

# PRIMA'S OFFICIAL HINT BOOK



This game has received the following rating from the ESRB



[primagames.com](http://primagames.com)®







## SNOWBOARDING BASICS

To snowboard like a pro, you need to start where every good snowboarder started—with the basics. Read this section carefully before you hit the slopes.

### SSX 3 Controller Configuration

Button	Ground Command	Air Command	Rails Command
[L1]	Punch	Frontside Grab	Uber Rail
[R1]	Punch	Frontside Grab	Uber Rail
[L2]	—	Backside Grab	Uber Rail
[R2]	—	Backside Grab	Uber Rail
[L1] + [L2]	—	Nose Grab	—
[R1] + [R2]	—	Tail Grab	—
[R1] + [L1]	Block	Melancholy Air	—
●	Handplant	—	—
▲	N/A	N/A	N/A
×	Jump	—	Jump
■	Boost	Tweak	Boost
Left [ANALOG]	Turn Right/Left, Tuck, Brake	In-Air Adjust	Left/Right Balance
Right [ANALOG]	Nose/Tail Press	Nose/Tail Air Adjust	Nose/Tail Press
START	Pause	Pause	Pause
SELECT	Reset	Reset	Reset
D-Pad	Turn Right/Left, Tuck Spin/Flip	Late Spin/In-Air Adjust	50-50, FS/BS



Speed is essential in the life of a snowboarder, and you don't want to lose it. To make the most of your speed, move in a straight line instead of cutting back and forth, which only slows you down.



## NOTE

SSX 3 offers two main control configurations in the Options menu. The default settings listed here are recommended, but you may choose the Pro settings if so desired.





Getting a good start out of the starting box is key to succeeding. If you're too slow off the start, the competition will be hard or impossible to catch later. To prevent this, use the left analog stick to rock your character back and forth as the timer ticks down. Time the rocking so it coincides with the countdown. When you're able to go, you already have that forward momentum.



For lots of points, perform lots of combos. Build up your speed, hit a nice kicker to get some air, and have at it. String multiple tricks together in one jump to get maximum points. Also, link tricks and combos together by doing flatland tricks such as the board press (↑ or ↓ on the right analog stick). Rotate the right analog stick while in a board press to do 360s.

Press forward on the analog stick or the D-pad to tuck forward for some extra speed. When crouched, this technique also prepares the boarder for forward flips while flying through the air. Pressing up or down gets your boarder ready for flips.



Use the boost to get some extra speed (press ■), or press and hold X. Your character crouches, creating less wind resistance. Be careful when you let go of the button, because that causes you to jump. Release the X button at the very top of jumps and hills to get more hang time.





## ALLEGRA SAUVAGESS

### BOARDER BIOS

There are lots of boarders to choose from in SSX 3. Choose the one that suits you best. In this section we reveal all the stats for two popular characters. Check out *SSX 3: Prima's Official Strategy Guide* to get the information for the rest of the crew.

#### NOTE

For more information, check out [www.ssx3.com](http://www.ssx3.com).



#### NOTE

Want more cool outfits for your snow boarder? Keep playing to buy some wickedly cool duds.

**ONE LINER:** Fresh, fierce and barely constrained by gravity.

#### RIDER DNA

AGE	.....18
VERTICAL	.....5'5"
MASS	.....115 lbs
NATIONALITY	.....American
AKA	.....Big Al
STANCE	.....Goofy
BLOOD TYPE	.....O

#### RIDER FAVES

THING IN THE WORLD	.....Boys
THING TO HATE	.....Boys
PLACE TO RIDE	.....Mount Hood
RIDING PARTNER	.....Boys
VICTIM	.....Elise Riggs
OTHER SPORT	.....Skateboarding
TRICK	.....Backside 360 inverted
SSX EVENT	.....Slopestyle
SECRET SPOT	.....A chute in Chamonix, simply called 6.
FOOD	.....Caffinated burritos
ACCESSORY	.....Flying V Electric Guitar
CAREER HIGHLIGHT	.....All of it.

#### RIDER QnA

##### BOXERS OR BRIEFS:

Boxers. Men's. Extra small.

##### THINGS YOU HAVE BROKEN:

Lot's of boards.

##### IF YOU WEREN'T A PRO:

Never happen.

##### THE WORD:

"Girls do it better."

#### RIDER BIO:

Allegra is, and always has been, a rebel. Fully entrenched in the snowboarding scene, she is renowned for her jibbing talents as much as she is worshipped as the embodiment of the ultimate boarding "Betty" by pizza-faced punks everywhere. The best description of Allegra? Fresh. She is the real thing—and shows it with the drive of an Olympic athlete mixed with a healthy blast of teen enthusiasm to keep it real. Once a girl simply content to ride with the boys, she now leaves them behind in the clouds of her wake.





**ONE LINER:** Always riding to the beat of his own personal soundtrack.

## RIDER DNA

AGE	18
VERTICAL	5'7"
MASS	140 lbs
NATIONALITY	American
AKA	Mac "Smack" Fraser
STANCE	Regular
BLOOD TYPE	AB

## RIDER FAVES

THING IN THE WORLD ..Thumpin' tunes  
THING TO HATE ..Skiers in the park  
PLACE TO RIDE ....Mammoth Mtn.  
CA, USA

**RIDING PARTNER** . . . Kaori Nishidake  
**VICTIM** . . . JP Arsenault  
**OTHER SPORT** . . . Skateboarding  
**TRICK** . . . Rail to Switch  
 Nosepress, Hella Pop,  
 Switch Backside Lipslide

**SSX EVENT** . . . . . Super Pipe, Big Air  
**SECRET SPOT** . . . . . Heidi's Playground  
**FOOD** . . . . . Lemonade  
**ACCESSORY** . . . . . MP3 Player  
 and Headphones  
**CAREER HIGHLIGHT** . . . . . Every time I ride.

## RIDER QnA

**BOXERS OR BRIEFS:**  
Uhh...lemme check...boxers! No, briefs!

**THINGS YOU HAVE BROKEN:**  
Hearts baby—hearts.

**IF YOU WEREN'T A PRO:**  
An extra in a zombie film.

## THE WORD:

"I may not be much, but I'm all I think about."

## RIDER BIO:

Mac is always first on the parks and pipes each morning and the last to pack it in at the end of the day. The new SSY Circuit sees an older, more mature and confident Mac Fraser. Mixing his passion for music and riding has given Mac a constant groove and positive vibe that draws others to him. Some would say he is unaware or ambivalent of most things around him—in actuality it's more accurate to say that he is highly selective of what he wants or cares to acknowledge. Mac's quiet confidence almost guarantees him a season-long spot up on the podium.

**MACKENZIE**  
**"MAC" FRASER**





# SSX3

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## R&B SLOPESTYLE



Course: R&B

Difficulty: Beginner

Location: Peak 1

Length: 8,071 ft.

Vertical Drop: 5,115 ft.

### NOTE

Like any good slope, this slope has thousands of paths from which to choose. Each path has its own pluses and minuses. This walkthrough gives you a nice route for earning some mad points and catching wicked air. Explore the different trails on the slope and see which one works best for you.

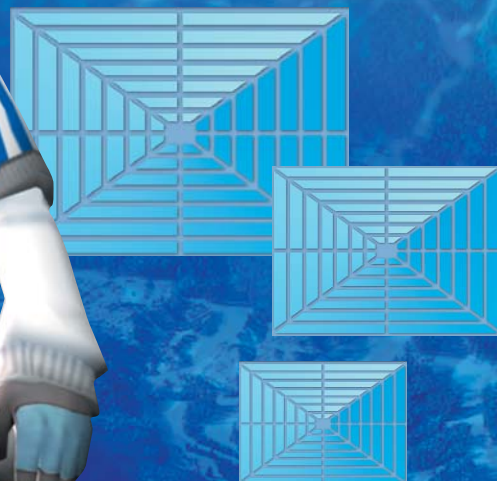
R&B is a good slope for warming up to the snow. But this is no bunny hill. It has plenty of rails and fallen trees on which to grind. And you'd better not be afraid of flying, because you are going to catch some major air for some wicked tricks.



Try to get a good jump off the line, or you might take a blow from the competition. For some quick trick opportunities, steer to the right side of the slope. That green rail ahead is exactly what you need to get some quick points on the board and stay ahead of the competition.



Grind the rail, then jump when you get to the end. Use that air to do some tricks. After releasing the jump button, try doing a Backflip (press down on the D-pad) or a FS, Frontflip, 360 (press up, then ← or →). Make them count. As you come down for a landing, another rail awaits. Time for some more grinding and more points. A jump at the end puts you back on the wide, snowy path.







Ahead is the rock-hard mountain cliff. Quickly steer left to avoid smashing into it. Follow the icy-blue snow down the path and catch a little air off the next small jump. Two paths lay ahead: To the left are some jumps that are big enough for pulling some gnarly tricks. Try a Mute Air (L2) or a Method Air (L1). The other path has a nice rail to grind. Go with the rail and jump off the end. Get ready for another rail after that. The end of that rail takes you back to the snowy path.

Decisions, decisions. Do you take the high road or the low road? The long rails have been kind to you, so stick to them. Take the right path and grind away.



A steep downhill is ahead. This is just what you need to get up your speed and stay in the lead. At the bottom of the hill are two more paths, but it's time to get some air, so follow the blue snow up the ramp. Major air leads to

some major points! Pull off as many tricks as you can before you land and get ready for another big jump. Steer toward the right as you hit the ramp. This sets you up for the landing.



Follow the snowy path as it curves to the left. Make a tight turn to the left toward a ramp. Try doing a Backflip Mute (↓, L2) or a Backflip Method (↓, L1). After you land, follow the trail to the right and use the small hills near the mountainside to pull off more fancy tricks. Get some speed up because the blue ramp ahead will get you some major air.



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Now you're in a large snow gully, just the place for some high scoring points. Board your way up the hill on the right and jump at the top to start your tricks. Go back and forth from side to side, doing more and more tricks. Try doing a Frontflip 360 (↑, →) or a Backflip 360 (↓, →). Next hit the ramp on the left side to get some air on your way out. Try doing a 1080 (hold ← or → until you land).



Right away, three rails are waiting for you on to the right. Try to hit the center of the first rail because it will kick you off onto another one. Your fun's not over yet. There is one more rail. Keep grinding the rails until you're able to grind a fallen tree. Pull off a nice trick after you jump from the end.



After the tree is a steep downhill with some more fallen logs. Steer toward one and go for a nice trick to get some good points added to your score. Grind more rails after that to keep the points rolling in, but keep to the center of the track and hit the ramp for some major air. If you can get a lot of air here, try doing a Frontflip 360 Mute (↑, →, L2) or a Backflip 360 Mute (↓, →, L2).







When you come back to earth, follow the path to the right and cut your way through the nice powder. There will be plenty of opportunities to catch air off of the small hillsides, so be on the alert. Also find fallen logs here and there.



A narrow snow valley cuts sharply to the right. After you get through, you can follow the path and shoot over a barn, but instead stay to the left and grind on the rail. You fly through the air with the greatest of ease and land near a construction area. Avoid the heavy machinery and follow the blue snow along the path. Be sure to jump any timber that might trip you up.



Aim for the center rail. Grind the rail after the SUV and score major points. Get a smooth landing and sail for the finish line ahead of the competition.





# SSX 3

## PRIMA'S OFFICIAL STRATEGY GUIDE



Looking for more snow-splattering action? Get more out of your game with *SSX 3 Prima's Official Strategy Guide*. Kick your game into high gear with Prima's detailed maps. You'll see the twists and turns of the course even before you get there. Get strategies for every race course, Super pipe, and Slopestyle course, and sail through the finish line first every time.

Not enough? You'll also learn how to unlock every reward and find every collectable. Want to learn all the trick spots, short cuts, and secret areas in the game? Get *SSX 3: Prima's Official Strategy Guide* and learn what it takes to claim the mountain as your own.





Games/Sports  
Platforms: Nintendo GameCube™, PlayStation®2  
computer entertainment system, Xbox™

## Inside You'll Find:

- ★ Stats and bios for Allegra and Mac
- ★ Tips for getting big points on the R&B slopestyle
- ★ Strategies for beating the competition

## Coming Soon!

### SSX 3: Prima's Official Strategy Guide



- ★ Strategies for every Race, Super Pipe, Big Air, Backcountry, and Slopestyle
- ★ How to unlock every reward and find every collectable
- ★ Details for victory as every snowboarder
- ★ Tips for executing every trick and building huge combos
- ★ Maps of every run so you can plan ahead



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