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SNOW X RACING



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CONTENT RATED BY
ESRB

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VALCON
GAMES

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

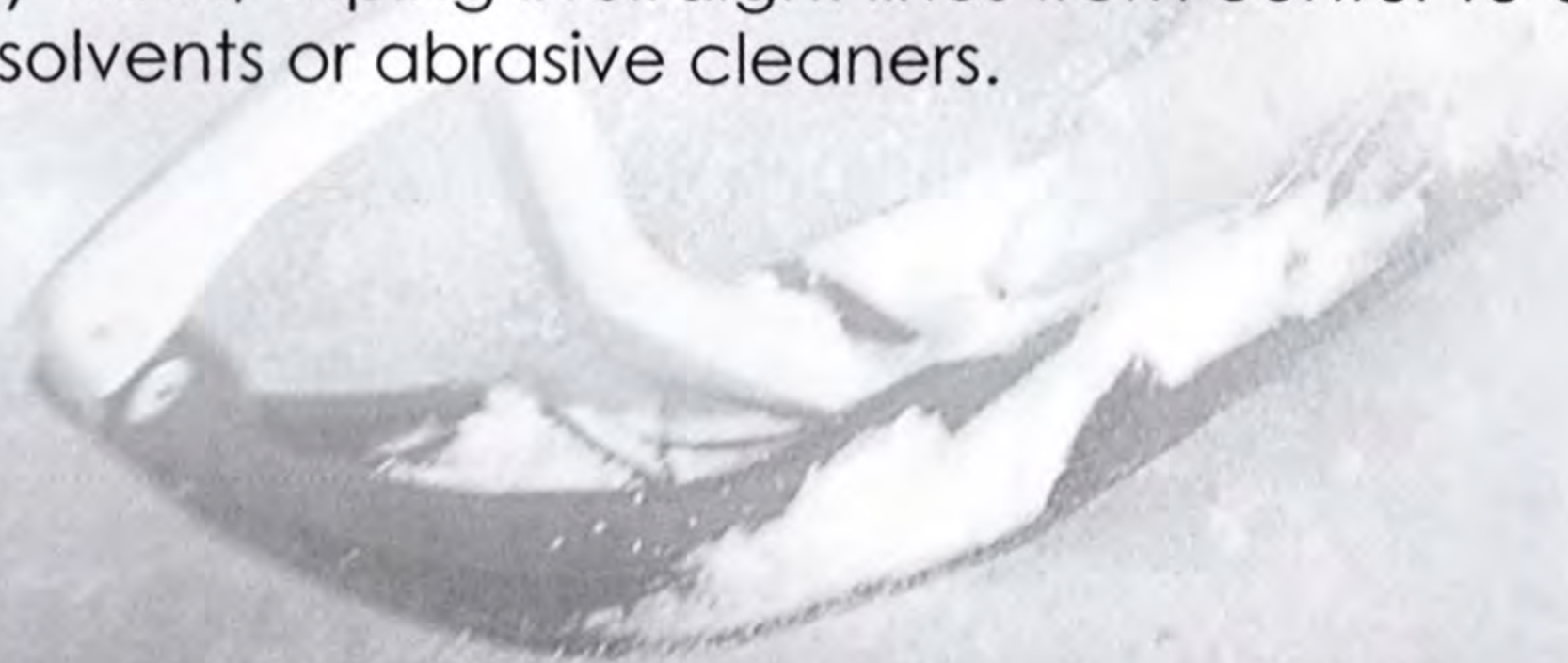


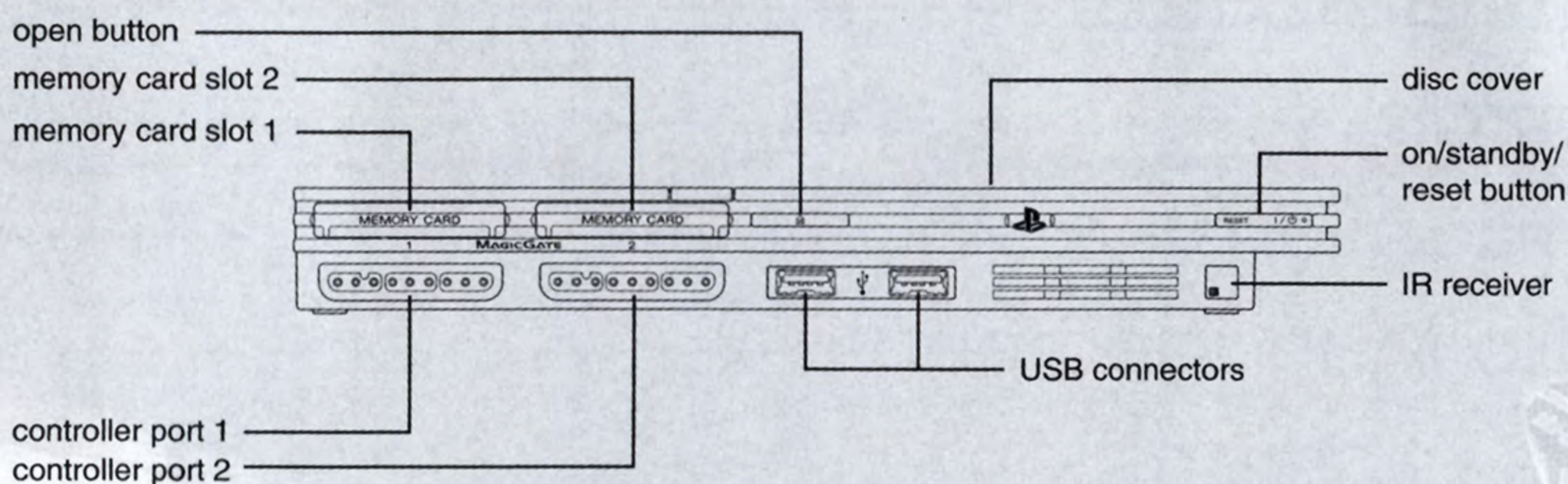
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WARNING

The snowmobiles in this game may differ from any actual vehicles in movement and performance. Do not copy or imitate the riding maneuvers shown in this game. Always remember that when riding a snowmobile in real life to drive/ride safely, always wear a helmet and show consideration for other people, wildlife and the environment.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Ski-Doo® Snow Cross Racing disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

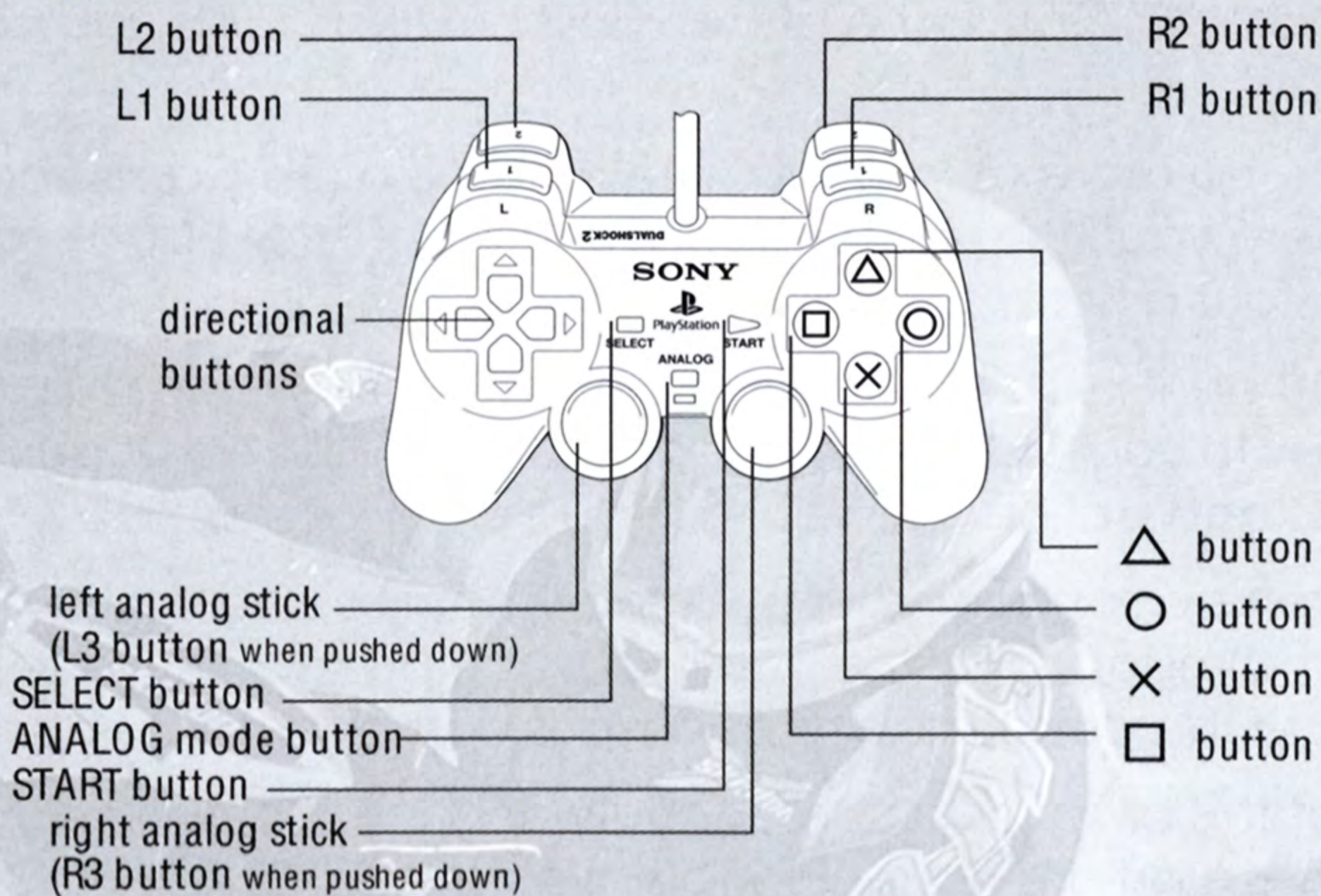
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

This title will autoload a previously saved game when it first starts, allowing you to continue your progress automatically.

Note: When a profile is loaded, auto-save is automatically enabled for that profile, even if you had turned it off before saving the profile, allowing you to save your progress automatically.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	menu and item selection
Left analog stick	steer snowmobile and lean rider
× button	accelerate
× button non-race	confirm/select highlighted menu item
□ button	brake/reverse
○ button	not used
○ button non-race	return to previous menu screen

△ button	change camera view
L1 button	rear view
L2 button	stunt type 1
R1 button	jump
R2 button	stunt type 2
START button	in-game pause menu
SELECT button	reset snowmobile and rider

These are the default controls, and can be changed using the options menu.

Note: If you intend to play two player mode, please ensure that two controllers are attached prior to turning on your console.

INTRODUCTION

Imagine riding at top speeds across wide open areas of fresh snow, or twisting and turning your way through extreme turns while catching huge air and pulling off some of the most craziest stunts you've ever dreamt about.

We'll imagine no more as you take the controls of Ski-Doo® Snow Cross Racing, where you'll get to ride some of the hottest Ski-Doo snowmobiles on tracks in four different countries.

By pulling off stunts you'll be able to gain an advantage over your opponents with your adrenaline boost. Watch your heart pump faster as the stunts and action thrill you.

You can even personalize your own snowmobiles and make them fit your style and mood; pick the color for each part, customize the decals and upgrade the performance of various components.

Don't forget this all takes place on snow and ice, and unlike your normal racing games, you are not going to have the same ability to stop and corner – with Ski-Doo® Snow Cross Racing you'll find yourself screaming along right on the edge of control!

PROFILE MANAGEMENT

Ski-Doo® Snow Cross Racing uses an Autosave feature, so please ensure you have the memory card you wish to use for loading and saving inserted before beginning the game.

You can have up to 4 profiles on the same memory card. If more than one profile exists, you can use up and down to select which profile you want to load when the game begins, or create a new profile. If you do create a new profile, you will be prompted to save your data when you get to the Main Menu.

If you wish to save your current profile, create a new one, or load another, from the Main Menu select Options using left and right, then press X. From the Options menu select User Management using left and right and then press X.

GAME SCREEN



- 1 - Player's current position in the race
- 2 - Current lap number, and total number of laps in the race
- 3 - Total time elapsed in the current race
- 4 - Time elapsed for current lap
- 5 - Adrenaline meter - glows when speed boost is active
- 6 - Speedometer (both analog and digital)
- 7 - Stunt name appears here when you complete a stunt
- 8 - Course map

FIRST START UP

When you first start the game, you will be prompted to create a new profile. By default, the Done option is highlighted, so you can just press X to create a profile with the name 'user 1'.

If you want to change the name to something more personal, press up and then press X to enter the input screen. Use the directional buttons to change the profile name using the letters on the screen. Press START when you are done.

GAME CONTROLS

While you race around your chosen track, you can use the following to enhance your speed and control.

Leaning Forward

When you push forward on the left analog stick, your character will lean forward and put more weight on the skis and less on the track. This gives the sled more traction on the front and less on the rear which in turn means the sled will turn sharper, but accelerate slower. This is useful for sharp turns, but be careful as the sled will over steer and might spin if you turn too sharply.

Leaning Backward

As you would expect, pulling back on the left analog stick will cause your character to lean back, which generates the opposite effect of leaning forward with the track gaining more traction. The sled will have maximum acceleration but reduced steering. This is useful at the start of a race or as you come out of a turn, however be careful not to lose control and leave the course!

Jumping

By compressing the suspension and using it to jump, you can go further and higher. This is useful if you want to maximize air time when doing a stunt, or when you want to jump over several bumps. By holding the jump button a little while before releasing it you can use more energy and jump higher. With careful timing you can make the jump just before the sled leaves the lip of an upward slope or ramp for best effect.

While in the air, the left analog stick will control the rotation of your sled, use it to try and land your sled parallel to the ground and avoid a crash!

Adrenaline

You gather adrenaline by successfully completing stunts or colliding with your opponents. When you have enough adrenaline you will gain an extra boost, making your sled go faster and turn quicker. If you gain additional adrenaline while in boost, you will extend your boost time.



STUNTS

You can perform stunts any time you are in the air. To perform a stunt, press one of the two stunt buttons and then press the left analog stick or directional buttons to have your rider perform one of the stunts shown below. Make sure you have enough time to perform the stunt and get back on the sled before landing, otherwise you'll crash!

Stunt
Button 1

Stripper



Barhop



Cordova



No Footed Can



Suicide Can



Helicopter



Superman



Cliffhanger



Stunt
Button 2

Tsunami



Front Flip



Heelclicker



Lazy Boy



Superman Seat Grab



Superman No Hands



Back Flip



Scorpion



MAIN MENU

Career Mode is where you race competitively against CPU-controlled opponents while taking part in various competitions in all four countries. You can upgrade your snowmobile with parts you unlock and purchase, change the color of your snowmobile, unlock decals and also unlock authentic Ski-Doo® snowmobiles for use in Single Race and Quick Race.



Quick Race puts you straight into the action. The game will randomly select a track, unlocked snowmobile and suit and drop you on the start line with 3 other competitors. Race for fun, pull stunts to get an adrenaline boost, and try to finish in first place!

Single Race allows you to choose which track you race on, and which sled you take with you. You can choose from any unlocked snowmobile including the Ski-Doo® snowmobiles that you might have been awarded in Career Mode.

After selecting Single Race, use left and right to select an option and press X to confirm.

Select Sled – press left and right to change your currently selected snowmobile. When the snowmobile you want to ride is shown, press X to confirm.

Select Rider – press left and right to change your currently selected rider. When the rider you want to use is shown, press X to confirm.

Once you are happy with the sled and rider, select Go To Race to choose your location and track. Use left and right to select a country, press X to confirm your selection. Now choose a track with left and right, pressing X to confirm and begin the race.

Split Screen lets you race against a friend. Please make sure you connect a 2nd controller before selecting this option. Once you've selected Split Screen, pick a sled and rider for the 1st player, and then pick a sled and rider for the 2nd player. Once both players have selected their sleds and riders, pick a country and track, and then race!

Options is used to adjust various items in the game, and also to access the user management section. You can adjust various volume settings, chose from two different controller setups, select the default in-game camera setting, and view a list of people who made this game possible.

CAREER MODE

Career mode is where you race to earn money, buy more equipment, and unlock new snowmobiles and tracks. While you can unlock the Ski-Doo® snowmobiles in Career Mode, they can only be used in Single Race, Quick Race or Split Screen.

You earn money by placing as high as possible in the races. By placing higher you will also unlock more races and new equipment to buy. If you are not satisfied with your final place in a race, you can always come back and race it again, and earn more money.

The first time you run a race, the prize money for each place is as follows:

1st Place - \$10,000	2nd Place - \$6,000
3rd Place - \$3,000	4th Place - \$1,000

If you re-enter a race, the prize money is reduced to the following:

1st Place - \$5,000	2nd Place - \$3,000
3rd Place - \$1,000	4th Place - \$500

To compete in a race you must meet all the criteria for that race. There are different restrictions depending on the race, ranging from a stock 440 (meaning no-upgrades) to a fully equipped 800.

THE GARAGE



When you are in Career Mode you can enter the garage. The garage is used for selecting your snowmobile, buying parts and customizing your selected snowmobile. From the Garage menu you can select Test Drive and take your newly customized/upgraded sled on to the test track and see how it performs.

If you select Change Parts, you can buy new parts that you have unlocked

to upgrade your sled. The performance parts you can buy are hoods, tracks, variators, skis, and engines. There are three levels of each part, Stock, Performance and Pro. Each part only fits the sled you bought it for; a variator purchased for a 440 will not work on the 600, so spend your money wisely!



THE GARAGE continued

The Customize Sled option is used to change the color and decals on your currently selected sled. Paint is free, but decals cost money. Have fun making your sled your own style!

REPLAY MODE

When a race is completed, you can watch a replay of that race. During the replay the following controls are available to you:

- left slow motion
- right speed up time
- L1 jump back 10 seconds
- R1 jump forward 10 seconds
- △ change camera view
- start toggles the Race Finished menu

UNLOCKING SLEDS, TRACKS & ITEMS

Sleds and tracks are unlocked for Single Race and Split Screen modes by completing races in Career Mode.

You can see what you need to do to unlock a given track or sled by selecting it in the selection screen.



Can you unlock all the Ski-Doo® snowmobiles?



TIPS AND TRICKS

While driving your sled you will encounter different obstacles on the course like washboards and jumps. To conquer these obstacles more fluidly you can use the jump button to boost your air time to clear the jumps better.

By performing stunts in air or bumping into other sleds you gain adrenaline boost. The amount of boost collected is visualized by a beating heart in the HUD. When your heart starts burning, the boost is activated and you have extra grip and engine power for a short time.

When your boost is active, doing a stunt or bumping into another sled will increase the duration of the boost. This is much more effective than letting the boost expire and then performing more stunts.

Lean forward to get more traction for the skis and decrease your turning radius. Be careful however, since you might over steer your sled.

Lean backward to get more traction for your track and be able to accelerate faster. But use it only on straights, since your turning radius will be larger.

Crashing takes too long! If you know you're about to crash, don't be too proud to hit Select before it happens. It'll save you time and get you back in the race much quicker.

Watch your head! Bridges and tunnels may have overhead supports and you can catch yourself on them if you're not careful. If there's a rise in front of them, release the throttle for just a second to reduce the height of your jump.

Pay attention to how long each stunt takes to perform and recover from. When the tracks hit the tundra, the last place you want to be is in the middle of a handstand.

Start your turns early! These machines take a while to pull themselves around a corner, especially at top speed. Begin your turn a little early to give your sled enough time to slide through the turn. Waiting until the last minute could lose you the race.

Jumping looks cool, but it also slows you down. If your tracks aren't in the snow, you're just running on momentum. Learn when to jump and when not to!

CREDITS

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PUBLISHED BY VALCON GAMES LLC

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LEGAL

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WARRANTY

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To receive this warranty service:

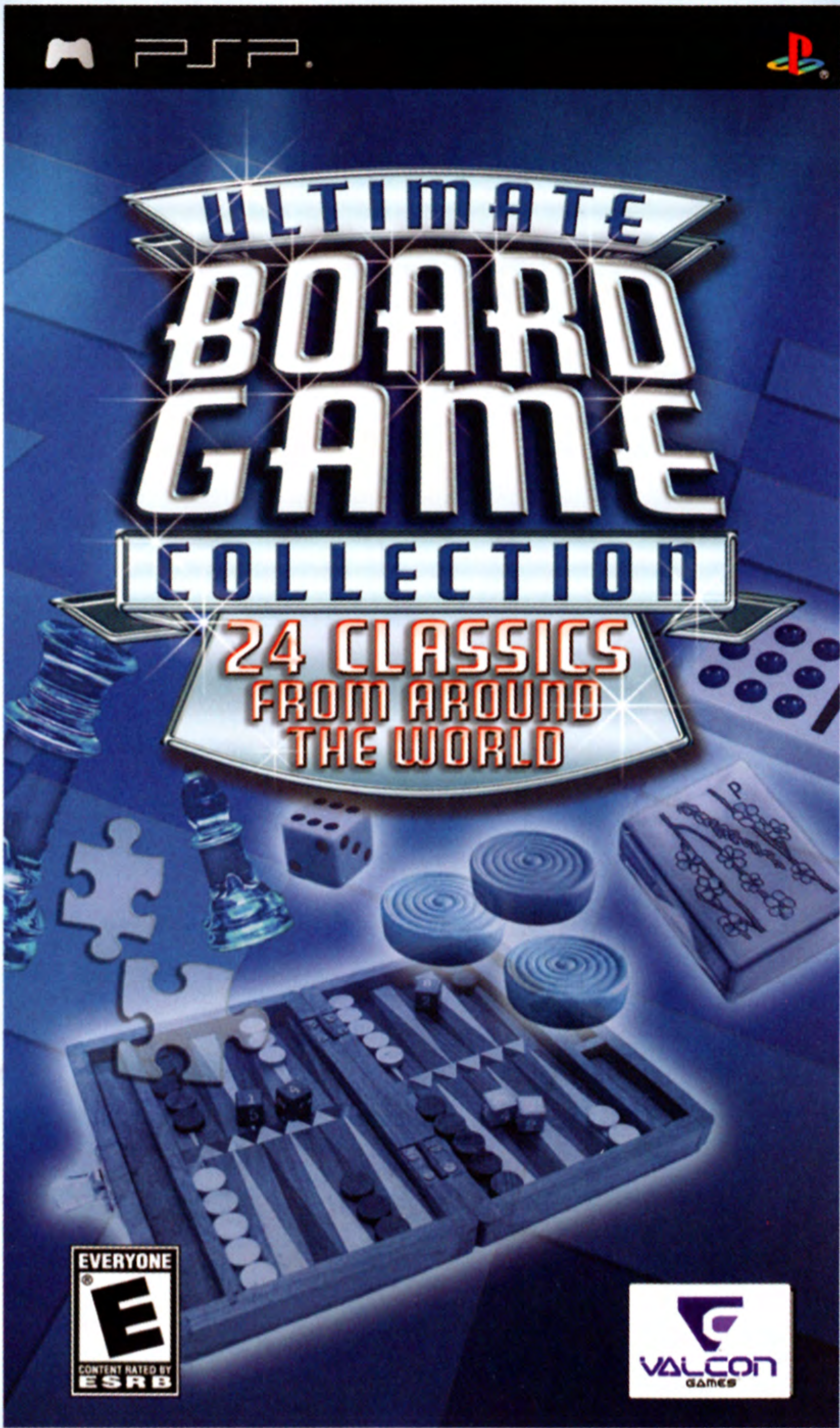
1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at www.valcongames.com/support or via email at support@valcongames.com referencing Ski-Doo® Snow X Racing warranty in the subject line.
2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

This warranty shall not apply if the GAME DISC has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

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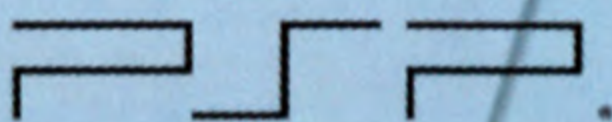


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