WARNING: READ BEFORE USING YOUR PLAYSTATION° GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

This compact disc is intended for use only with the PlayStation game console.

➡ Do not bend it, crush it, or submerge it in liquids.

➡ Do not leave it in direct sunlight or near a radiator or other source of heat.

➡ Be sure to take an occasional rest break during extended play.

➡ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
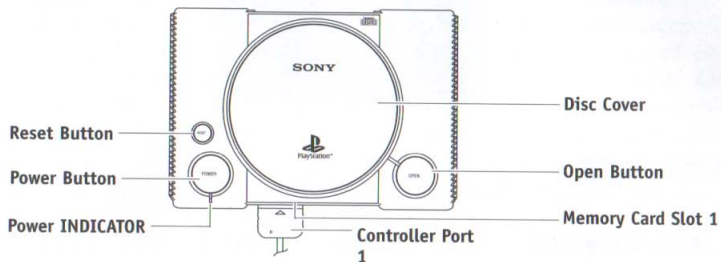
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

contents

starting the game

Disc Cover
Reset Button
Power Button
Open Button
Power INDICATOR
Memory Card Slot 1
Controller Port 1

1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**

2. Insert the *Sled Storm*™ disc and close the Disc Cover.

3. Insert game controllers and turn on the PlayStation game console.

● *note:* When using the Multi-Tap™, at least one controller must be connected to Controller Port 1-A.

4. After the *Sled Storm* intro video finishes, the Main menu appears.

basic controls

PlayStation Controller

L2 button
L1 button
R2 button
R1 button
■ button
▲ button
● button
✖ button
Directional button (D-Button)
SELECT START
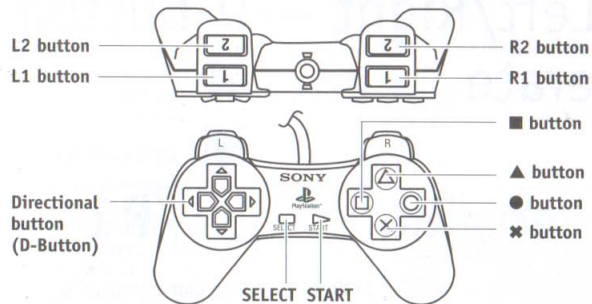
DUAL SHOCK™ Analog Controller

L2 button
L1 button
R2 button
R1 button
▲ button
● button
✖ button
■ button
Directional button (D-Button)
SELECT START
ANALOG MODE SWITCH
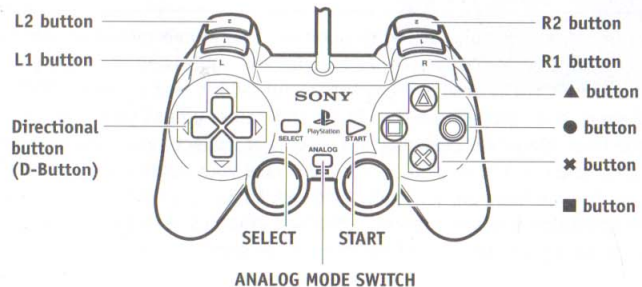
basic command summary

Turn Left/Right	D-Button ↔
Accelerate	✖
Brake	◼
Lean Left/Right	**L1/R1**

For a more detailed list of commands, ➤ *Default Driving Commands* on p. 9.

introduction

Experience insane snowmobile racing through extreme alpine terrain in *Sled Storm*. To win, you need a combination of speed, style, and aggression. You can pull big air Motocross and BMX tricks or knock your opponent off his sled or over a cliff, but beware of aggressive competitors that taunt and harass you as you blast by. Progress through the Open Mountain championship events to collect cash, customize your sled, unlock tracks, and win the smokin' Storm Sled. Take your upgraded sleds into Super SnoCross, grab some huge air, and pull some sick tricks to unlock secret characters. Fast-paced gameplay, changing terrain, stunning graphics, and a slammin' soundtrack keep you constantly on the edge of intense arcade-style action!

⬤ **For more info about this and other titles, check out www.sledstorm.com.**

getting started

Main Menu

Start a game or access the Options screen.

➡ To advance to the Game Setup screen, highlight START and press ✖.

⬤ *note:* **Default settings in this manual appear in bold type.**

Game Setup Screen

Use the Game Setup screen to select game modes.

Enter a single player quick race.

Compete in a single player championship. (➤ *Championship Mode* on p. 13.)

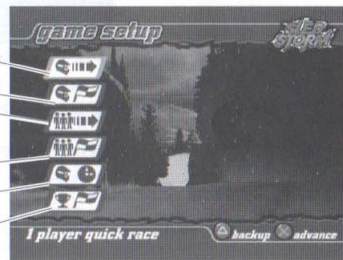Take on multiple players in a quick race on any of the available tracks.

Go head-to-head with up to three human opponents in a multiplayer championship. (➤ *Multiplayer Championship Mode* on p. 15.)

Race against the clock or simply hone your skills on a particular course in Time Trials.

View the best lap times. (➤ *Race Records Screen* on p. 9.)

D-Button ↕ to highlight an option, then press ✖ to select.

Character Select Screen

Choose a character to race with. Each competitor has their own sled, each with unique strengths and attributes.

Sled attributes

top speed
acceleration
handling
stability
tricks

ryan

600 cc

character select

◄ backup advance ►

The highlighted racer

D-Button ↕ to toggle between the sled and character select.
With the character select highlighted, D-Button ↔ to cycle racers.
With the sled select highlighted, D-Button ↔ to cycle sleds with more cc's (when available).

➥ After highlighting the desired-racer, press ✖. The Track Select screen appears.

Track Select Screen

Choose a course to race on and set options.

Choose a course to race on.
Select the number of laps.
Set the time of day conditions.
Select the weather conditions.

track select

mirror mode off

◄ backup advance ►

➥ After selecting course options, press ✖. The Loading screen appears. When loading is complete, the race is on! (➤ *Hitting the Slopes* on p. 9.)

● **note:** Track and Weather options can only be adjusted in Quick Race and Time Trial modes.

Loading Screen

As your race loads, you can select a music track to listen to during the race.

➥ To cycle the music track options, D-Button ↔ to highlight the desired song.

The following are the songs for each music track:

TRACK	SONG TITLE	BAND
1	*Dragula*	Rob Zombie
2	*Sparkle and Shine*	Econoline Crush
3	*Nowhere Now*	Econoline Crush
4	*Surefire*	Econoline Crush
5	*Cop Theme*	EZ Rollers
6	*Sweet Baby*	Jeff Dyck
7	*That's Grouse*	Jeff Dyck

❑ You can insert the CD into a normal CD player to listen to the various music tracks.

● **note:** In a CD player, Track 1 contains gameplay data. To listen to a desired song, add 1 to the music track number. For example, to listen to Music Track 1, Dragula, you must forward to Track 2 in a CD Player.

● **note:** There are more song tracks than listed here. For more information on the bands, ➤ *Credits* on p. 18.

Options Screen

From the Main Menu screen, highlight OPTIONS and press ✖. The Options screen appears. Here you can set the game options you wish to play with.

CONTROLLER CONFIG	Access the Controller Config screen. ➤ below.
LOAD/SAVE	Access the Load/Save screen. ➤ p. 17.
MUSIC	Adjust the game music volume level.
SOUND EFFECTS	Adjust the sound effects volume level.
SPEECH	Adjust the speech effects volume level.
RIDER SPEECH	Toggle to set the rider speech **ON** or OFF.
SOUND SETTING	Choose to play with **STEREO**, SURROUND, or MONO sound.
CATCH UP LOGIC	When **ON**, the CPU allows trailing racers to drive at a higher top speed.
MPH/KPH	Toggle to set your speedometer to **MILES PER HOUR** or KILOMETERS PER HOUR.
SCREEN ADJUST	Use the D-Button to manually center the game screen on your television.
CREDITS	View the game credits.

Controller Config Screen

Set the controls that best suit your racing style.

➤ To choose a pre-set controller configuration or the CUSTOM SETTINGS option, D-Button ↔.

To remap your controls:

1. Select the CUSTOM SETTINGS option.
2. D-Button ↕ to highlight the action you want to remap and press ✖.
3. Press the button on your controller you wish to replace it with. The new button setting appears.

➤ To return to the Main Menu screen, press ▲.

● **note:** For multi-player games involving 3 or more players, place the Multi-Tap peripheral in Controller Port 1. Controller ports 1-A, 1-B, 1-C, and 1-D will directly correspond to Players 1, 2, 3, and 4.

Race Records Screen

Think you're the hottest racer on the slopes? Then prove it by scoring the fastest lap times or most points on each course. If you can, you'll earn a place on the Race Records screen.

When highlighted, D-Button ↔ to cycle through the available tracks.

Record holders

The selected track

When highlighted, D-Button ↔ to toggle between fastest time and most points records.

D-Button ↕ to toggle between the Track Select and Record Type options.

➤ To return to the Game Setup screen, press ▲.

hitting the slopes

After setting up your game, it's time to hit the powder and melt some snow!

Default Driving Commands

➤ To **accelerate**, press ✖.
➤ To **steer** left/right, D-Button ↔.

8

9

➥ To **brake**, press ■.
➥ To change your **stance**, press ●.
➥ To **lean** left/right, press **L1/R1**.

Display/Game Screen

Current race position — position time — Lap counter
Total race time — points lap — Points accumulated
Course map — Your current speed

Pause Menu

➥ To access the Pause menu, press START during gameplay.

RESUME RACE	Continue the race.
RESTART	Start the race over.
MUSIC LEVEL	Adjust the game music volume level.
SFX LEVEL	Adjust the sound effects volume level.
SPEECH	Adjust the speech effects volume level.
DISPLAY	Toggle the onscreen map or entire HUD **ON**/OFF.
QUIT RACE	End the race and return to the Main Menu screen.

Tricks

Perform insane tricks and combos with your sled and reap the rewards of riding the edge. Tricks convert to cash in Open Mountain Championship and are used to upgrade your sled. In the Super SnoCross Championship, accumulate enough trick points and you will unlock secret characters!

To perform a trick:

1. Build speed and hold the appropriate trick button (**L2** or **R2**) as you hit an inclined surface to catch some air.
2. In the air, perform the D-Button command(s) for the trick you want to perform.

❑ Each character has a personal trick rating which can be found on the Character Select screen. A higher trick rating increases your chances of successfully initiating and landing a trick.

BASIC TRICK COMMANDS

The following basic sled tricks can be performed during gameplay. Not all tricks can be performed by every racer. (**H** = Hold Trick, **C** = May be Comboed.)

No Hander (H)	L2 + ↓	One Footed Can Can One Hander (H, C)	R2 + ↙
Lookback (H)	L2 + ↑	Recliner	L2 + ↖
No Footer (H, C)	R2 + ↑	Indian Air (Airwalk) (H, C)	L2 + ↗ , ↘
One Footed Can Can (H, C)	R2 + ↓, ←	Saran Wrap (C)	L2 + ↙ , ↓
Nac Nac (H, C)	R2 + → , ↓	Decade (Chocolate Swirl)	L2 + ↘ , ↓ , ↙

Heel Clicker (C)	R2 + ←, ↑	Nothing (C)	R2 + ↗, →
Parallel Can Can (C)	L2 + ←, →	One Handed Superman (H, C)	R2 + ↖, →
Can Can (Kickout) (C)	L2 + →, ←	BackFlip	R2 + L2, ↖, ↑, ↗
Nose Dive Suicide No Hander (H)	R2 + ↘	Various tricks for Tracey, Gio, and Travis	R2 + L2, ↖, ↑, ↗

❏ Tracey is unable to perform the Indian Air, Decade, or BackFlip.
❏ Gio is unable to perform the Saran Wrap, Nothing, or BackFlip.
❏ Travis is unable to perform the Nose Dive Suicide No Hander, Recliner, or BackFlip.

Combinations

Certain tricks can be linked together in combination for extra points. Nail some of these wicked combos to score big:

One Footed Can Can to Saran Wrap

Heel Clicker to No Footer

Parallel Can Can to One Handed Superman

Indian Air to No Footer

❏ There are more than 18 combos in all! How many can you find?

Points

When you press either (or both) **L2** or **R2**, three animated zeros appear onscreen. This is to indicate that you have initiated a trick and the controller is waiting for the rest of the input to perform the trick. When you successfully land the trick, your points are tallied and added to the points counter of the HUD. In the Open Mountain

Championship, points are converted to cash you use to upgrade your sled. In the Super SnoCross Championship, your total points for all the circuits are tallied, and if you have enough you can unlock secret characters!

Bonus Targets

Speeding through each course, you encounter a variety of obstacles including rabbits and snowmen. Plow over these targets to rack up additional points along the way.

championship mode

Championship mode consists of a series of races to determine the best racer on the mountain. Enter to earn cash for upgrades and to unlock hidden tracks and characters. Whenever you finish a circuit your character, cash and upgrades can be saved.

Championship Select Screen

Select the type of championship you want to compete in.

OPEN MOUNTAIN — The Open Mountain Championship is a race through a gauntlet of alpine terrain. Find the shortcuts and the fastest racing line to win. Points are converted to cash to upgrade your sled.

SUPER SNOCROSS — Negotiate tight, intense, Motocross-style circuit courses and score trick points. Perfect timing and big tricks are the keys to victory. No cash here! Collect points to unlock special characters. Trouble winning? Enter the Open Mountain Championship and upgrade your ride to be more competitive in Super SnoCross!
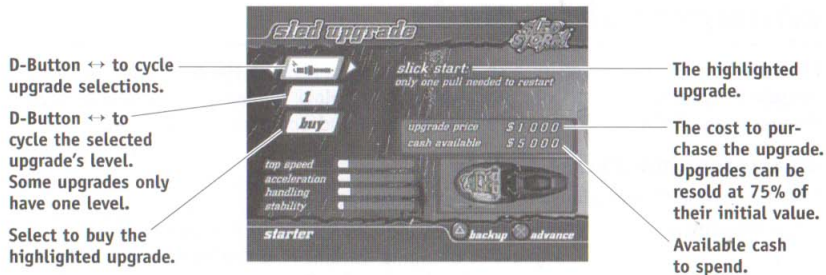
➥ D-Button ↔ to highlight the championship you want to enter, then press ✖. The Character Select screen appears.

Character Select Screen

Choose a character to compete with in the Championship. After selecting a character, the Sled Upgrade screen appears if you are playing the Open Mountain championship.

Sled Upgrade Screen

As you advance through the Open Mountain Championship season, you earn money based upon your race results and points accumulated. These earnings can then be used to build an extreme machine.

D-Button ↔ to cycle upgrade selections.

D-Button ↔ to cycle the selected upgrade's level. Some upgrades only have one level.

Select to buy the highlighted upgrade.

The highlighted upgrade.

The cost to purchase the upgrade. Upgrades can be resold at 75% of their initial value.

Available cash to spend.

➡ To begin your next race, highlight the upgrade box and press ✖.

❏ In the Open Mountain Championship, points are converted into cash and can be used to purchase new parts for your ride. Hidden tracks and super sleds are unlocked by completing circuits.

❏ When you enter an Open Mountain Championship, complete a race circuit, buy upgrades and save your game, your upgraded-character can also be used in a Super Snocross Championship. In Super Snocross the goal is to accumulate points, as there are no cash rewards. Secret characters are unlocked by accumulating extreme trick point totals. If your sled isn't good enough to compete in the tougher Super SnoCross tracks, go back to Open Mountain and earn more upgrades.

⬤ note: An Open Mountain Championship cannot be saved until you complete a circuit of races. Circuits are groups of tracks shown on the Open Mountain Championship Select screen.

Standings Screen

Upon completing a race, the race standings appear.

➡ To toggle between overall and best lap times, D-Button ↔.

Winnings Screen

The Open Mountain Winnings screen displays the amount of cash earned for winning a race and scoring points by performing tricks and smashing objects. The winnings are then added to your bank account and can be used to buy enhanced sled parts at the Sled Upgrade screen. In Super SnoCross, this screen tallies the points you accumulate as you progress through the championship on the road to unlocking some super cool characters.

⬤ note: If a player completes a championship and begins the championship again with the same character, the character returns to his/her default settings.

Multi-Player Championship Mode

In a Multiplayer Championship, up to four players can compete in a split-screen showdown.

➡ To play a Multi-player Championship, select MULTI-PLAYER CHAMPIONSHIP from the Main menu. The Championship select screen appears.

⬤ note: A Multi-Tap peripheral is required for three- or four-player games.

Multi-Player Championship Select Screen

Set your race options.

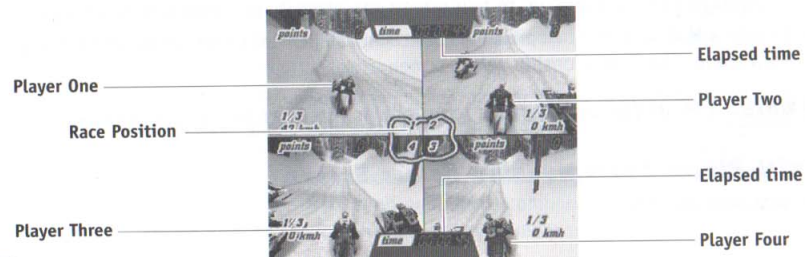| CHAMPIONSHIP TYPE | Select a circuit to compete in: |
FIRST RUN	The first circuit of the Open Mountain championship.
AIR TIME	The first circuit of the Super SnoCross championship.
CUSTOM	A customizable circuit that can include any available tracks.
TRACK SELECT	Select a track to race on.
NUMBER OF LAPS	Select to race between 2 to 9 laps.
TIME OF DAY	Select to race at **DAY** or NIGHT.
WEATHER CONDITION	Select to play with **CLEAR**, SNOW, or RAIN conditions.
AI RIDERS	Toggle CPU controlled riders ON or OFF
SPLIT SCREEN	Select to play a multi-player game with a **PORTRAIT** or LANDSCAPE view.

● *note:* **In Three- or Four-Player Championship mode, NIGHT racing is unavailable and the AI Racer setting has no effect.**

Multi-Player Character Select Screen

On the Character Select screen, each player must press ✖ to select a racer. When all players are set, Player One must press ✖ to continue and begin your race.

Multi-Player Game Screen

Player One —
Race Position —
Player Three —

Elapsed time
Player Two
Elapsed time
Player Four

saving and loading

Sled Storm lets you save options, records, and Championship mode progress with the use of a memory card.
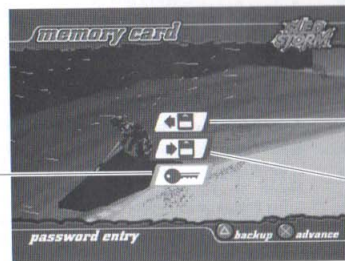
Access the Password menu. When the menu appears, enter a valid password for hidden cheats.

Load a saved game from a memory card.

Save your current game to a memory card.

● *note:* **Never insert or remove a memory card when loading or saving files.**

❑ Upgraded and/or secret characters can be saved and used in Quick Race modes and in Super SnoCross. Characters can only be saved AFTER you have completed an Open Mountain circuit (example: Stage One). After a character has been saved you are automatically offered their best sled when you choose them.

❑ Saved games and upgraded characters will automatically load if the memory card is inserted into Memory Card Slot 1 before turning on the PlayStation game console.

credits

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The entire team! Thanks!!

Special Thanks To: Taylor Moore,
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Performed by Rob Zombie
Written by Rob Zombie and
Scott Humphrey
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SUREFIRE (AVALANCHE MIX)
Performed by Econoline Crush
Written by T. Hurst/R. Morfiitt/
D. Yaremko
Re-mix produced by the Humble
Brothers
Re-mix programmed by Traz Damji
Mixed by Ken Marshall
Assisted by Francois Lafleur
Additional guitars by Saki Kaskas
Additional keyboards by Traz Damji
Edited by Anthony "Fu" Valcic
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by Bruce Allen Talent (SOCAN)
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SPARKLE AND SHINE
(THROTTLE MIX)
Performed by Econoline Crush
Written by T. Hurst/R. Morfiitt/
D. Yaremko
Re-mix produced by Rob Bailey and
Ken Marshall

Re-mix programmed by John Morgan
Mixed by Ken Marshall
Assisted by Francois Lafleur
Additional keyboards by
John Morgan and Rob Bailey
Additional guitars by Saki Kaskas
Bass by Rob Bailey
Edited by Anthony "Fu" Valcic
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NOWHERE NOW (WHITE OUT MIX)
Performed by Econoline Crush
Written by T. Hurst/R. Morfiitt/
D. Yaremko
Re-mix produced by Rob Bailey and
Ken Marshall
Re- mix programmed by Rom Di Prisco
Mixed by Ken Marshall
Assisted by Francois Lafleur
Additional keyboards by
Rom Di Prisco & Rob Bailey
Guitars by Saki Kaskas
Additional bass by Rob Bailey
Additional vocals by Serena Whitters
Edited by Anthony "Fu" Valcic
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Performed by Dom & Roland
Written & Produced by D. Angas
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Performed by Dom & Roland
Written & Produced by D. Angas
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J. Hurren
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Written & Produced Jeff Dyck
Mixed by Ken Marshall
Assisted by Francois Lafleur
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Performed by Jeff Dyck
Written & Produced Jeff Dyck
Mixed by Ken Marshall
Assisted by Francois Lafleur
Guitars by Saki Kaskas
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YEEHAW!
Performed by Jeff Dyck
Written & Produced Jeff Dyck
Mixed by Ken Marshall
Assisted by Francois Lafleur
Guitars by Saki Kaskas
Banjo by Jules Burt
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If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

· ·

Proof of Purchase
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0 14633 14007 1

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