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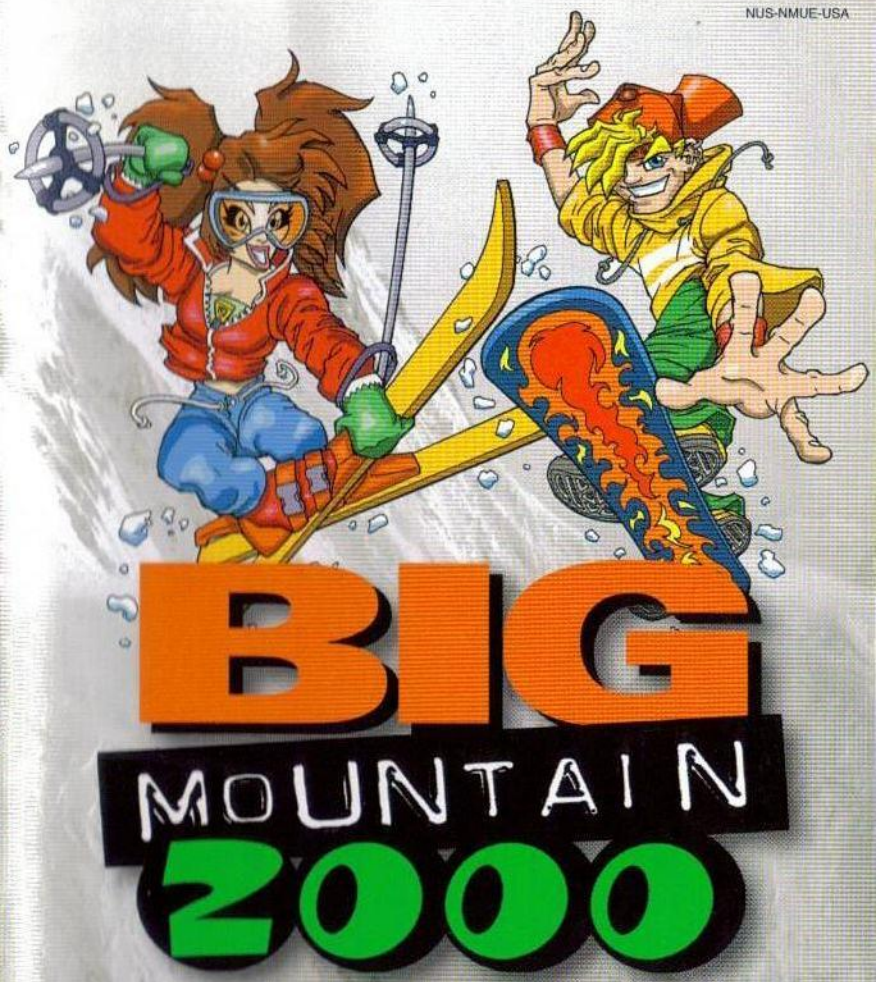

BIG MOUNTAIN 2000

INSTRUCTION BOOKLET

NINTENDO 64

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BIG MOUNTAIN 2000

OVERVIEW

The Best of Both Worlds

The only thrill that compares to carving the slopes on high-performance skis is shredding it up on a radical snowboard. Now you can do both in BIG MOUNTAIN 2000.

Three Modes of Play

Race the clock for a new record in Time Attack, race against a friend in 2 Player Battle, or compete with the computer in Championship mode.

Three Games for Every Stage

You'll attack the slopes on three scenic and increasingly difficult stages. You play three different games on each stage: Free Ride, Slalom and Giant Slalom. If you win the gold medal on skis and snowboard in every game of every stage, you unlock a thrilling fourth stage with greater thrills, spills and surprises. Clear the fourth stage, and you can race on mirror courses of all four stages.

Six Racers and a Choice of Gear

You start by picking one of six amateur skier/snowboarders, each with a wide choice of skis, boards, and cool gear from the hottest names in snow-sports, SALOMON, BONFIRE and ON•YO•NE. As you prove yourself on the mountain, you earn extra notches in your ability levels of speed, cornering and coolness.

Advance Your Career

As your skill levels advance, Big Mountain 2000 promotes your racer from Amateur up to the title of "Snow Speeder" (one step above Professional). With each status promotion, you earn the right to select even hotter gear to boost your racer's abilities.

It Pays to Show Off

Remember, your performance is being filmed and you do have an audience, so coolness counts. Be sure to show your stuff by doing stunts whenever you can catch some air off a jump. Fancy jumps will add notches to your Cool level. Higher Cool levels get you larger and more frequent boosts in your ability levels.

YOUR Nintendo® 64 CONTROLLER

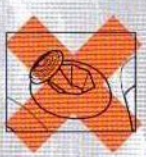
Connecting the Controller(s)

With the power OFF, connect one or two Nintendo® 64 Controllers to the sockets at the front of the Control Deck. You must connect a controller to the socket on the far-left in order for the game to work. That is the socket for Player 1. The Controller connected to any of the remaining sockets will be for Player 2.

Control Stick Function

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

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the Controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

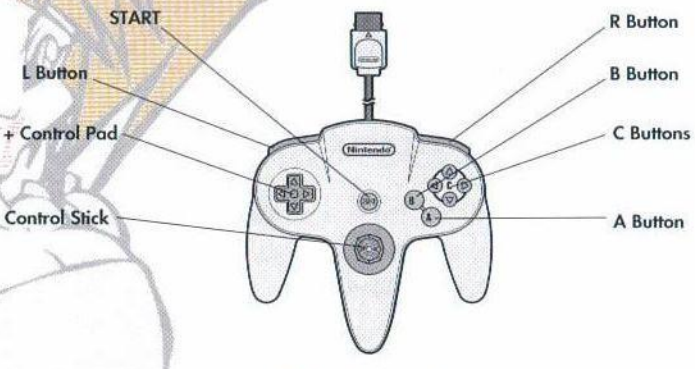
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Holding the Controller

For playing Big Mountain 2000, we recommend that you hold the controller in the position shown at right. This way, you can use your left thumb to shift your racer's weight with the Control Stick while using your right thumb to reach the **A Button** for edging or braking, the **B Button** for jumps, and the **C Buttons** to look behind you.

CONTROLLER SETTINGS

N64® Controller



Back of Controller

Menu Navigation

To do this:	Use this:
Highlight a menu option	Move Up or Down with Control Stick (↑ , ↓)
Scroll through choices within a menu item	Move Left or Right with Control Stick (← , →)
Set the highlighted option	Press the **A Button**
Cancel a menu selection, return to previous menu	Press the **B Button**

Game Controls

To do this:	Use this:
Turn and maintain balance by leaning forward, backward, and into your turns.	Control Stick
Edging *(This turns the edge of your skis or snowboard into the snow for braking and getting better traction on turns.)*	Press the **A Button**
Jump	Press the **B Button**
Trick Jump	Use the Control Stick in combination with the **B Button** while airborne in a jump. *(See Cool on page 14 for a complete list of Trick Jumps.)*
Stop	Press the **A Button** while pressing Up on the Control Stick (↑ + A)

GETTING STARTED

With the power OFF, insert the Big Mountain 2000 Game Pak into the slot on the N64™ Control Deck. Press firmly to lock the Game Pak into place. Turn the power ON. If you want to skip the credits, Press **START**.

Press **START** from the title screen. Press the **A Button** to Continue. (You can also choose OPTIONS at this point to turn off the background music or to copy and delete game data between the Game Pak and Controller Paks.)

Choose among three game modes: Championship, 2P Battle or Time Attack.

Choose your racer(s) at the Select Player Screen.

Hans Holzmann

Claire Winslet

Jimmy Smith

Ippei Hayami

Cherie Cheng

Janet Brown

The next screen has 5 options:

STYLE - Choose between Skier and Boarder.

EQUIPMENT - Go to the store to pick out your gear.

STAGE - Choose among 3 downhill trails, Stage 1, 2, or 3. (You can pick stage 4 only after you have won first place as a skier and boarder in all three race types on stages 1, 2, and 3.)

RACE TYPE - Choose among 3 events: Free Ride, Slalom and Giant Slalom.

START - Enough decisions! Let's hit the slopes!

To start racing, highlight **START** and press the **A Button.**

Nintendo® 64 Accessories

This game is compatible with the Nintendo64® Rumble Pak and Controller Pak accessories. Please carefully read the instruction booklets that come with these accessories. Follow on-screen instructions that will prompt you when to insert or remove the Rumble Pak or Controller Pak.

Each time you start a game, you will be prompted to insert a Rumble Pak. If you don't have a Rumble Pak, or don't want to use it, just press **START** when you get this prompt.

THREE MODES OF PLAY

Championship

Compete with three computer-controlled racers. Your abilities are increased in this mode based on how well you perform and how well you compete.

2P Battle

Compete with a friend using racers you have improved in Championship mode.

Time Attack

Race against time for the record.

RACING TIPS

You'll need to pay attention to on-screen information during the race to put out a peak performance. Use the **A Button** frequently to avoid falling and to make tighter turns.

Time Total
The official race timer.

Time-Out Counter
Finish the race before this counts down to zero. You add time to this counter whenever you pass checkpoints or clear slalom gates. Missing a slalom gate takes 5 seconds off your counter.

Best Time
The record time to beat for the current stage and race type.

Rank
Tells you whether you are in 1st, 2nd, 3rd, or 4th place.

Trail Map
Shows your progress down the slope and placement of the checkpoints.

Cornering Limit Indicator
When you make turns that approach the limit of your racer's cornering ability, a curved line appears at either side of your racer. When this indicator goes from green to amber to red, you will lose your balance. If you don't want to fall, either tap the **A Button** to get some traction and to reduce your speed or use the Control Stick to shift your weight.

Stamina Bar
This indicates your remaining stamina. Every time you fall or collide with something or someone, you lose stamina. When your stamina goes to zero, you can no longer accelerate.

Speed Bar

As you reach your racer's speed ability limit, this indicator goes from green to amber to red. When the Speed Bar turns red, you fall down. Press the **A Button** to slow yourself down when you see you are going too fast. Your speed is displayed in Km/hr.

Racer-Behind-You Triangles

Each little triangle at the bottom of the screen indicates a racer is behind you. A green triangle indicates a racer is at a safe distance behind you. A red triangle indicates that a racer is about to pass or collide with you. Red triangles should tell you to either speed up or get out of the way!

THREE MODES OF RACING

Free Ride

Get to the goal at the bottom of the trail as fast as you can, and watch out for obstacles. Try to find shortcuts to shave seconds off your time. Don't let the Time-Out Counter go to zero before you finish, or you're out of the race. Checkpoints along the trail add seconds to the Time-Out Counter.

Slalom

Go through all the slalom gates marked by red and yellow flags. Every consecutive gate that you clear adds more time to the Time-Out Counter. The first gate adds 1 second, the next one adds 2 seconds, and so on, up to 5 seconds per gate. If you miss a gate, you lose 5 seconds from the Time-Out Counter and the next gate you clear adds only 1 second.

Giant Slalom

This is just like Slalom, but the gates are farther apart, so it's a faster race. With fewer gates to add time to your Time-Out Counter, you'll run out of time if you miss just a few.

CHOOSING RACERS & GEAR

When you begin playing Big Mountain 2000, you have a choice of six different racers: Hans Holzmann, Janet Brown, Jimmy Smith, Cherie Cheng, Ippei Hayami and Claire Winslet.

Note: You can unlock hidden characters (Robot, Bear, and Puffy Hair Man) by winning every possible race, including mirror stages, in Championship mode.

Racer Abilities

At the beginning of their skiing and snowboarding careers, racers each have a total of 16 notches of ability divided differently among Speed, Cornering, Damage and Acceleration, as well as one notch of Cool. You earn increases in Speed and Cornering after completing a certain number of championship races. The size and frequency of each "ability up" depends on how well you race.

Speed

This measures the levels of speed a racer can handle without losing balance. The higher this level is, the faster you can go before the Speed Bar goes from green to amber to red. Racers with lower speed ability are better off with slower boards and skis.

Cornering

This measures how well a racer can maintain balance on turns. The higher this level is, the harder you can turn without seeing the Off-Balance Warning Curves. Racers with lower cornering ability are better off with skis and boards that have lower cornering ratings.

Damage

This measures how much a collision or fall will reduce your racer's Stamina Bar. Your racer needs stamina in order to accelerate.

Acceleration

This measures how quickly a racer can gain speed.

Cool

You earn notches on your racer's Cool level by doing cool stunts when you jump. Higher Cool levels help you to get more ability increases. Press the **B Button** to catch some air off a ledge.

Then, while you are airborne, try one of these stunts:

Skiing Stunts		Snowboarding Stunts	
Cossack	↑ + B	Nose Grab	↑ + B
Spread Eagle	↓ + B	Tail Grab	↓ + B
Back Scratcher	→ + B	Indy	→ + B
Iron Cross	← + B	Method	← + B
Duffie	↑ ↓ + B	Stale Fish	← ← + B
Double Twister	→ ← + B	Mute Grab	→ → + B
Mill Kick	← ↙ ↓ + B	Tweak	↑ ↓ + B
Zoot Nick Grab	→ ↘ ↓ + B	Melancholy	↓ ↑ + B

Skis, Boards and Wear

Skis and Boards are rated for speed and cornering. Experiment with different equipment. You will find you perform best with the gear that best matches your racer's ability levels. As you ability up, you will want to pick faster and more responsive gear accordingly. When your status goes from Amateur to Semi-pro, higher performance gear becomes available. Even better gear is available to pros.

All Amateur level wear (type 1) adds one notch of Damage and one notch of Acceleration to your racer. Pick the outfit you like best. When your status goes from Amateur to Semi-pro, type 2 wear becomes available. Type 2 wear reduces wind resistance to increase Acceleration and offers protection to increase Damage ability. Choose the mix of Acceleration and Damage you think you need most. Pros can choose more advanced wear.

OPTIONS

From the OPTIONS Screen, you can turn off the background music, check out all the game sounds, and copy or delete your racer's gained attributes and medals.

To get to the OPTIONS Screen from any other menu screen, press the **B Button** until you are returned to the title screen. Then select OPTIONS.

Music and Sound Effects

BGM
Toggle the background music on or off.

Test BGM
Check out all 15 Background tunes.

Test SE
Listen to all 64 sound effects.

Copy & Delete
This option takes you to a screen where you can copy character data from your Controller Pak to the Game Pak or from the Game Pak to your Controller Pak.

You can also delete character information to make room on your Controller Pak or to reset all the characters on the Game Pak to their original amateur state.

If you have worked hard to develop your racer up to professional status, it is a good idea to save it to a Controller Pak, just in case someone else deletes your progress from the Game Pak.

NOTES

NOTES

TECHNICAL SUPPORT

Please visit SouthPeak Interactive's web site at
http://support.southpeak.com

Email: support@southpeak.com
Phone:1-888-774-6918
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Please have the following information available when you call Technical Support:

- Name
- E-mail address
- Product name and platform
- Description of your problem and when it occurs

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