PlayStation®

NTSC U/C

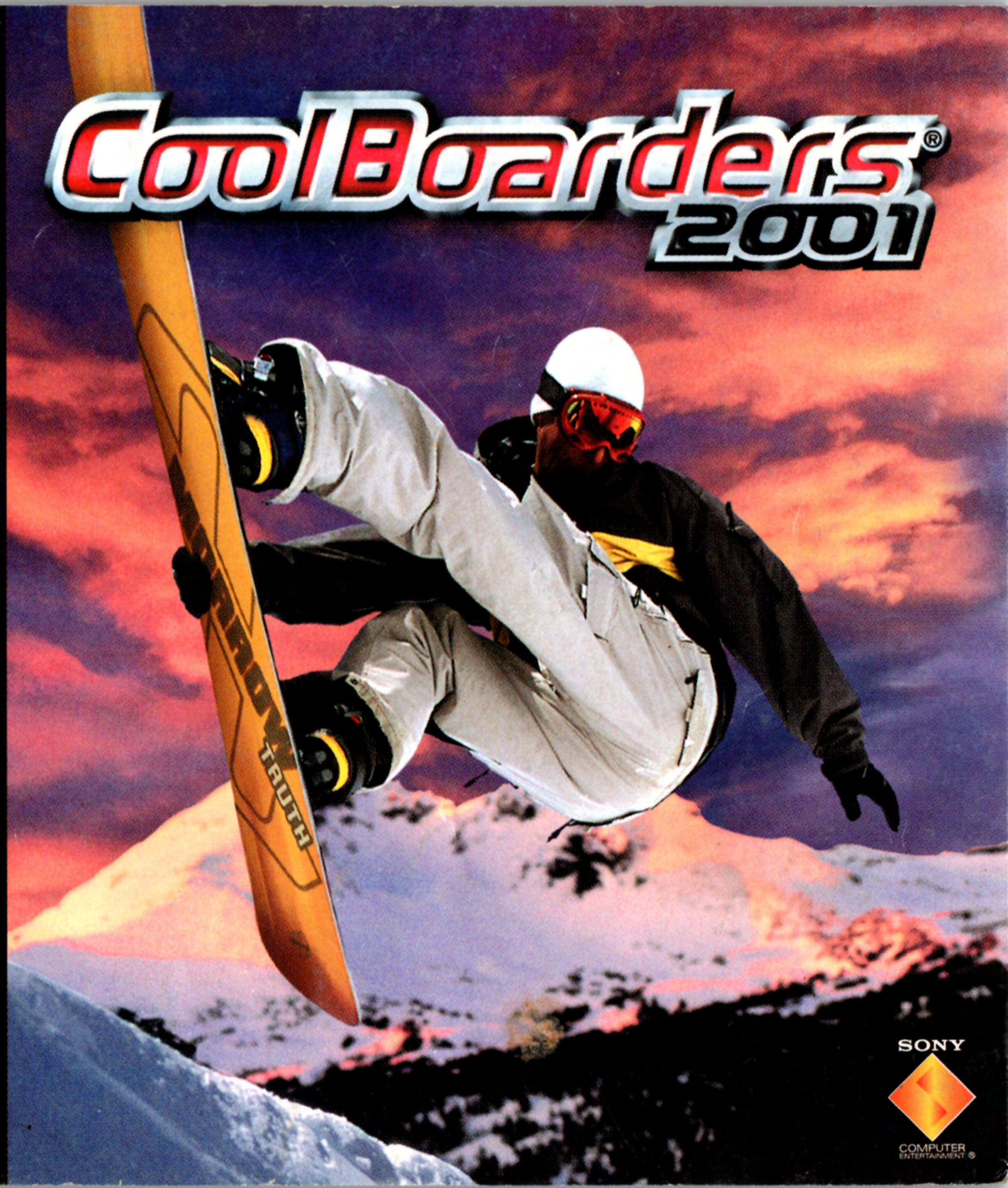
PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SCUS-94597
94597

CoolBoarders® 2001



SONY COMPUTER ENTERTAINMENT®

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.

USE OF UNOFFICIAL PRODUCT
The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

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 heater 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.

ESRB RATING:
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

COOL BOARDERS® 2001 TIPS AND HINTS

PlayStation® Hint Line
Hints for all games produced by SCEA are available:

Within the U.S.: 1-900-933-SONY (1-900-933-7669)
$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge.

Within Canada: 1-900-451-5757
$1.50 per minute for prerecorded information.

For U.S. callers, game counselors are available 8 a.m.–5 p.m., M–F, Pacific Standard Time.
Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

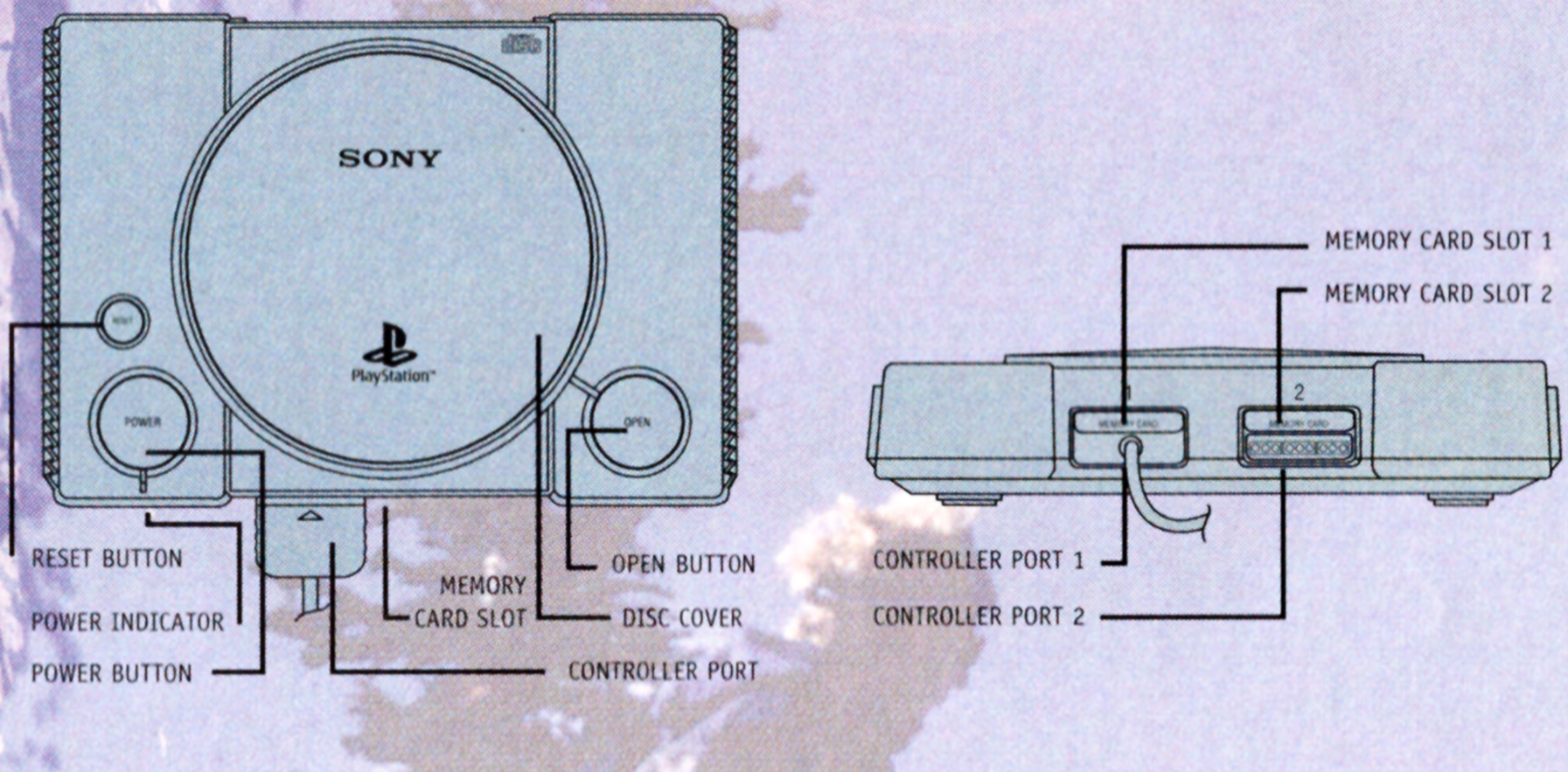
Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7 a.m.–6 p.m. Pacific Standard Time.

PlayStation Online–http://www.playstation.com
Our news is always hot! Visit our website and find out what's happening—new titles, new products and fresh tidbits about the PlayStation® game console.

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2 Setting up your console



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. Insert the Cool Boarders® 2001 disc and close the disc cover. Insert one game controller and turn the PlayStation game console ON. Follow the on-screen instructions to start a game.

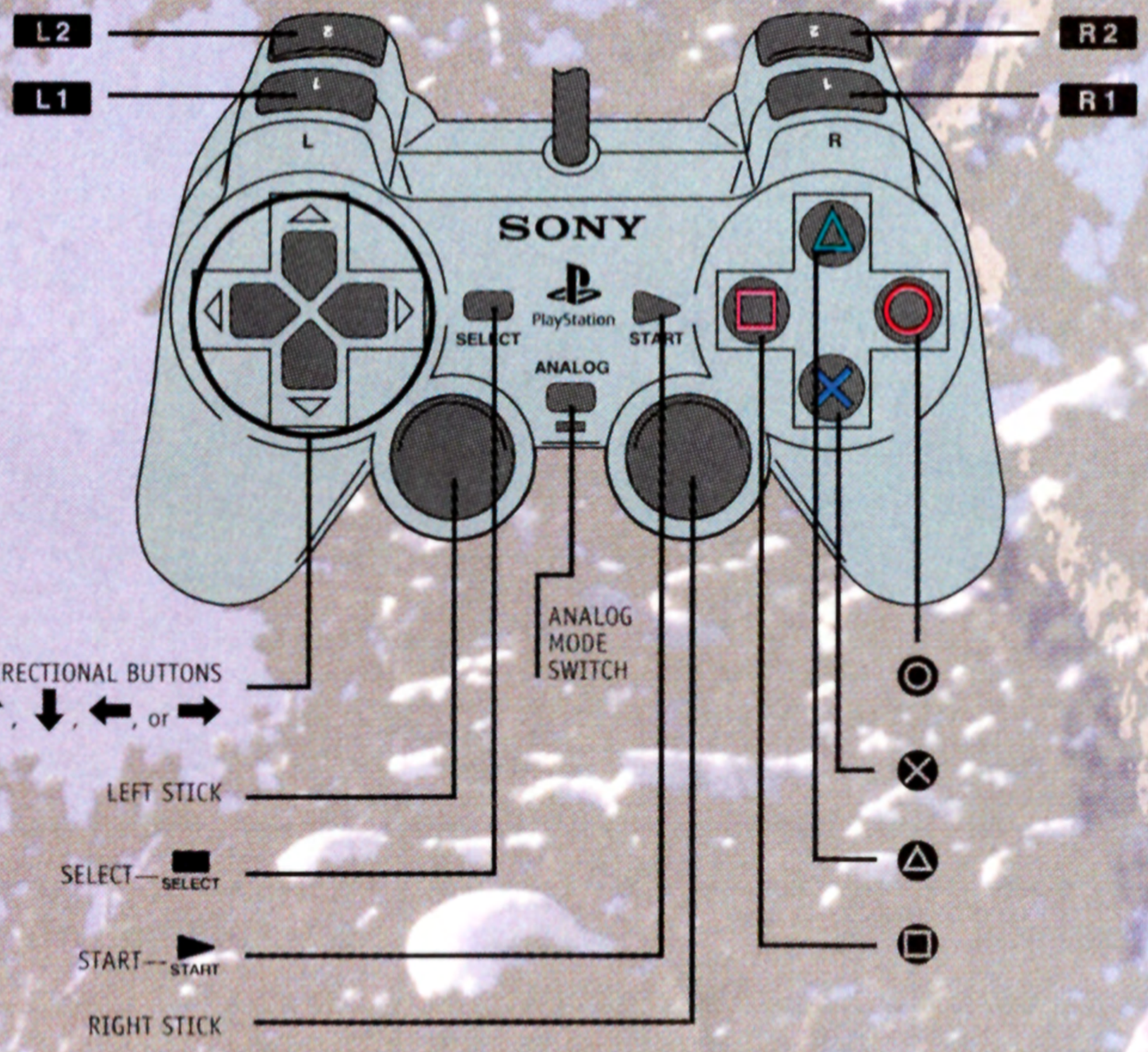
2 PLAYER GAMES

Make sure two controllers are inserted in your PlayStation game console.

MEMORY CARDS

To save game setting and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Cool Boarders 2001 games. Saving Cool Boarders 2001 MEMORY CARD data requires one free block. To learn more about how to save and load games, see "Saving and Loading Game Data" on page 21.

CONTROLLER DIAGRAM



Note: DUALSHOCK™ analog controller only: Toggle the vibration function On/Off by using the Option Mode >Vibration setting. The Vibration setting is not affected by the controller's analog mode switch.

CONTROLS

Note: The controls below use the Directional buttons (↑, ↓, ←, or →). If you are using the DUALSHOCK™ analog controller with the Analog switch ON (LED lit), you can use the Left Stick instead of the Directional buttons.

Menus

Highlight menu option ..... ↑, ↓, ←, or →
Confirm/Open selection ..... ⊗ button
Back to previous screen/Exit/Cancel/Start next run ..... △ button

Replay Controls

Freeze frame ..... ↓
Slow motion ..... ←
Fast forward ..... →

Ground Moves

Turn left/right ..... ←/→
Speed crouch ..... ↓
Hard carve ..... □ button + ←/→
Jump/Pick up speed ..... ⊗ button (press and release)
Slow down ..... L2 button
Switch to/from Fakie ..... R2 button
Railslide ..... △ button
Punch left/right ..... L1/R1 button
Noseslide ..... ↑ + △ button

Air Moves

Slight left/right rotation ..... ←/→
Slight forward/backward adjustment ..... ↑/↓
Spin left/right 180°, 360°, 540° L2/R2
Land in noseslide ..... ↑ + △ button



Grabs

Backside ..... ⊗ button + ➡
Tailgrab ..... ⊗ button + ⬇
Indy ..... ⊗ button + ⬅
Sad air ..... ⊗ button + ⬆
Stalefish ..... ⊗ button + ↙
Lien air ..... ⊗ button + ↘
Mute grab ..... ⊗ button + ↖
Melancholy ..... ⊗ button + ↗

Tweaked Out Grabs

Note: To tweak your grab, press the ▣ button after completing the regular grab.

Stiffy ..... ⊗ button + ⬆ > ▣ button
Method ..... ⊗ button + ➡ > ▣ button
Indy nosebone ..... ⊗ button + ⬅ > ▣ button
Tail shift ..... ⊗ button + ⬇ > ▣ button
Stalefish tweak ..... ⊗ button + ↙ > ▣ button
Crossbone ..... ⊗ button + ↘ > ▣ button
Method—melon ..... ⊗ button + ↗ > ▣ button
Japan air ..... ⊗ button + ↖ > ▣ button

Shifties

Frontside shifty ..... ➡ + ◎ button
Backside shifty ..... ⬅ + ◎ button

Flips

Front flip ..... ⬆ + ◎ button
Back flip ..... ⬇ + ◎ button

6 special moves

You will start with three unlocked special moves. Each time you win a Pro Challenge, you will unlock another special move.

To do a special move, push ⊗ button down to charge a jump, and while holding ⊗, tap out the special move. When you release the ⊗ button to jump, the special move is executed.

Unlocked Special Moves

Cannonball . . . . . ⊗ + R1 + R1 + R2
Misty . . . . . ⊗ + L2 + R2 + L1
Brodeo . . . . . ⊗ + R1 + L2 + L1

Other Special Moves–Open by beating Pro Challenge 1-7

Triple Swany . . . . . ⊗ + R2 + L2 + L1
720 UFO . . . . . ⊗ + L1 + L1 + R2
Lawn Dart . . . . . ⊗ + L2 + R1 + L1 + L1
Corkscrew . . . . . ⊗ + R2 + R2 + R2 + L2
Kitty 540 . . . . . ⊗ + R1 + L2 + L2 + L1
Super Front Flip . . . . . ⊗ + L2 + L2 + R2 + R2
Barrel Roll . . . . . ⊗ + L1 + R1 + L2 + R1

Rip Against the Pros

In Cool Boarders 2001 you'll experience the real world thrill and incredible athletic skill demands of being a competitive snowboarder.

Realistic courses and board control create a totally authentic riding experience. Huge downhills that branch off into multiple paths capture the freedom and exhilaration every rider dreams of. Night rides down snow covered streets while rail sliding pipes or jumping trucks delivers the intense rush of danger every boarder knows. And the glory is real too. Nail a 720 in the Half Pipe....Make every gate in record time on a murderous downhill....Ramp into a three story jump against a ski chalet right in the face of amazed spectators. Each victory unlocks a new test of your skills.



Enter the Pro Challenge with a rider you create. Compete against one of our 10 top pros. If you beat one of these stars, your boarding skills increase. And you even win his or her big name boards in the deal!

In multi-player mode, two players break from the gates in rowdy turn-based and split screen downhill shootouts.

Risky tricks and snow blinding speed can turn into spleen rupturing wipeouts. You get no points when you gag on that impossible trick, go hucking into space and end up sampling a boulder with your teeth. Save on dentist bills by practicing in Trickmaster Mode.

When you walk off these mountains, you'll definitely be a real pro!

THE main menu

On the Main Menu, press ↑/↓ to highlight an option and press the ⊗ button. To cancel a selection, press the △ button.

Quick Race

Quick Race is a one or two player mode. Compete in all available modes with any available riders. Additional events, courses and riders can be unlocked in Career Mode play. Two players compete in split screen and turn-based events.

To compete in Quick Race:

1. On the Main Menu, press ↑/↓ to select QUICK RACE and press the ⊗ button.
2. Press ↑/↓ to select ONE PLAYER or TWO PLAYER and press the ⊗ button.
3. Press ↑/↓ to select a pro rider and press the ⊗ button. (In a two player game, Player 1 gets first choice.)
4. Press ↑/↓ to select a board and press the ⊗ button.
5. Press ←/→ to scroll through the event screens. Press ↑/↓ to select an event. Press the ⊗ button to begin play.

Career Mode

This is a one player mode. Thrash against the computer in Downhill Gates, Downhill Checkpoint, Half Pipe, CBX, Board Park, Trickmaster, Big Air and Pro Challenge contests. Beat the pro to jack up your rider. You will also win boards and special moves, and open more Pro Challenge events with every win. Begin your career with limited speed, strength, stamina, trick skills, jumping power and agility. As you win Pro Challenges, your boarding skills increase. Success within these challenges opens up new events for multi-player competition. See the section "Starting A Career" on page 15.

Multi-player Games

Two players compete in turn-based and split screen single events. The number and type of available multi-player courses depends on which courses have been unlocked in 1 Player games including Pro Challenge competition.

TWO PLAYER

Two players compete in split screen Downhill Gates, Downhill Checkpoint and CBX events. Half Pipe, Big Air and Board Park are turn-based events.

Options

1. Press ↑/↓ to select an Option and press the ⊗ button.
2. Press ↑, ↓, ←, → or ⊗ button to change a setting.
3. When you are done, press the △ button to close the screen and return to the Main Menu.

CONTROLLER 1 AND 2

View controller configuration. Turn the Vibration function On/Off.

FIGHTING

Press the ⊗ button to turn fighting On/Off. With fighting ON, you can punch annoying snowboarding rookies by pressing the L1 or R1 button.

AUDIO

Adjust the sound and music levels by pressing ←/→.

CENTER

Press ↑, ↓, ←, or → to adjust the screen.

SAVE OPTIONS

To save your option settings:

1. Select SAVE OPTIONS and press the ⊗ button.
2. Select YES and press the ⊗ button.
3. Select a memory block and press the ⊗ button.

LOAD OPTIONS

To load saved option settings:

1. Select Options on the Main Menu and press the ⊗ button.
2. Select LOAD OPTIONS and press the ⊗ button.

Note: You can adjust additional Options during gameplay by Pausing the game and selecting OPTIONS on the Pause Menu. See "The Pause Menu" on page 13.

Credits

Meet the Cool Boarders 2001 creators.

Carving the Slopes

The Event Screens

Once you have decided the game mode you want to play, the Event Screens will appear. In a new game where no new courses or events have been unlocked, you will have one course per event available. Locked courses appear below the open courses. You can begin carving the slopes by choosing any open event.



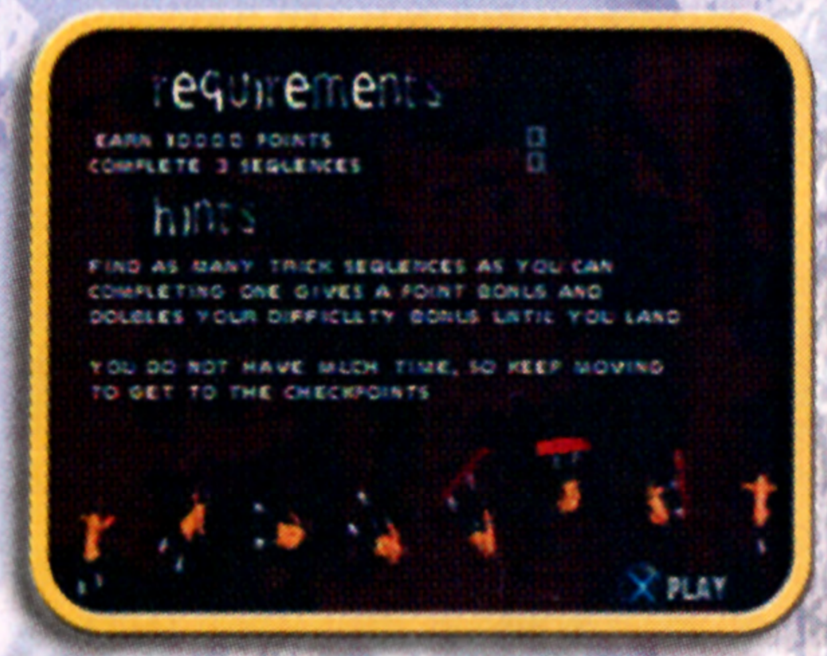
1. Press ⬅/➡ to scroll through the event screens. Press ⬆/⬇ to select an event.

Note: Press the ◎ button to check the completion status of the highlighted event and press the △ button to return to the Event Screen.

2. Press the ⊗ button to begin play.

The Requirements Screens

The Requirements Screen will display just prior to the beginning of an event. Each course has requirements plus special rules or sequences that must be met to clear the course.



For Example: In the first Downhill Gates course, the **Requirement** is to finish in first place.

The **Hints** are that you must miss no more than three gates and perform a trick through the blue gates. Finish first by going through the gates. You can miss up to 3 gates and still win.

Unlocking Additional Events

Each course within an event has a minimum requirement for completion. When you have completed one course, or two courses within the Downhill event, an additional course within that event becomes available.

Note: Complete the first Gates race and the first Checkpoint race to unlock the first Pro Challenge event.

The Game Screen

Trick Name

Trick you just performed (or attempted).



Trick Score, Difficulty Multiplier and Trick Total Score

Trick Score x Degree of Difficulty = Total Score

Combined tricks increase the overall difficulty and increase the trick score. The degree of difficulty is used to multiply the score for each trick in a combination. Increase your degree of difficulty with inventive combos, tweaked grabs, and railslide landings. Keep the difficulty multiplier higher by not repeating moves. This score is what you earn if you don't gag on the landing. Take a fall and no points are awarded.

Timer

Displays the elapsed time or time remaining.

- Elapsed time events are the Downhill Gates and CBX.
- Time Remaining events are Half Pipe, Trickmaster, Downhill Checkpoint, Big Air and Board Park.
- Pro Challenge events will vary.

Current Event Score

The total earned points in the event so far.

MPH

Your speed on the ground or in the air.

Fakie
This displays when you are riding fakie.

Fakie is when your feet are facing the opposite of your chosen board stance of Regular or Goofy. Press the R2 button to go into and out of fakie position.

THE PAUSE MENU

Press START during gameplay to pause the game and open the Pause Menu.

Resume
Continue gameplay.

Sound and Music
Select one and press ←/→ to adjust the volume.

Options
1. Select Options and press the ⊗ button.
2. Select the item you want to change and press the ⊗ button to toggle the option On/Off.



POWER
Display the Power Meter on the lower right of the screen.

TRICK NAMES
Display Trick Names on the lower left of the screen as they are attempted.

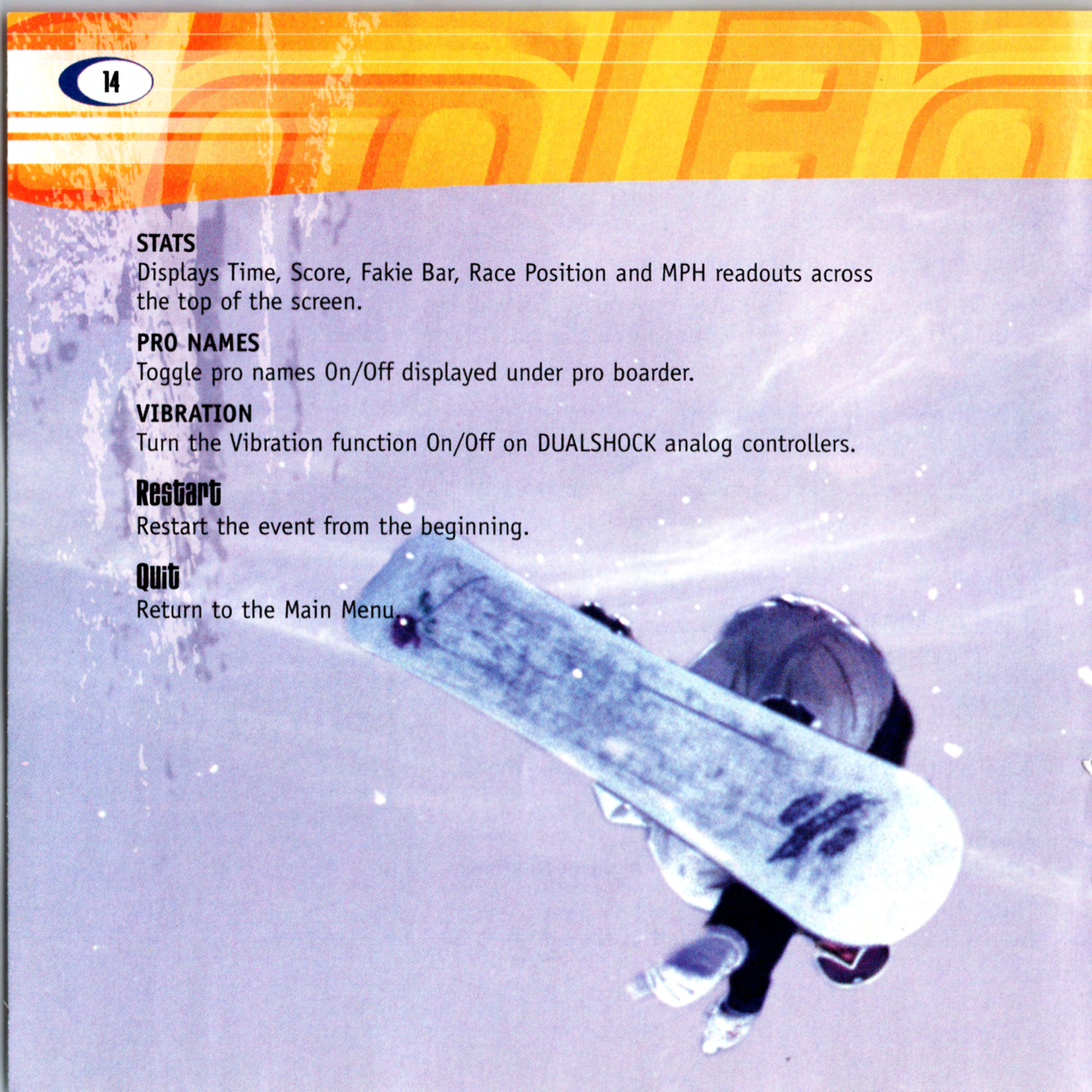
STATS
Displays Time, Score, Fakie Bar, Race Position and MPH readouts across the top of the screen.

PRO NAMES
Toggle pro names On/Off displayed under pro boarder.

VIBRATION
Turn the Vibration function On/Off on DUALSHOCK analog controllers.

Restart
Restart the event from the beginning.

Quit
Return to the Main Menu.



starting a career

One player competes in Career Mode. Most events are locked in a new career, but you can choose unlocked event types in any order you want.

Career events include:

- Downhill Gates and Downhill Checkpoint
- Half Pipe competitions
- Board Park
- Big Air
- CBX
- Pro Challenge
- Trickmaster Mode

To begin a career:

1. On the Main Menu, select CAREER MODE and press the ⊗ button.
2. Enter a name or choose an already entered name at Choose Player screen.
3. If you are happy with your selected rider, select CHOOSE EVENT on the Career Mode screen and press the ⊗ button. If you'd like to create a rider, select EDIT CHARACTER at Career Mode screen.
4. On the Event menu, press ⬆, ⬇, ⬅, or ➡ to select an event. In a new career, most of the events will be locked. Find an open event and press the ⊗ button to begin play.
5. Before starting the event, take a close look at the Requirements screen. It displays minimum scores, required tasks and tells you if the level is completed or unfinished. Press the ⊗ button to begin the event. Press the ◎ button to review course status screen.

THE EVENTS

- Check out the Requirements at the beginning of each event. In addition, each course has special Rules or Sequences that must be completed as well.
- Complete one course within an event and another course is unlocked.



Downhill Gates

Charge through as many gates as you can at top speed. You have to pull a trick through all blue gates. Miss more than three gates and you lose. Check the top of the screen. Each red box is a missed gate or trickless air gate.



Downhill Checkpoint

Hit checkpoints to add seconds to the countdown timer. Meanwhile churn out trick points. Keep an eye on your Power Meter to get good air when you need it most.



The Half Pipe

Thrash through the Half Pipe cramming as many tricks as you can into a run. Avoid repeating tricks in one jump and work the coping for railslide. Don't race through the pipe. Keep turning toward the walls for tricks. Practice good landing and transitions from wall-to-wall. Your best two scores of three runs are totaled for the score. Make sure you are in the finish area when the clock runs out or points are subtracted from your score.

Big Air

This is all about going for gigantic air to nail as many tricks as you can. Try to turn bone-busting obstructions into point assets. Controlled landings are important because you lose vital time recovering from spills. Of three runs, your best two are combined for the final score.





CBX

Dash through this downhill in the shortest possible time. Every time you miss a flag, one second is added to your elapsed time.

Board Park



Master this freestyle event by executing jump tricks and railslides within a time limit. Launch off boxes or out of the quarter pipe to nail the higher rails. The rail-to-rail sequences demand powerful and accurate jumping skills.



Trickmaster

Enter Trickmaster to get your moves nailed. Trickmaster events call out a trick for you to perform and display the correct button control. If you get the trick right, time is added onto the countdown clock and a new trick will appear just before you hit the jump. If you miss the trick, the button control remains on screen until you get the trick right or run out of time. Completing the Trickmaster courses adds skills to your rider.

The Pro Challenge



Unlock Pro Challenge and the game really starts to heat up. Within this event, you battle real world boarders in their favorite events. Beat one of these riders at their own game to increase the skills of your rider, get access to some really cool boards and make that professional boarder a playable rider.

- Complete the first Gates race and the first Checkpoint race to unlock the first Pro Challenge.
- Increased skills from the Pro Challenge win is applied to the stats for the winning rider on the Career Mode screen.

- Once you beat a professional rider in the Pro Challenge, you can select that boarder for play. His or her name will appear in the Quick Race rider selection screen.

THE POWER METER

Use the Power Meter to charge up jumps and tricks. The red zone at the bottom of the meter is low power. Any tricks performed when the meter is red will not exploit the rider's full capabilities. The green part of the meter at the top is the power zone. You want to charge the meter prior to jumping so the needle is in the green power zone. The result is higher jumps, longer hang time for trick performance and increased rotation for spins and flips.



To charge the Power Meter:

1. Press and hold the ⊗ button at a distance from the jump point giving the meter needle time to rise into the green zone.
2. Release the ⊗ button just as you hit the kicker or ledge you want to jump from. Get maximum power by releasing when the needle is at the top of the green power zone.

The results of a perfect power meter release are:

- Higher jumps
- Longer hang time for trick performance
- Increased rotation for spins and flips

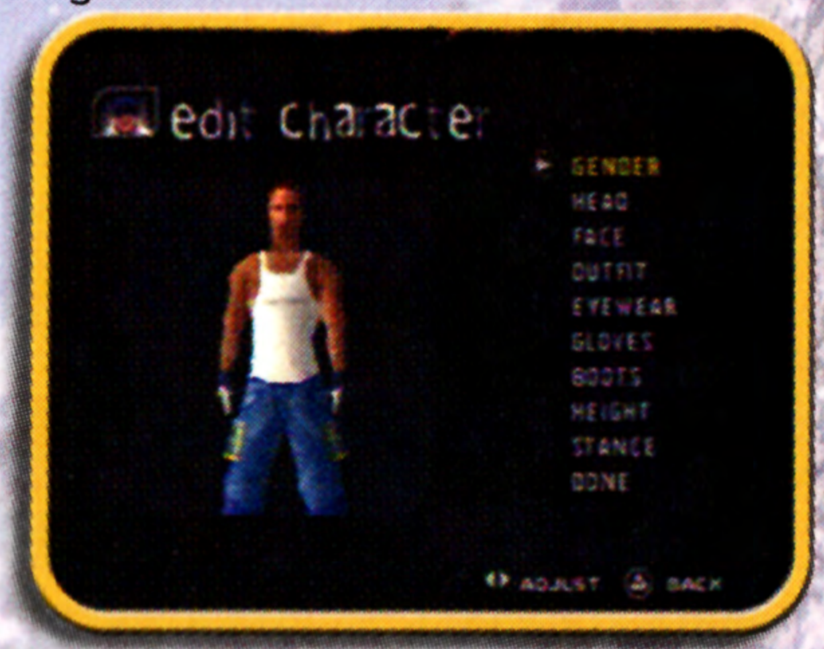
Create a Rider

Create your own custom rider, and take him or her from grommet to pro shredder in Career Mode.

- You can create up to 10 custom riders with individual outfits, accessories from top sponsors and physical characteristics.
- Your custom rider's skills improve as you win and progress in Pro Challenge and Trickmaster events.
- When you win a Pro Challenge, you win the pro's top sponsor backing in the form of two new boards. With support from top sponsors, and the best equipment, you've just broken into the world of professional snowboarding.

To create a rider:

1. Select CAREER MODE from the Main Menu and press the ⊗ button.
2. Name the rider. Press ↑/↓ to select a line to enter your name and press the ⊗ button.
3. To enter a character, press ↑/↓ to select the character and press ←/→ to change character spaces. Press the ⊗ button to accept the name and open the Career Mode screen.



4. Select EDIT CHARACTER and press the ⊗ button. Press ↑/↓ to select an attribute and ←/→ to change it. Review your changes by watching the boarder picture.
5. Select DONE and press the ⊗ button to confirm your selection.

Rider Stats

You can look at your selected custom rider's stats on the Career Mode Screen. As the rider improves, certain skills will increase and the yellow bars next to the skill will grow.

For example: In the beginning of the game you might notice that your rider's skills are pretty minimal. When you win a Pro Challenge or Trickmaster event your rider stats will increase.

Status Report

On the Career Mode screen, select STATUS REPORT to get event completion status.

Boards

You begin Cool Boarders 2001 with a good, basic board with reasonable stability. You will keep it until you can win a better one from one of the riders in the Pro Challenge.

Board Types

FREESTYLE BOARDS

For trick and jumping events, use a freestyle board. Freestyle boards are usually shorter and are super stable and slow, but have the best response of all boards. Use one of these in the Pipe or for Big Air events.

FREERIDE BOARDS

This board is fast, and not as stable as a freestyle board. Freeride boards are usually longer than freestyle boards. You have less maneuverability with a freeride board, but it's just what you need to win a downhill race.

Changing Boards

1. On the Main Menu, select Career Mode and press the ⊗ button.
2. On the Name Screen, select the rider you want to give the new board to and press the ⊗ button.
3. On the Career Mode screen, choose SELECT BOARD and press the ⊗ button. Press ⬆/⬇ to view the boards.
4. Select DONE and press the ⊗ button to confirm your choice.

Saving and Loading Game Data

When you complete an event in Career Mode, you will be prompted to save your game data.

Note: You must have a MEMORY CARD inserted in Slot 1 of your PlayStation game console to save game data. Saved data takes up one block of memory.

To save game data:

1. At the end of the event, press the ⊗ button to open the results screen.
2. Press the ⊗ button and a prompt will ask if you want to save the data. Select YES and press the ⊗ button.
3. On the Save screen, select the block where you want to save the game data to and press the ⊗ button. If saving to a block that already contains saved data, you will be asked if you want to overwrite the file. Select YES if you want the file overwritten and press the ⊗ button.
4. If you want to continue gameplay, select YES at the prompt and press the ⊗ button.

TiPS

- Correct timing and powerful jumps are everything. Good jumps buy you hang time for trick combos. Learn how to release the ⊗ button to jump at just the right time. When your rider is new and doesn't have a lot of jumping power, a well timed jump is really important.
- Ollie your board (tap the ⊗ button) to gain speed especially from a stop or at the beginning of a downhill.
- To really rack up the trick points, avoid repeating the same trick combo during a jump. Complex combos raise the difficulty multiplier and jack up points big time.

THE PRO RIDERS

There are 10 pros in the Pro Challenge. Win an event against a pro and you increase your rider's stats, unlock some serious boards and the pro becomes a playable rider.





Todd Richards

Birthday: 12/28/69
Height: 5'10"
Weight: 160 lbs.
Current Residence: Encinitas, CA
Date Turned Pro: 1990
Sponsors: Morrow, Special Blend
Freestyle Board:
Morrow Truth 156 Richards
Freeride Board:
Morrow Truth 158 Dirksen
Career Highlights: 3-time North American Champion, 2000 X Games Gold-Half Pipe, 1998 Vans Triple Crown of Snowboarding Half Pipe, 1st Place
Personal: Likes skateboarding, surfing and playing video games



Barrett Christy

Birthday: 2/3/71
Height: 5'2"
Weight: 110 lbs.
Current Residence: Vail, CO
Date Turned Pro: 1993
Sponsors: Gnu, Nike ACG
Freestyle Board: Barrett Gnu 148
Freeride Board: Barrett Gnu 152
Career Highlights: U.S. Olympic Team Member, 2000 Winter X Games Silver-Super Pipe, 1999 Female Athlete of Winter X Games, 1999 Summer X Games Gold-Big Air
Personal: Likes golf, tennis, yoga, horseback riding and mountain biking



Tara Dakides

Birthday: 8/20/75
Height: 5'5"
Weight: 130 lbs.
Current Residence: Mammoth Lakes, CA
Date Turned Pro: 1995
Sponsors: Sims, Dragon Optical, Vans, Mountain Dew
Freestyle Board: 149 The Collection
Freeride Board: 152 Enduro
Career Highlights: 2000 Vans Triple Crown Slopestyle-1st Place, 2000 Winter X Games Gold-Slopestyle, Best Freestyle Rider 2000 Transworld Rider's Poll
Personal: Enjoys moto-x, surfing, skydiving and skatebording



Michele Taggart

Birthday: 5/6/70
Height: 5'6"
Weight: 130 lbs.
Current Residence: Lake Tahoe, CA
Date Turned Pro: 1989
Sponsors: Salomon, Bonfire, RLX Polo Sport
Freestyle Board: Salomon M Taggart
Freeride Board: Same
Career Highlights: 6-time World Champion, 1999 X Games Gold-Half Pipe



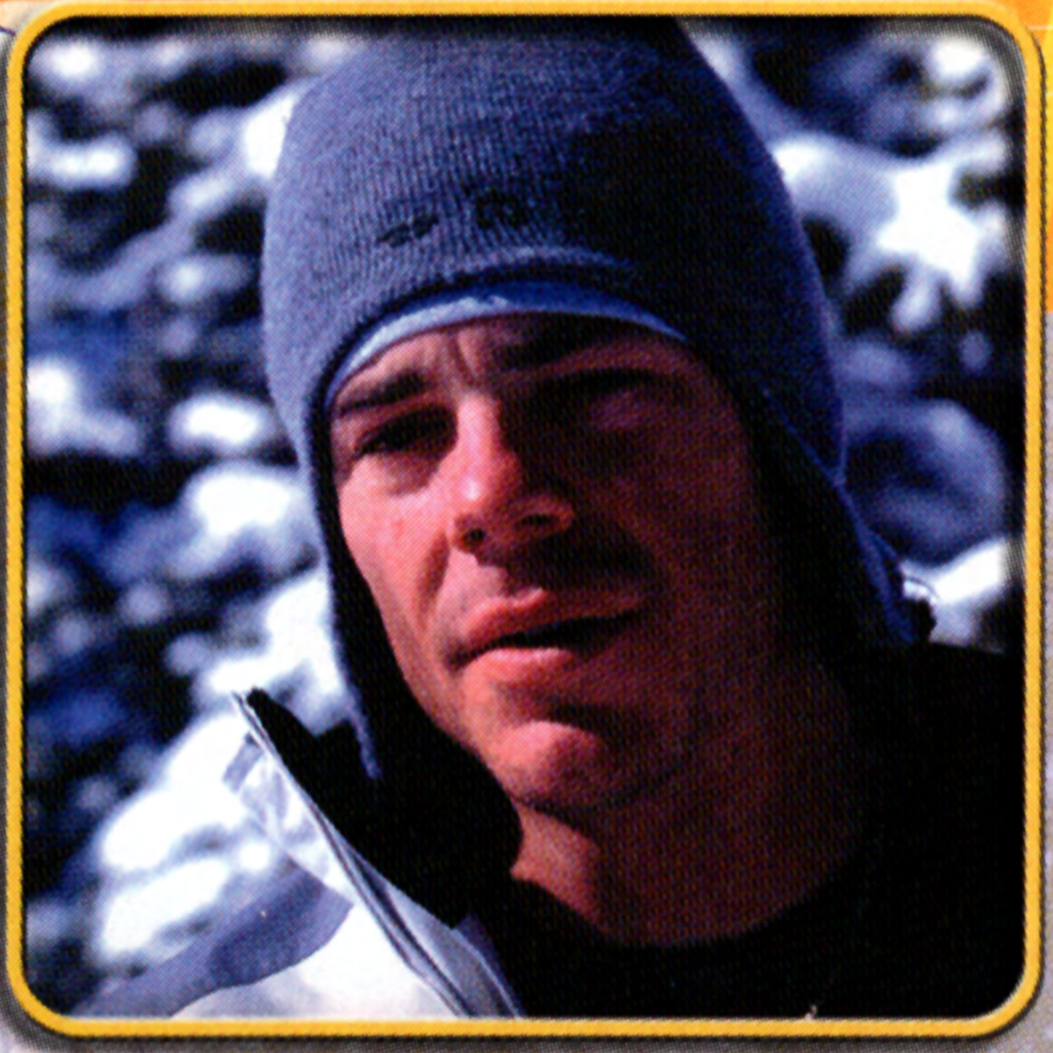
Nate Cole

Birthday: 8/11/73
Height: 6'0"
Weight: 165 lbs.
Current Residence: Lake Tahoe, CA
Date Turned Pro: 1993
Sponsors: MLY, Planet Earth
Freestyle Board: MLY Bipolar 157
Freeride Board: MLY Bipolar 161
Personal: Likes to travel



Scotty Wittlake

Birthday: 1/29/79
Height: 5'5"
Weight: 130 lbs.
Current Residence: Truckee, CA
Date Turned Pro: "A little while ago"
Sponsors: M3, Planet Earth, DC Boots
Freestyle Board: M3 154
Freeride Board: M3 156
Personal: 2000 Transworld Snowboarding Rookie of the Year



Jeremy Jones

Birthday: 1/29/79
Height: 5'10"
Weight: 170 lbs.
Current Residence: Salt Lake City, UT
Date Turned Pro: N/A
Sponsors: Forum, Nixon Watches
Freestyle Board: Jeremy Jones Forum Pro Model 157
Freeride Board: Same



Kevin Jones

Birthday: 1/23/75
Height: 5'10"
Weight: 165 lbs.
Current Residence: Truckee, CA
Date Turned Pro: "I've always been pro"
Sponsors: Lamar, Billabong
Freestyle Board: 157 Kevin Jones Tahoe Series
Freeride Board: Same
Career Highlights: Big Air World Champion, 2000 Winter X Games Gold-Slopestyle, 2000 Winter Gravity Games Big Air 1st Place, 1999 Vegetate Big Air 1st Place
Personal: Likes to fly-fish, skateboard and golf





Jussi Oksanen

Birthday: 9/5/79
Height: 5' 9"
Weight: 154 lbs.
Current Residence: N/A
Date Turned Pro: 1998
Sponsors: Burton, Smith
Freestyle Board: Custom 160.5
Freeride Board: N/A
Career Highlights: World Championships 1st Place-Slopestyle

Travis Parker

Birthday: 7/2/76
Height: 5'10"
Weight: 160 lbs.
Current Residence: Salt Lake City, UT
Date Turned Pro: 1996
Sponsors: K2, Smith, DC Boots
Freestyle Board: K2 Astar, Transit, Zeppelin
Freeride Board: K2 Wisdom
Career Highlights: Mammoth Gravity Games-1st Place
Personal: Enjoys computers and music

credits

Idol minds

Lead Programmer
Phil Collins

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Alex MacPhee, Jim Mooney

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Peter Walters

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Brad Aldredge

Music Director
Chuck Doud

Menu & In Game Music
Chuck Carr, Matt Furniss, Womb Music

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Don Lacy, Aaron McFarland

3D Scanner Technician
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Photography by
Quinn Shields

Credits continued on page 29

Credits continued from page 28

Special Thanks
Bruce Adams, Kathleen Atkins, Shelley Ashitomi, Laura Barraclough, Karen Busch, Jesse Caid, Claudette Castillo, Lori Chase, Sara Chenoweth, Robert Clark, Bruce Cochrane, Ed DeMasi, Brian Dimick, Ron Eagle, Alberto Escobedo, Butch Freedhoff, Brian Hale, Heather Hampton, Kaz Hirai, Jeff Hutchinson, Keith Hutchinson, Stephanie Iwamasa, Ian Jackson, Jennifer Jones, Kirk Jue, Grace Kao, Kenneth Law, Andrew Lee, Randy Lopez, Grant Luke, Rich LaRocca, Johanna Legarda, Colin MacLean, Mark Miller, Christine Mouchamel, Doug Mukai, Frank O'Malley, Susan Nourai, Dayton Paiva, George Richard, Jonathan Ries, Rick Rooney, Mike Rose, Rick Rossiter, Tracy Rossiter, Becky Sanford, Rob Segal, Sarai Sequeira, Kristin Shatkouski, Noel Silva, Gene Strocco, Jack Tretton, Mark Valledor, Jeff Vargas, Joe Ward, Michele Wessner, Kim Yuen, Rapp-Collins, The Familie, Proxy Partners LLC.

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