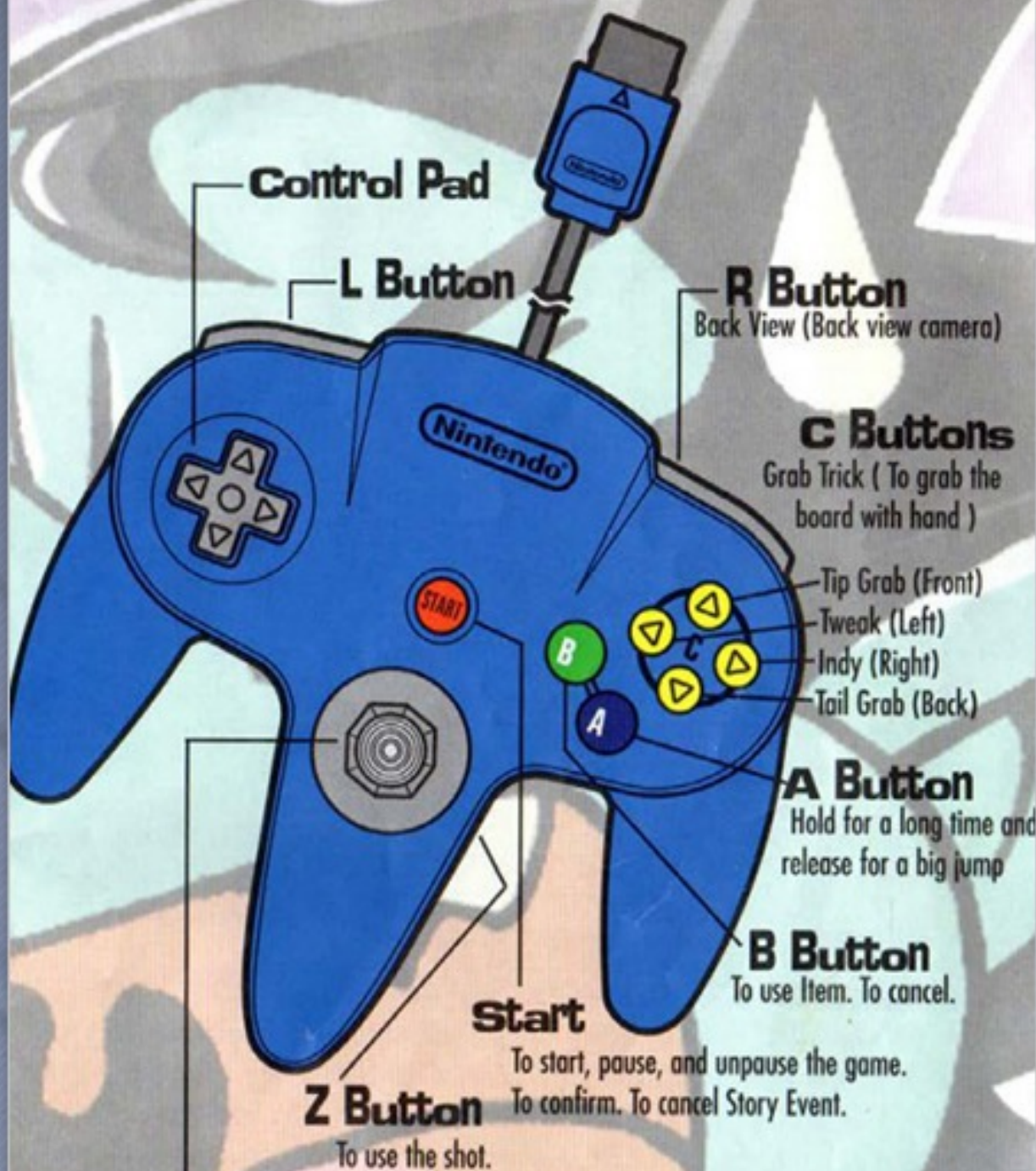Hey Hey Hey! Wait! I say wait!!!

Damien's voice echoes through Snow Town in vain...

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THE CONTROLLER BUTTONS AND CONTROL

Control Pad

L Button

R Button
Back View (Back view camera)

C Buttons
Grab Trick (To grab the board with hand)

Tip Grab (Front)
Tweak (Left)
Indy (Right)
Tail Grab (Back)

A Button
Hold for a long time and release for a big jump

B Button
To use Item. To cancel.

Start
To start, pause, and unpause the game.
To confirm. To cancel Story Event.

Z Button
To use the shot.

Control Stick

Up	To accelerate.
Left/Right	To shift character's weight.
Bottom Left/Right	To shift weight while edging (sharp turn)
Down	To shoot Bombs backward when Z Trigger is pressed while holding the Control Stick down.

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BEFORE THE RACE

When the "Snowboard Kids 2" cartridge is inserted properly into the Nintendo 64 Control Deck and the switch is turned on, the options START, TRAINING, and OPTION will be displayed on the Title Screen. The player can select one by moving the Control Stick up and down.

Selecting the Mode

On the Title Screen, if START is selected and the A Button is pressed, STORY and BATTLE will be displayed. STORY Mode is a mode for the one player game. You can enjoy the story event for each course while saving money and buying better boards to win the race. You can also enjoy the SKILL GAME and battle the bosses in this mode. BATTLE Mode is a Multi-Player Mode where 1 to 4 players can play together. (When you are the only actual player, the other three will be CPU players.) If you are playing in the BATTLE Mode, you can play the multi-player game with the course, character and board from the loaded data.

Story Mode
(When selecting [New Game])

1. New Game]/Use Rumble Pak?

When you select STORY on the Title Screen, the data load screen will be displayed. To play the STORY Mode from the beginning, select [Start game] with the Control Stick and confirm with the A Button. [OK?] will be displayed. Press the A Button to confirm. If you want to use a Rumble Pak, connect it to the controller first and then press the A Button. Connecting or disconnecting the Rumble Pak at times other than here may cause a malfunction.
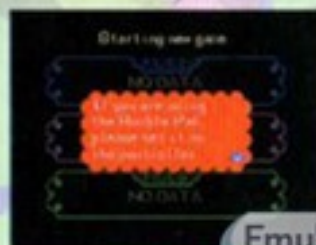
2. Which character do you want to use?

Here, you can select the character you want to play as.

Move the cursor with the Control Stick and confirm your decision by pressing the A Button. There are 6 characters you can use in the STORY Mode: Slash, Nancy, Jam, Linda, Tommy and Wendy. Please refer to "Characters" on page 24 for the characteristics of the characters.

Character Feature

← Speed   Control →

TOMMY (SPEED TYPE)

LINDA (SPEED TYPE)

SLASH (BALANCE TYPE)

JAM (BALANCE TYPE)

NANCY (TRICK TYPE)

WENDY (TRICK TYPE)

3. What kind of course is "SUNNY MOUNTAIN"?

On the Course Select Screen, the first course in the STORY Mode, "SUNNY MOUNTAIN" is displayed and you can take a look at the course. You can't select the other courses in the beginning, so press the A Button to confirm.

Sunny Mountain

4. Which board will you use?

You can change the board you will use during the race on the Race Preparation Screen. Select the BOARD option and press the A Button to go to the Board Select Screen. If you are satisfied with the initial board selection, press the A Button while the cursor is on the OK position. You can start the game right away. If you want to change the board, select the type of board first, then select the level of the board. The higher the level, the better the board.(In the beginning of a new game, you can only use the Level 1 board) There is a bar graph and number behind the character which indicates the speed, cornering, and jump quality of the board. After selecting the board, select "OK" and press the A Button to confirm.

5. Here's Damien.

There are story events that occur before and after the race. You can skip the event by pressing Start.

6. What kind of place is Snow Town?

After you finish the first course "SUNNY MOUNTAIN", you will see an introduction of Snow Town regardless of the race result. Mr. Dog will show you through the town. Press the A Button to proceed. After this, you will go into the town where you can buy a new board, save the data, and change your character, etc. The details are explained on page 27.

STORY MODE WHEN SELECTING [LOAD DATA]

1. LOAD DATA/ USE RUMBLE PAK?

This is where you will decide if you want to continue the game you saved before or start from the beginning. Select the data file you want to load by pressing Up and Down on the Control Stick or Control Pad, and confirm your decision by pressing the A Button. If you want to use a Rumble Pak, connect the Rumble Pak according to the message on the screen and press the A Button in the same way as when you select [NEW GAME].

2. WHICH CHARACTER DO YOU WANT TO USE?

Here, you can select the character you want to play as on the [Character Select Screen].

3. RESTART THE GAME FROM SNOW TOWN

The character you select will come out of the school in the Snow Town and you can resume the game. After you buy new boards and are ready to race, go either to the right or left edge of the village to exit and enter the [Course Selection Screen]. (Refer to Snow Town on page 27)

4. WHICH COURSE DO YOU WANT TO RACE?

After you exit Snow Town, you will go to the [COURSE SELECT SCREEN]. Select the course by pressing up and down on the Control Stick and confirm with the A Button. At the beginning of the game, there are limited number of courses to select from, but as you get first place in those courses, more courses will open up. There will be a "Gold Star" on the course in which you get the first place.

5. WHICH BOARD WILL YOU USE?

Next, select the board on the RACE PREPARATION SCREEN. Keep in mind the characteristics of the characters and courses when selecting a board. (Trick board may be better for courses with lots of curves, etc.) Also, as you proceed in the game, your opponents will use better boards. You might want to increase the level of your boards as well.

6. STORY EVENT

When you are done with all the preparation, a Story Event starts. You can skip the event by pressing Start. However, there are some useful information such as information on Boss characters. Therefore, we suggest you watch the events at least once. There is also a Story Event after the race when you place first.

BATTLE MODE

1. HOW MANY PLAYERS?

You will first decide how many players are going to play the game. Select 1 to 4 players by pressing the Control Stick and confirm with the A Button. You can't select 2 or more players unless the appropriate number of controllers are connected into their respective ports.

2. [LOAD DATA?] / USE RUMBLE PAK?

If you select LOAD DATA on the Data Load Screen, you may be able to do the race with a new character or even with the board you currently have, depending on your progress in the Story Mode. If you want to use the Rumble Pak, connect it in the same way as explained in the Story Mode and confirm with the A Button.

3. WHICH CHARACTER DO YOU WANT TO USE?

Select the character you want to play as on the Character Select Screen in the same way as explained in the Story Mode. At the very beginning of the game, there are only 6 selectable characters: Slash, Nancy, Jam, Linda, Tommy and Wendy.

4. WHICH COURSE DO YOU WANT TO RACE?

On the Course Select Screen, select the course by pressing up and down on the Control Stick and confirm with the A Button. At the beginning of the game, only the first 6 courses are selectable. However, as you proceed through the game, there will be more courses available.

5. WHICH BOARD AND WHICH COSTUME DO YOU WANT TO USE?

You can change the board you want to use and the costume you want to wear in the race on the Race Preparation Screen. The control method is basically the same as in the Story Mode except that here, you can change your costume. Select SUIT with the the Control Stick and press the A Button. Next, select the costume with the Control Stick and press the A Button again. You can select one from "Summer", "Winter", "Halloween" and "Space". Once you have completed your board and costume selection, place the cursor on OK and confirm.

TRAINING MODE

- When you select TRAINING on the Title Screen, you will go into the

  TRAINING MODE, in which you can practice the basic tricks while playing the game.

- When you come to a certain spot, there will be an explanation of how the trick is done.

- Coach, the Penguin, will show you how the trick is done.

- If you want to quit the training, select QUIT while on the Pause Menu.

Read the explanation.   Try the trick.

OPTION

When you select OPTION on the Title Screen, you can make changes in the settings in the BATTLE MODE. However, you can't change the settings in the STORY MODE.

The following three are what can be changed.

* Coins on the course   --- If you select NO, there will be no coins.
* Shops on the course --- If you select NO, there will be no shops.
* Laps   --- If you select YES, you can change how many laps are
                    required to complete the race.

CHANGING THE LAPS

When the CHANGE LAPS in the OPTION is set at ON, you can select the number of laps before starting the race in the BATTLE MODE.

Select the number of laps by pressing the Control Stick to the left or right and confirm with the A Button. The laps can be increased up to 9 laps.

SCREEN DESCRIPTION

Screens are different for 1 , 2, 3 and 4 player game.

JUMP UP!

1 PLAYER GAME

Shot Window

Lap
(Current lap/ No of laps)

LAP 1/3

Item Window

Rank Radar

Current Rank

Money earned
(Gold)

2 PLAYER GAME

Lap
(Current lap/ No of laps)

Shot Window

Item Window

Current Rank

LAP 1 / 3

200

LAP 1 / 3

200
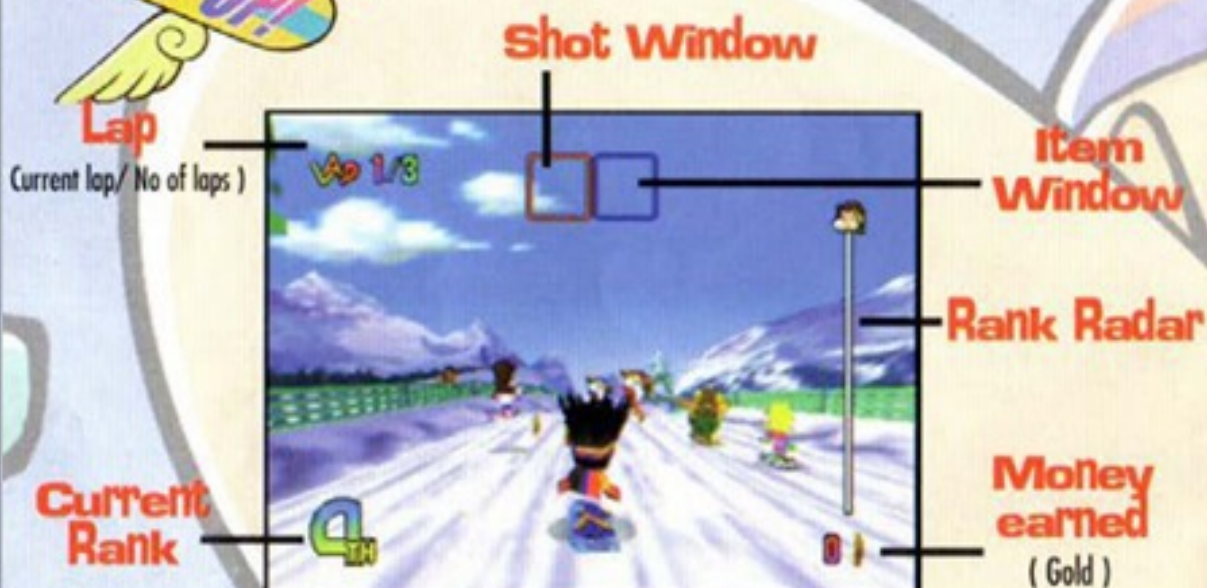
Money earned
(Gold)

Rank Radar

4 PLAYER GAME

Shot Window

Lap
(Current lap/ No of laps)

Item Window

Rank Radar

Current Rank

Money earned
(Gold)

BASIC TECHNIQUES

EDGE

You can make a sharp turn, which is possible by shifting your weight, by pressing the Control Stick to your bottom right/left position, which generates the edging effect. However, using the edge will slow you down.

ACceleration

When you are hit by the opponents' shots or when you run into obstacles on the course, you will lose speed. You can accelerate and get to your top speed faster by pressing the Control Stick up and tap the jump button. When you reach your top speed, you can't go any faster. This is a very effective technique at the start of the race.

CHECKING YOUR BACK

You can look behind you during the race by pressing the R Button. Using this, you can aim and shoot the opponents behind you with your bomb or check to see who is behind you. But be careful where there are curves and/or obstacles. While looking backward, you can't see forward.

Quick Recovery

When a player receives damage by a shot or an item, he or she can recover more quickly than usual by jiggling the Control Stick and pressing the A Button continuously.

TRICK TECHNIQUES

BASIC TECHNIQUE OF ROTATION TRICK AND GRAB

ROTATION TRICK --- Basic trick of rotating in the air.

1. Press and hold the A Button down to crouch. (While crouching, you can only go straight.)
2. While crouched down, press and hold the Control Stick in any direction.
3. When you release the A Button while holding down the Control Stick, your character will jump and spin in the direction the Control Stick was tilted.
4. If you land successfully, you earn money according to the difficulty of the trick. If you land while spinning, you will fall and get no money.

CONSECUTIVE ROTATION TRICK   --- High difficulty , consecutive rotation

After releasing the A Button, if you press the A Button repeatedly, you can rotate as many times as you press the A Button. You can change the direction of the spin by changing the direction of the Control Stick.

GRAB   --- Rather easy trick of grabbing the board in the air.

When you press the C Button while in the air, your character will grab the board. There are different types of grabs, depending on which C Button you press. You can do the grab trick as many times as you press the C Button. You can achieve higher tricks by combining the Rotation trick and the Grab trick.

BASIC Tricks using control Stick and C Button unit

CONTROL STICK--- You can spin vertically, horizontally, diagonally, depending on the direction you press the Control Stick.

C BUTTON ---   When you press any of the C Buttons while jumping, you can grab the board.

High Level Techniques

How To Avoid The Attack Of Your Opponents

When the shot from your opponents approach you (shots and buckets), "!" mark will appear above your character's head and will start to flash when the shot is really close to you.

Method 1   Use INVISIBLE item as soon as you see an "!" mark above your character's head, and you can avoid being shot. This method is the most certain way to avoid the opponents' shot.

Method 2   Avoid shots by jumping when you see an "!" mark. Timing of the jump is important. However, this doesn't allow you to avoid being hit by a bucket. (When you see "!", hold the A Button to get ready to jump. When "!" starts flashing, release it to jump.)

Method 3   Avoid shots by making a sharp turn if you see an "!" mark when you are cornering or where it is hard to jump. Use "Edging" to make a sharp turn and go closer to the wall. You can avoid being hit this way most of the time.

Back Shot

You can aim at your opponents behind you better by first looking back by pressing the R Button.

NOTE: you can shoot behind you only if you have the Bomb.

EXPLANATION OF EACH MODE

Race

In Snowboard Kids 2, your goal is to win the race against 3 other players. In the STORY MODE, if you get first place, you will be able to select a new course. To win the race, it is important to shoot the other players and use the items you have to get in their way. Do the tricks and collect coins on the course, and then run into the shops on the course to purchase shots and items. Red shops are for the shots and blue shops are for the items. Each shot or item costs 100G.

ABOUT MONEY (Gold)

You can earn money by picking up the coins on the course or by performing tricks successfully. In the STORY MODE, if you finish the race within the first 3 spots, you will receive prize money as well. You get no money if you finish last. Also, you will receive money by clearing the game in the 3 Skill games.

You receive no money while racing against the Bosses. You can save the money you have earned in the race and/or skill game and use the money to buy a new board or have your board painted in Snow Town. The money you earn in the BATTLE MODE is only effective in that race and can't be saved.

GIFT BOXES ON THE COURSE

Gift boxes you see on the course are shops. The ones with the red arrow are for the shots and the other ones with the blue arrow are for the items. When you have more than 100G and you run into one of the shops, you will get either a shot or an item. Each time you run into a box, it costs you 100G.

SKILL GAMES

Speed Cross

If you finish the race within the time specified, you will receive a prize.

Shoot Cross

If you deliver the newspaper to all the houses, the game is cleared and you get a prize.

Trick Game

If you finish the race with at least the required points, you can receive prize money.

BOSS STAGES

Snowman Robot

Pick up the weapons and items on the course and attack the Snowman. You win when you hit the Snowman Robot 10 times before it reaches the finish line. Snowman is invincible when its head is flying.

WINING CONDITION

You must hit the Snowman Robot 10 times either with shots or items before it reaches the goal.

Dinosaur

Pick up the weapons and item on the course and attack the Dinosaur. You win if you finish the race first. The Dinosaur lays eggs on the course to get in your way, so watch out and avoid running into them.

WINNING CONDITION

You must reach the goal first.

PAUSE SCREEN

You can go to the Pause Screen by pressing the Start Button during the race.

There are 3 options on the menu:
CONTINUE--- To continue the race.
RESTART--- To start over.
QUIT--- To quit the race. You will go back to Snow Town (Story Mode) or the Character Select Screen

(Battle Mode).
Select one with the Control Stick and confirm with Start.

CHARACTER INTRODUCTION

Each of the characters in Snowboard Kids 2 has a strong personality.
Select the one which best serves your need.
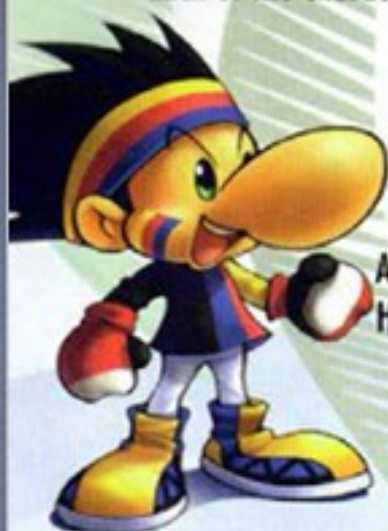
SLASH KAMEI
10 years old

A peppy and naughty boy who is very good at snowboarding.
He is fast and is pretty good with tricks.

NANCY NEIL
10 years old

A kind and cheerful girl. She is not very fast, however,
she is good in doing tricks.

JAM KUEHNEMUND
10 years old

A cheerful rapper boy. He is confident in his skills
in doing tricks. Nancy is his rival.

LINDA MALTINIE
10 years old

A snobbish and selfish valley girl who is pretty good
at snowboarding. She is fast, but it's hard for her to
make sharp turns.

TOMMY PARSY
10 years old

A cute and gentle boy who is friends with Slash.
He is the fastest, but he can't turn very well.

WENDY LANE
10 years old

A genius who is short, but very good with tricks. She
is not very fast though.

DAMIEN
?? years old

A mysterious character who gets in the way of everybody. He
appears everywhere in the game.

MR.DOG

He sells boards in his shop. It is said that he used to be a
very fast boarder, but no one
has ever seen him on the
slopes.

COACH

He will teach you how to snowboard in the
Training Mode.

BOARD DESCRIPTION

Speed

Fast, but not very good with turns. Suitable for fast courses with few curves.

Balance

Average performance on both speed and cornering. This can be used for any kind of course.

Trick

Not very fast, but very good with turns. Suitable for courses with sharp curves.

ABOUT SNOW TOWN

Snowboard Times Office

You can play the Shoot Cross here.

Penguin House

You can play the Trick Game here.

Clock Tower

You can play the Speed Cross here.

Board Shop

You can buy a new board. Select the board you want to purchase by pressing left/right on the Control Stick and confirm it with the A Button.

School

You can change your character here.

Wendy's Internet

You can get information on the courses on "Course Channel", info on the character on "Character Channel", and a rumor on "Rumor Channel". You can also listen to music on "Music Channel". New information is available only when you clear the course in Story Mode.

Telephone Booth

You can save game data and/or quit the game here.

Paint Shop

You can select a pattern for your board. Select a board from the boards you currently have, which you want to have repainted. Then select a pattern. You can't do this unless you have enough money.

DESCRIPTION OF THE SHOTS

Slap Stick

This big white hand knocks the target to the ground. Hard to dodge. Once hit by this, the victim loses a portion of his/her money.

3

Parachute

The parachute carries the target up into the air and floats slowly back to the ground.

2

Here comes Linda!

Gru

Tada!
This is an upgraded version of the Slap Stick!
You can make your opponents fall and drop money!

version 2.0

Yeah, but...

We're rich now!

Why do you guys always use it on me!

HA HA HA HA HA

This crystal clear sky...
Clouds so white like cotton candy!

I feel as if I was a bird...

I hope he hasn't forgoten about the race...

Yeah...

GOAL

SHOT

When you have more than 100G and run into the red gift box on the course, you can get shots. Shots come as a set of 3. You can shoot one shot at a time with the Z Button.

Freeze Shot

This freezes the target by turning them into a block of ice. The victim must jiggle the Control Stick and repeatedly press the A button to recover faster.

Bomb

This shot is very powerful and you can shoot backward as well. (To shoot backwards, press the Z Button while pressing back on the Control Stick.) If hit by the Bomb, the character will be blown back. If there are other opponents nearby, they will also be blown away. Be careful not to get blown back by your own Bomb when you shoot your opponent.

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SHOT

Snowman

This turns the target into a Snowman. The shot bounces off the walls. Jiggle the Control Stick or tap the A Button to recover faster. The character can't be controlled while being turned into a Snowman.

 3

Whirlwind

Like the Snowman, this shot bounces off the walls. If hit by this shot, that character will be blown up into the air and will drop either a shot or an item onto the course, which may be picked up by the other characters.

 3

I can't see where I'm going.

I wouldn't talk if I were you!

Is that you Linda? You look silly in that snowman outfit!

Well...

How did we all get turned into snowman?

You didn't

I shot myself with a snowman....

I'll see you later!

Don't take too long!

Not so fast! Take this!

I've lost my glasses in the Whirlwind!

What about me?

Hey babe, are you all right?

ITEM DESCRIPTION

Ghost

The Ghost slows opponents down. It affects the person in first place. If the person in first place uses a Ghost, then the player in second place will be affected. Unfortunately, the Invisible item can't counter this effect.

Super Ghost

It has the same effect as the Ghost, but it haunts all the characters other than the player who uses it. With this item, a come-from-behind victory is possible.

ITEM

When you have more than 100G and run into a Blue gift box, you will get an item. Each item can be used once by pressing the B Button.

Speed Fan

The player gets a speed boost by having a fan attached to the board for a certain period of time. Slower than the Rocket, but it lasts longer.

Rocket

The player gets a speed boost by having a rocket attached to the board for a certain period of time. It's faster than the Speed Fan, but it does not last as long. This item may be more suitable to be used right before the goal line.

Item

Pan

Drops pans on all the characters other than the player who uses it. The characters who are smashed by the Pans, makes them immobile for a while.

Invisible

This item makes the player who uses it invisible. While invisible, the player can avoid the opponents as shots and pans. If the player trips on a rock or runs into the wall, he/she loses its effect and becomes visible again. Unfortunately, the Ghost will have an effect on the player.

ITEM

Wing

This item gives the player wings on both sides on the board and lessens the weight for a certain period of time. The player can do tricks which is usually possible only on the jump slope with this Item. Also, the player can avoid the opponents' shots more easily.

Rock

The player can place rocks on the course as obstacles for the characters to trip over. When a character runs over a rock, he or she will fall. It is effective to place stones where the opponents can't see easily, such as behind a shop or right before the lift.

I have become very good with tricks lady.

I have become....

It's your board, not you!

I almost ran into that rock!

I won't fall into a cheap trick like that!

I'm the greatest....

I don't have to look in front of me...

What a dork!

Item

Rat Face

With this item, the player can steal all the money from one of the other players. Generally, priority of who the money comes from is based on the standing of the players.

Super Rat

With this item, the player can steal money from all the other players. You can use this item when the opponents have saved some money to get a lot of money at once.

Yeah, me too!

look at how much I earned with tricks!

Wow, I'm rich now!

COURSE INTRODUCTION

1

SUNNY MOUNTAIN

The curves in this course are rather easy. After the last big right turn, the course is straight to the finish line, so try shooting your opponents who may be far ahead of you.

2

Turtle Island

There are various scenery in this course. Where the course splits in the sea, the left course is the short cut but it's more difficult than the right course.

3

Jingle Town

This is a wide course. Just watch out for the cliff before the Snowman tunnel and the rabbits.

4

Wendy's House

There are many obstacles in Wendy's House. When you come to the last mouse hole, choose the route according to if you want a shot or an item.
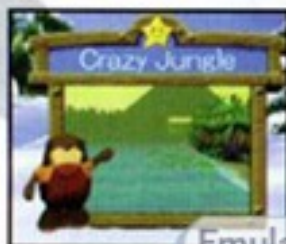
5

Linda's Castle

Linda's castle is a hard course with a lot of cliffs which you must jump over. Watch out especially for the cliff right after you start the course and the one right before the goal line.

6

Crazy Jungle

There is a huge waterfall in this course where you can perform tricks. Where the course splits, the right path is a short cut.

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COACH PENGUIN'S GAME STRATEGY Q & A

Q1. Can't speed up fast.

Slash [After running into the wall or land from the high jump slope, I can't speed up fast. How can I speed up faster?]

Coach [@#$%^&!@#*]

(Translation: Up on Control Stick + tap Jump to accelerate!)

Q2. Recommended board?

Linda [Can you tell me which board you recommend ?]

Coach [!@#$%^&*!@@#$$%%^^&&**!@@#$$%%]

(Select a board according to the course and character. Balance or trick boards are good for the curves. Also Trick board is easy to use in the Skill game.)

Q3. What points do we get if we do the tricks successfully?

Jam [Trick games are hard to clear.]

Coach [!@#$%%^&*(&&^%$#@!!)

(You will get a lot of points when you do the consecutive rotation tricks. You will get even more points by doing the board grab trick while rotating in different direction.)

Q4. How to avoid the opponents' shots.

Wendy [Please tell me how to avoid the shots by the opponents?]

Coach [!@#$%$%^&*&&^%$#@!]

(Using the item "Invisible" is the most certain way. But if you don't have this item, you can still avoid the shots by jumping. When you see [!] mark flashing, jump and avoid being hit. Once you learn to do this, try grabbing the board while jumping. You can reflect the shot at the opponent. You can also reflect a shot by rotation trick.)

Q5. How to get the last course?

Nancy [I got the first place in all the courses but I still can't get to The last course.]

Coach [!@@#$%^^&&^^%^%%$%$!]

(Did you clear the Skill games as well? You need to clear the 3 Skill games to get to the last course.)