

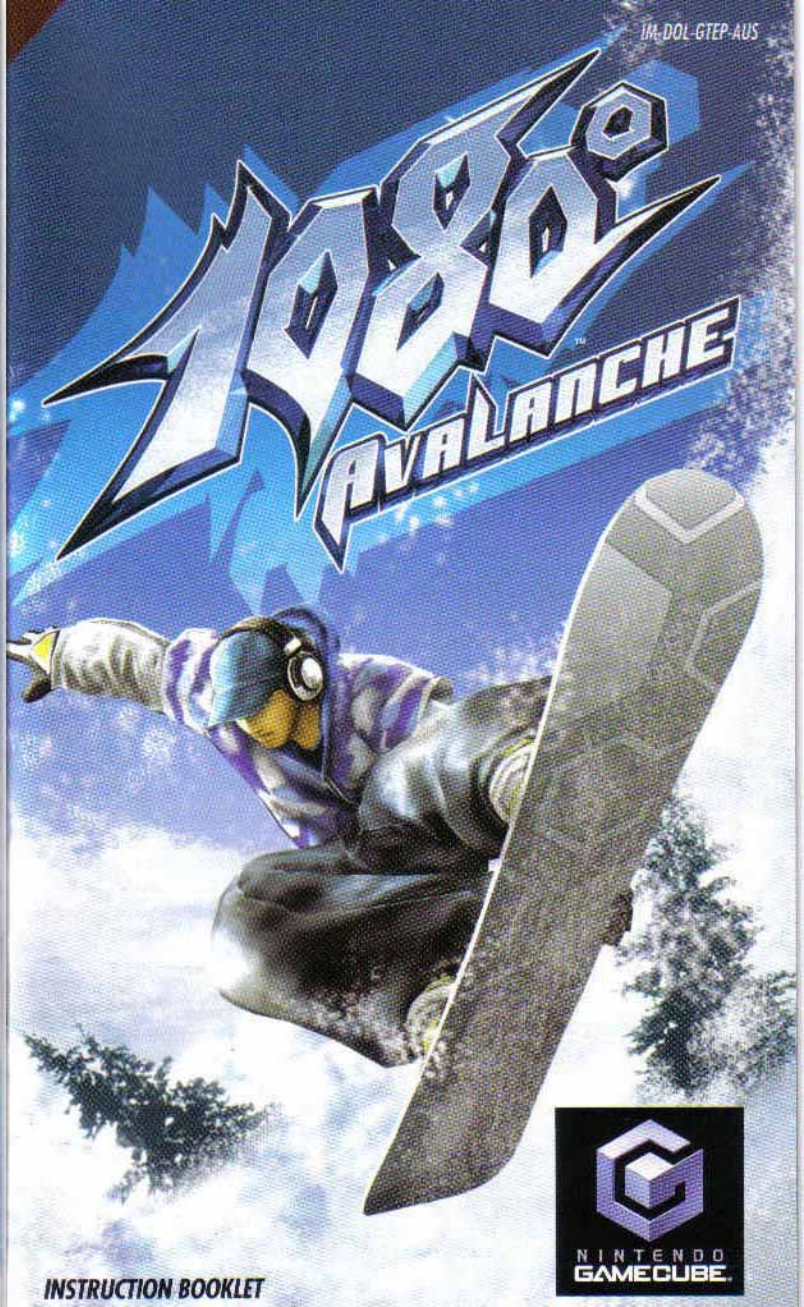
Nintendo

NINTENDO AUSTRALIA PTY. LTD.
Scoresby Industrial Park, 804 Stud Road,
Scoresby Victoria 3179 Australia
<http://www.nintendo.com.au>
NEW ZEALAND AGENT MONACO CORPORATION LTD.

EmuMovies



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10800

AVALANCHE

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activities until you feel better.

⚠ CAUTION - Brightness of TV Screen

The brightness of the TV screen differs with each TV but can typically be adjusted. Always play games with the appropriate brightness setting. Excessive brightness or darkness can cause discomfort. If necessary, please refer to the instructions manual of your TV for guidance on adjusting the brightness of your TV.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the 1080™ Avalanche Game Disc for your NINTENDO GAMECUBE® System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE BROADBAND ADAPTER.

This game supports the Broadband Adapter for play via a LAN (Local Area Network) only.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

60Hz MODE

60Hz mode (unlike 50Hz mode) is not supported by every TV.

On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for an even clearer display with higher quality.

To activate 60Hz mode, select 60Hz mode when "This version is compatible with 60Hz mode. Please select mode." is displayed.

If you have chosen 60Hz mode and your television does not display this mode correctly, please turn OFF the power to the NINTENDO GAMECUBE and then turn the power ON again before selecting 50Hz mode.



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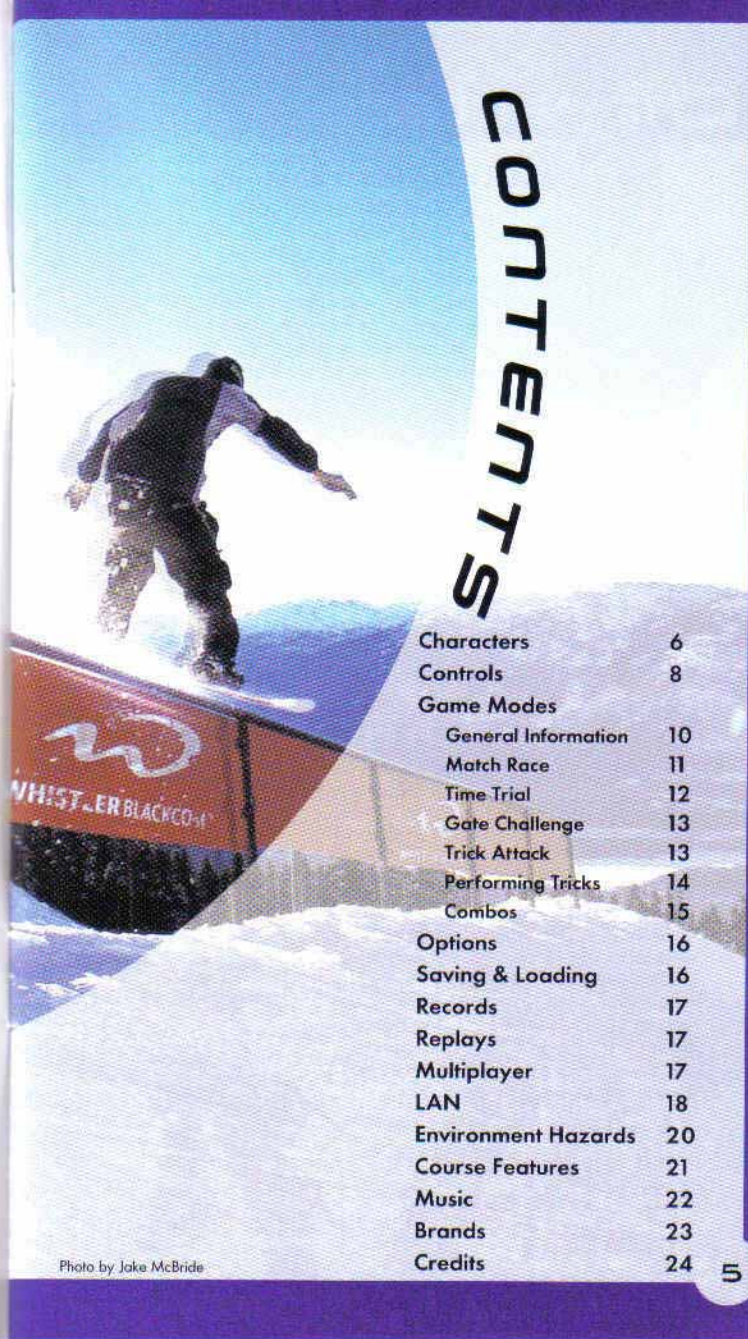
To play games that carry the Dolby Surround Pro Logic II logo in surround sound, you will need a Dolby Surround Pro Logic II or Dolby Surround Pro Logic decoder. These decoders are sold separately.



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Photo by Jake McBride

Characters

AKARI HAYAMI

19, Kobe, Japan. Akari has a friendly and outspoken energy. She's likely to appreciate other people's success and support them. Because she's small, she tends to get upset when people are rough with her on the slopes or elsewhere. She has been known to show-up Ricky in the Half-Pipe competition, even though he denies it. Akari's musical preference bends towards pop radio hits, although every now and then you can hear some Ricky-inspired punk coming from her stereo.

Speed	●●●●●●●●
Accel	●●●●●●●●
Jump	●●●●●●●●
Turning	●●●●●●●●
Balance	●●●●●●●●



Photo by Crispin Cannon

RICKY WINTERBORN

18, Whistler, BC, Canada. Ricky's into punk and electronica, and he's the one most likely to try to outscore the mountain pro. His rebellious nature leads him to say things that are just as likely to humour as to offend. Ricky's bad-boy attitude has caught Akari's attention, and rumours circulate among those in the know that the two are a romantic item.

Speed	●●●●●●●●
Accel	●●●●●●●●
Jump	●●●●●●●●
Turning	●●●●●●●●
Balance	●●●●●●●●



KEMEN VAZQUEZ

21, Santiago, Chile. Kemen is a laid-back kind of a guy. Insults and setbacks don't seem to affect him much. He would rather kick back and chill than get shook up. Expect him to come alive after he wins and do some cool dance moves. To prepare for a big competition, Kemen usually bumps to some fast-paced rap beats to lock his rhythm beforehand.

Speed	●●●●●●●●
Accel	●●●●●●●●
Jump	●●●●●●●●
Turning	●●●●●●●●
Balance	●●●●●●●●



TARA HUNTER

22, Groton CT, USA. Tara's hip-hop diva style is all about looking good on the mountain and riding smart with style. She would never show her emotions in public if it would make her look anything other than smooth. It's Tara's first time out with the new crew, so she feels she has to prove herself.

Speed	●●●●●●●●
Accel	●●●●●●●●
Jump	●●●●●●●●
Turning	●●●●●●●●
Balance	●●●●●●●●



ROB HAYWOOD

23, Seattle WA, USA. Rob is a leader with attitude. He's easily upset when things don't go his way. A good challenge gets his adrenaline pumping, and he won't give up until he sets the bar. Year-round participation in summer and winter extreme sports maintains Rob's bulletproof physique. He likes his mountains like he likes his rock music - big, fast, and dark.

Speed	●●●●●●●●
Accel	●●●●●●●●
Jump	●●●●●●●●
Turning	●●●●●●●●
Balance	●●●●●●●●



Controls

BASIC CONTROLS

Control Stick

- **Left/Right:** Steer your boarder to the left or right.
- **Down:** Edge the board, causing your boarder to brake. Press down and to the left or right to make sharper turns. (Note: this will cost your boarder some speed).
- **Up:** Give your boarder a quick dash from a stopped position. This is especially helpful at the start of a race.

L Button

- **Tuck:** Hold down the L Button to make your boarder tuck, gaining you some additional speed in crucial situations. When tucking, your boarder's mobility and manoeuvrability are drastically reduced. By pressing the L Button just as you land, you can help absorb the shock, making for a better landing.

C Stick

- **Control Camera:** Tilt the C Stick up to zoom in on your boarder, and tilt down to zoom out. There are three camera angles to choose from.
- You can also pan the camera to the sides by pressing left or right.



A Button

- **Jump:** Press and hold the A Button to bring up the jump meter. This meter indicates the height of the jump. When you release the A Button, your boarder will jump. For the highest jump, release the button when the meter is full, but be careful not to hold the button down too long, or the meter will reset.



ADVANCED CONTROLS

Grinding:

- Use your L Button to grind whenever you come in contact with certain objects such as handrails, logs, etc.



- Tilt the Control Stick left and right to maintain your balance while grinding.

Regaining Balance:

- After a bad landing or after hitting an obstacle, your boarder might be off-balance. When this happens, the off-balance meter will appear on-screen.
- To regain your balance, rotate the Control Stick quickly in the direction indicated by the meter.
- If the meter turns entirely red, your boarder will lose balance and fall.



Game Modes

GENERAL INFORMATION

HUD EXPLANATION

- **Time:**
The total race time for this track.
- **KM/H:**
Your boarder's current speed, in kilometres per hour.
- **Course Map:**
A map that shows your progress through the course.
- **Damage Meter:**
A meter showing how much damage your board has taken. When this meter is depleted, your board is thrashed and your run is over.



PAUSE MENU

- Continue: Continue racing.
 - Restart: Restart the race.
(Retire in Match Race)
 - View ProTips
 - Change Course / Change Character / Change Board
- This option is not available in Match Race. Press left or right on the control stick to cycle through the options.
- Quit: Exit back to the main menu.



RACE FINISHED

- Retry
- View replay: By highlighting the View Replay option and pressing left or right on the + Control Pad or Control Stick the option to Save Replay is displayed. By pressing the A Button a new menu appears that allows you to save your current replay. Each replay takes 5 blocks of memory. Being able to save replay data may vary depending on your actions through the course.
- Change Course / Change Character / Change Board
- View ProTips
- Quit: Exit back to the main menu.



Photo by Crispin Cannon

MATCH RACE

Race one-on-one against other boarders to be the first across the finish line. When you win a set of races, you open up the next set of races for other modes of play.



For each challenge, you have three lift tickets. Lose a race, and you lose a ticket. If you retire out of a race, you also lose a ticket. Once all three lift tickets are gone, you can't go up the mountain anymore, and it's game over for you.

DIFFICULTY LEVELS

- Novice: The easiest set of courses. Complete the novice levels to open up the hard courses for competition.
- Hard: Complete all these courses to test your abilities with the expert levels.
- Expert: Finishing expert is a challenge few can meet, but if you can do it, you will have almost mastered the mountain.



MATCH RACE HUD EXPLANATION

Power Meter: By performing tricks, you increase your power meter. When the meter is full, your boarder glows and can knock down your opponents. You are also able to recover quickly from falls.



Lift Tickets: You have three lift tickets per difficulty level with which to complete all the courses in first place. Lose three times, and you must start over.

Game Modes

TIME TRIAL



Try to have the record time for course completion.

- **Coins/Bonus:** Five pieces of a gold coin have been hidden in each course. Collecting all the pieces in one run earns you a gold coin. With gold coins, you can unlock certain boards.



- **Record Time:** The current record time for this course.

SAVE GHOST

After completing a course in Time Trial, you are given the option to "Save Ghost". This will allow you to save a ghost of your last run so that you can race against yourself. When you select the option to Save a Ghost you are brought to a screen where you can choose which Memory Card Slot to save to. Select the Create New File option to save the ghost. The file size of the Replay Data is determined by the total time of the replay footage. Depending on the length of the replay, you may not be able to save.

Each ghost takes 2 blocks of memory. You can save as many ghosts as you want as long as the Memory Card has available space.

LOAD GHOST

When selecting a course in Time Trial mode, any courses that contain ghost data will be labelled with the word Ghost. Once you have selected a course containing ghost data, an additional menu will appear, allowing you to select from the available ghosts or to choose to race without a ghost.

Photo by Jake McBride

GATE CHALLENGE

Earn as many points as possible by going through gates while still racing against the clock.



- By passing through gates you increase your score and add much needed time to the time limit.



- Each course is divided up into zones. Each zone consists of several gates and ends with a Checkpoint.
- Once you pass through a Checkpoint you will be awarded bonus time, and a "perfect zone" bonus if you managed to make it through without missing a gate.
- Get the top high score and earn yourself a trophy, collect more trophies and further rewards await you.

TRICK ATTACK

TRICK CONTROLS

Perform tricks to earn points, shooting for the high score before time runs out.



Control Stick - Steer character left and right.

- Spin Faster - Hold the R Button and rotate the Control Stick.
- Forward/Back Flips - Hold the R Button and press up or down on the Control Stick. Pressing up will perform a forward flip, while pressing down will perform a back flip.
- Different Grabs - Tilt Control Stick in any direction and hold the B, X, or Y Button.

Y Button - Grab

R Button - Spin/Flip.



L Button - Land.

B Button - Grab.

A Button - Jump.

X Button - Grab.

Game Modes

PERFORMING TRICKS



- When you approach a jump, press and hold the A Button. Time the press so that the meter fills just as you reach the top of the jump.
- At the top of the jump, release the A Button for maximum air.



- While in the air, press and hold the R Button. Now use the Control Stick to spin your board and pull off rotations.

- You can also press the B, Y, or X Buttons and tilt the Control Stick in any direction to perform grabs.

- Press the L Button right when you land to tuck and absorb the shock. This stops you from falling and impresses your fellow boarders.

- Remember, only a successful landing will earn you points for your tricks. Crashes don't earn you anything but pain.



Music

While a level is loading, a green LCD screen is displayed at the bottom-left corner of the screen. By pressing left or right on the + Control Pad you can scroll through the list of available songs for listening as you manoeuvre your way down the mountain. By pressing the Z button you can start and stop the song currently displayed.



The music-selection LCD is also available when the game is paused, at the lower-right corner of the screen.

COMBOS



- Jump into the air with the jump meter at full capacity. This triggers a slow-down effect.



- Perform a grab.



- When the character flashes, perform a grab.

- Perform multiple grabs and you will gain a combo multiplier.

- The more unique grabs you chain together, the more multipliers you'll be awarded.



STUNT COURSES

Air-Make:

A large jump in which you prove that you don't need wings to fly.



Half-Pipe:

A half-pipe course venue for you to show off your combos.



Terrain Park:

Loosely based on the world-famous Nintendo GameCube Parks and Pipes at Whistler Blackcomb stunt park, this course gives you the chance to go all-out with tricks.



Photo by Crispin Cannon

Options

- 1) Rumble:** Turn the Nintendo GameCube Controller's Rumble feature on and off.
- 2) Disable Ghost in Time Trial:** Once you have completed a Time Trial, race against yourself for a better time.
- 3) Memory Card:**
 - a) Save Game: Save your progress.
 - b) Load Game: Load previous game data.
 - c) Autosave on/off: Set the game to save automatically.
 - d) Manage Ghost/Replay Data: Erase ghost and replay data.
- 4) View Pro-Tips:** Display a list of tips to help you with the game. The L and R Buttons scroll through the different categories, and the Control Stick cycles through the tips in each category.
- 5) View Controls:** Display a diagram of the controller functions in case you need a reminder.
- 6) Enter an Avalanche Code:** Enter a code learned from the game or a friend to open up cool new features.
- 7) Sound Options:** Change the audio settings using the Control Stick or the + Control Pad.
 - Music: Set the volume of the background music.
 - SFX: Set the volume of the sound effects.
 - Voice: Set the volume of the game voices.
- 8) Audio:** Set the output mode for your game sounds. Choose from mono, stereo, and surround sound settings, depending on your television's audio output.



Saving & Loading

When starting 1080: Avalanche, the game will check for game data on the Memory Card in Slot A. If a Memory Card is not present, you will be asked if you wish to "Continue Without Saving?" or retry. If you continue without saving the Autosave feature will be disabled.

If a Memory Card is present in Slot A and game data does not exist, you will be prompted to create a file.

If a Memory Card is present in Slot A containing game data, the information will be loaded automatically.



RECORDS

By choosing the Records option from the main menu, you can view the top three scores in Gate Challenge, Time Trial, and Track Attack for every course that you have opened. By pressing the Z Button you can also erase all records.



REPLAYS

This option allows you to view or erase any replays you have saved on the Memory Card.



Multiplayer

You can challenge up to three of your friends in this multiplayer split-screen mode. This mode requires one Nintendo GameCube, up to four controllers, and a single TV.

Each player must press the A Button or Start/Pause to begin. Choose your player and board. (Only those boards that you have opened up in one-player mode are available).



Once each player has chosen a character and a board, select a course. The first two courses will already be unlocked. Once you complete Match Race, the next two courses will open, as will the next two courses, once the next difficulty has been finished in Match Race.



Photo by Craig Gibson

Photo by Crispin Cannon 17

LAN Play

Once the Nintendo GameCube systems are connected each player must press the A Button or START/PAUSE to begin. Choose your character and board, then select a course. The game will check any present Memory Cards, and any boards or features that are available on any of the cards will be made available to all players.

Up to four players can participate in LAN multiplayer. You can use the LAN in various combinations. Using two Nintendo GameCube systems, up to two players can race on each system. If three or more Nintendo GameCube systems are used, only one player may race per system.

Connecting Multiple Nintendo GameCubes Systems With a Hub

By using an over-the-counter 10BASE-T hub and LAN cables, you can connect a maximum of **four Nintendo GameCube systems** to enjoy racing with friends using up to **four boards**.

Required Equipment

- Nintendo GameCube systems with Broadband Adapters 2 to 4
- 1080: Avalanche Game Discs 1 per system
- Memory Card with 1080: Avalanche save data 0 to 4
- Nintendo GameCube Controller 1 per player
- 10BASE-T Hub 1
- LAN cables compatible with the hub to be used 1 per system
- TVs 1 per system

Standard LAN cables are straight cables, but some hubs use crossover cables. For details see the instruction manual of the hub you are using, and use the appropriate LAN cables.

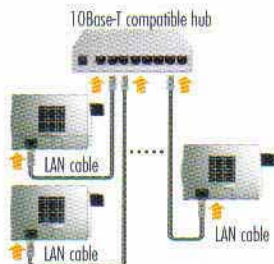
Connection Instructions

1. Turn all game systems OFF and connect the LAN cables to the Broadband Adapter of each Nintendo GameCube.
2. Turn the hub ON.
3. Place the 1080: Avalanche Game Discs in each of the Nintendo GameCube systems.
4. Turn all the game systems ON.

Nintendo GameCube and Hub Connections

Be sure to read your hub instructions, too. Do not connect any Nintendo GameCube systems to the hub unless they will be used.

Please contact Nintendo Australia for Broadband Adapter availability information.



Instructions for Connecting

Nintendo GameCube Systems With a Crossover Cable

You can connect two Nintendo GameCube systems using a crossover cable compatible with an over-the-counter 10BASE-T hub.

Required Equipment

- Nintendo GameCube systems with Broadband Adapters 2
- 1080: Avalanche Game Discs 2
- Memory Card with 1080: Avalanche save data 0-2
- Nintendo GameCube Controller 1 per player
- 10BASE-T Hub-compatible crossover cable 1
- TVs 2

Connection Instructions

1. Turn both game systems OFF and then connect the LAN cable to the Broadband Adapter of each Nintendo GameCube.
2. Place the 1080: Avalanche Game Discs in each of the Nintendo GameCube systems.
3. Turn all the game systems ON.



Troubleshooting

You may experience malfunctions or be unable to connect in any of the following situations:

- When you are using a LAN cable that is not compatible with the hub in use, or when using a cable other than a crossover cable when connecting two Nintendo GameCube systems directly.
- When any LAN cable is not fully inserted into the hub or any game system.
- When any LAN cable is removed during the transfer of data.
- When any game system is turned OFF or any game system's RESET button is pressed during the transfer of data.
- When something other than a Nintendo GameCube is connected to the hub.
- When a hub or LAN cable not compatible with the 10BASE-T standard is being used.
- When more than 4 Nintendo GameCube systems are connected.

Environment Hazards

ENVIRONMENT HAZARDS

The mountain can be a dangerous place for those who don't respect it. There are plenty of ways for unprepared boarders to find themselves in trouble.



AVALANCHE

An avalanche could be anything from a minor slide that creates new pathways to a major event that you'll have to outpace if you want to survive.



CAVE-IN

Not all the snow caves are stable. You never know when they might collapse.



BUILDING COLLAPSE

There are abandoned structures scattered all over the mountain. Boarding through one might just be all it takes for the rotten wood finally to give out.



WILDLIFE

Respect nature, and it will respect you. Otherwise, you might find your face planted in the snow.



ROCK SLIDES

Nothing ruins a great run like getting crushed by a gigantic boulder.

COURSE FEATURES



- **Ramps:** These snow banks make the perfect ramp to pull off some fly tricks.



- **Rails:** Grind 'em 'til you can't grind no more.



- **Shortcuts:** These side routes might just give you an advantage.



- **Powder:** Stay out of the powder, unless you like losing.



- **Wildlife:** Treat the critters with respect, and they won't trip you up.



- **Ice:** Power across the ice for more speed but beware of traction loss!



- **End gate:** Be the first to pass this point, and you win!



Photo by Crispin Cannon



- **Other Skiers:** Remember, you're not the only person riding this mountain. You have to share the slopes, so try not to knock down the newbies.

In-Game Music



Choke and Killing Me*

Performed by Cauterize
From their CD *So Far From Real*
www.cauterize.com

*Also heard during the opening sequence.



Good Times, Other Light, and Conversations

Performed by Finger Eleven
From their CD *Finger Eleven*
www.fingereleven.com



Handful of Redemption

Performed by BOYSETSFIRE
From their CD *Tomorrow Come Today*
www.boysetsfire.com



Rookie

Performed by BOYSETSFIRE
From their CD *After the Eulogy*
www.boysetsfire.com



*Fine Again**

Performed by Seether
From their CD *Disclaimer*
www.seether.com

*Also heard during the ending credits.



All tracks courtesy of Wind-up Records, LLC



BRANDS

APX Project	www.apx-project.com
Bakoda	www.bakoda.com
Bent Metal Bindings	www.bentmetal.com
Bonfire Snowboarding	www.bonfiresnow.com
Dragon Optical	www.dragonoptical.com
Drake	www.drake-bindings.com
GNU	www.gnu.com
K2 Snowboards	www.k2snowboards.com
LIB Technologies	www.lib-tech.com
Mervin Manufacturing	www.mervin.com
Northwave	www.northwave.com
Option-NFA	www.option-nfa.com
Rossignol Snowboards	www.rossignolsnowboards.com
SCOTT USA	www.scottusa.com
Super Natural	www.supernaturalmfg.com
West 49	www.west49.com
Whistler / Blackcomb	www.whistler-blackcomb.com

Photo by Craig Gibson

Credits

Nintendo Software Technology Corporation

Producer
Shigeki Yamashiro

Executive Advisor
Claude Comair

Game Director
Vivek Melwani

Game Design
Keith Friedly
Richard Vorodi

Engineering Director
Sun Tjen Fan

Lead Engineer
Sheldon Baines

Senior Engineer
Scott Bassett
Jonathan Johnson

Engineer
Les Bloom
Cory O'Regan

Engineering Specialist
Rory Johnston

Art Director
Mike Harrington

Lead Art
Ed Barkley
Trevor Johnson
Katsuhiko Kanno
Jun Tsujimoto

Senior Art
Alain Schneuwly
Jack Snowden

Art
Chris Donovan
Ronald Lamont Hall
Nick Kondo
Michelle Lu
Steven Petofalvi
Nick Trahan

Audio Director / Music
Lawrence Schwedler

Sound Design / Music
James Phillipsen

Production Coordinator
Robert Champagne

Assistant Coordinator
Hiroto Alexander

Network Manager
David Gallarda

Office Manager
Jan Hannaford

Office Assistant
Karen Ishikawa

Snowboard Pro. Adviser
Takashi Kosugi

Nintendo Co., Ltd.

Executive Producer
Satoru Iwata

Producer
Shigeru Miyamoto

Associate Producer
Kenji Miki

Associate Producer
Tutomu Koganezawa

Character Illustration
Wataru Yamaguchi

Advisor
Masamichi Abe
Tomoaki Kuroume

Motion Capture Support
Shigeki Yoshida

Nintendo of America Inc.

Product Coordination
Henry Sterchi
Jeff Kalles

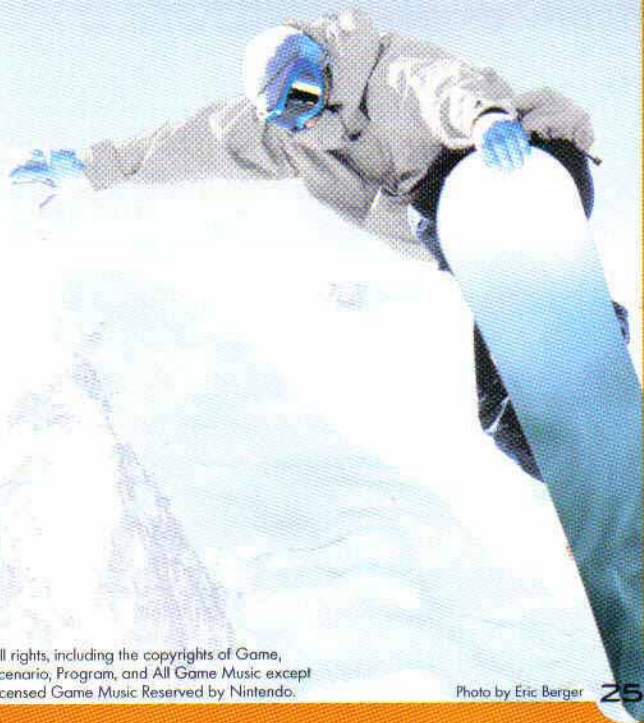
NOA Product Testing
Robert Johnson
Michael Leslie

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Tiffany Ambrose
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Nate Bihldorff
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Ian Dunn
Jen Ehlers
Nathan Feldman
Mike Fukuda
Kyle Garman
Prasanna Ghali
Brandon Gutierrez
Tom Harlin
David Hazan

Michelle Heimerl
Jim Holdeman
Ben Hopper
Nathan Hunley
Toru Inage
Erik Johnson
Steve Karas
Samantha Kelly
Rafeeda Keyes
Tatsumi Kimishima
Stephen King
Kristen Kishline
Erico Kondo
Hideki Konno
Stephen Lee
Yoonjoon Lee
Daniel Lewis
Julie Luders
Alison Magill
Kerri McNulty
Kim Messer
Jeff Miller
Gillian Morris

Rocky Newton
Alex Palomares
Sarah Rades
Colin Reed
Aaron Rosenbeck
Christian Sadak
Fumie Saeki
Amy Saylor
Yukimi Shimura
Lesley Short
James Showecker
Joel Simon
Ivy Smith
Scott Sorenson
Leslie Swan
Max Szlagor
Shinya Takahashi
Ken Taya
Mark Trano
Jennifer Tweed
Lucy Vincent
Raymond Yan
Gin Yang



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12 MONTH WARRANTY FOR NINTENDO GAMECUBE® (GAME DISC)

You may only require simple instructions to correct a problem with your product, therefore we recommend the following services:

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Set-up, connection and gameplay assistance together with hints and tips for a wide range of Nintendo products.

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NINTENDO WEBSITE www.nintendo.com.au
Troubleshooting, warranty and service/repair information.

CONDITIONS OF WARRANTY

The benefits conferred by this Warranty are in addition to all other conditions and warranties in respect of this product which the consumer may have under the Trade Practices Act 1974 of the Commonwealth of Australia and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited warrants this GameCube (GAME DISC) to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of twelve months after the date of purchase and upon presentation of purchase receipt.

1. Nintendo Australia Pty Limited will at its option and subject to the terms and conditions stated below, repair or replace free of charge this GAME DISC or any component part, which upon examination by Nintendo Australia Pty Limited is found to be defective.

2. This Warranty shall not apply:

- (a) If the GAME DISC has been subjected to misuse, abuse, accident or want of care.
- (b) If the GAME DISC has been modified and/or tampered with.
- (c) If a repair has been made or attempted by the purchaser or their agent.
- (d) The following are not covered by this Warranty:
 - (i) Liquid damage;
 - (ii) Scratched or damaged discs;
 - (iii) Wear and tear.
- (e) If the GAME DISC fails due to causes unrelated to defective materials or workmanship.

3. Nintendo Australia Pty Limited accepts no liability pursuant to this Warranty for any cost or consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this product and no responsibility is to be implied or accepted over and above the replacement value of the product.

This Warranty is given by Nintendo Australia Pty Limited and no other person or organisation is authorised to vary its provisions and conditions.

Before returning a Nintendo GameCube® GAME DISC for service, contact:

Nintendo Customer Service on (03) 9730 9822.

Warranty and Repair information and all other general enquiries.

Hours of operation: 8:30am to 5:30pm Monday to Friday (EST).

NINTENDO AUSTRALIA HEAD OFFICE

Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia