

Snowboard Kids FAQ/Walkthrough

by Ari_Hero_Of_Okage

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INTRODUCTION

This is my guide to..SNOWBOARD KIDS!Its pretty good for my first walkthrough xD.I chose snowboard kids because well its my favorite game! if you ask me its one of the best games of all time!My guide includes Boards,Cheats and Glitches, Tricks,and other stuff.I worked very hard on it.It took me almost 2 days to make! So enjoy!If you see anything wrong like mis-spelled words or anything or have an unlisted question email wuzzzup007@hotmail.com. Well thanks for using my guide good luck on beating the game :D

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1.Tricks!

How to read trick explanations:

```
Slash's      Banzai      Bash<---name
(A)          <-          ->          (A)
250G<---how much money you earn for pulling it off
hold |move control stick
A   | left, then right.
button|hold last of these
    |moves until you near the jump.
    |Then release A and
    |see your trick in motion.

-> right
<- left
U  up
D  down
o> rotate full circle counterclockwise
<o rotate full circle clockwise
```

U< upper left
U> upper right
D< lower left
D> lower right

#

First, we'll start with the characters:

Slash:

He's well rounded. Good for beginners. One thing bothers me: what's that Thailand flag doing on his cheek? Oh yeah, it also means "I'm number 1!"

Slash's Banzai Bash

(A) <- -> (A)
250G

The Slash Roll

(A) U D U (A)
220G

The Slash Dynamite

(A)-> <- -> <-(A)
300G

Slashes Ultimate Spin

(A)<- U ->(A)
350G

Nancy:

She's slow. However, she's a master at the tricks and handling. She's good too. However, it looks like she has a tattoo and she's wearing pajamas! What's with this game?

Nancy's Spinning Star

(A) <- -> (A)
220G

The Nancy Cross

(A) U< U> (A)
250G

The Nancy Grab

(A)<--><-->(A)
300G

Nancy's Best

(A)U D <-(A)
350G

The Nancy Groove

(A)<- -> U D (A)
400G

Jam:

The majority picks him the best of the nonsecret bunch. He's second in handling and trick abilities and second worst in speed. The perfect combination.

Jam's Spinning Moon

(A) <- -> (A)
220G

The Jam Jam

(A)<--><-->(A)
250G

The Strawberry Jam

(A) U D U D (A)
300G

The Blueberry Jam

(A) D U <-(A)
350G

The Boysenberry Jam

(A) D <o <o D (A)

400G

Linda:

I like her attitude! Even if she loses she doesn't fall down and throw a fit! She's the opposite of Jam, being second at top speed and you know the rest. Like Tommy, she's only got three tricks up her sleeve...if she had sleeves.

Linda's Whirlagig

(A) <- -> (A)

220G

Linda's Spinner

(A) <- -> U D (A)

250G

Linda's Leap

(A) U D U D <-(A)

350G

Tommy:

This guy is the one you must avoid. He blazes fast only because he eats a whole lotta hamburgers. That keeps his handling and trick ability down, though. That bites --. Oh well. Better not try him with the expert ice board.

Twirling Tommy

(A) -> <- -> (A)

220G

The Tommy Shake

(A) <--> <--> (A)

250G

The Tommy Tumble

(A) U o> U (A)

300G

Shinobin:

This guy can be won by beating him in Ninja Land (very difficult). He has his own three boards. He can do four tricks with these guys.

Shinobin's 1080- (yes, they have 'em here too)

(A) -> <- -> <-(A)

250G

Shinobin's Quick Draw

(A) -> <o <o -> (A)

300G

Shinobin's Special Flip

(A) U o> o> U (A)

400G

Shinobin's Double Dash

(A) <- U -> D (A)

500G

BASIC TRICKS

flip:*

(A)

3 6 0 -*

(A) <- or -> (A)

360- flip*

(A) U< or U>

board grab:

any C button

You can use the board grab with any trick except for Signature Tricks like Slashes Ultimate Spin, The Tommy Tumble, etc.

#

Let's move on to the controls:

A jump

hold A while approaching a jump and do the right moves. Release A as you near the edge and you'll have done a trick! Press A to hop. If you time it right you can hop over certain weapons and accelerate once you lose speed.

B use item

when something appears in the second box, press the B button to use it.

Z use weapon

when something appears in the first box, use the Z button to fire it. You get 3 of each weapon.

C buttons

use them to grab your board in midair. The longer you grab it, the more money you get. It ranges from 20 G to 99 G, less than the most basic trick. However, it's very fun to do. Touch your toes!

control stick

steers. Need I say more?

2.Snowboards!

Boards are what you ride on. The snowboard is just like its many cousins, like the surfboard and the skateboard. Here there are a total of 15 boards, 6 of which are hidden. The hidden boards can't go in reverse, and the trick to turning sharp is to hold D> or D< while turning. This proves quite handy in Dizzy-Land or Quick-sand Valley:

There are 3 types of nonsecret boards.

Free Style

LEVEL 1: You start with this. It's slow, but handles well and is good at tricks. Definitely choose this if you select Tommy or Linda.
0 G

LEVEL 2: Same, but faster and handles better and better at tricks. Get this if you can.
120000 G

LEVEL 3: Earn enough bucks to buy the best. There's only three levels of each board. That's a relief.
240000 G

All Around

LEVEL 1: Recommended for Slash. It's got no advantage over others, nor are there any disadvantages. After a while, though, you'll find this quite useless.
0 G

LEVEL 2: It's basically the same thing, only it makes the AI more stupid.
10000 G

LEVEL 3: Grab the moolah while you can to actually play as Slash on Night Highway and be a match. It gets that hard that quickly.
20000 G

Alpine

LEVEL 1: If you're going to choose Jam or Nancy, you

gotta get this baby. It's fast, but the character's good handling and trick ability makes up for its disadvantages. The only kind of board you can put in reverse, though that will severely make you lose speed.
0 G

LEVEL 2: Get this. It's the not expensive, so if you get through all the Skill Games, then race in Rookie Mt., you'll be able to buy this board. It costs only 11000 G

LEVEL 3: Man, oh man, this has one heck of a good speed! Use this in Night Highway with Nancy or Jam. Good Luck! There are also known cases of getting 17 seconds using Tommy with this on Ninja Land, the game's shortest course.
22000 G

Special

Star Board:this can be received after you defeat Shinobin. Remember, this is a special board, and you get 10000 G alone when you come in 1st in Ninja Land, so it's quite expensive for a board.
80000 G

Feather Board:It's a feather,and its great in Animal Land.Its way easy to get just get over 2000 pts in Animal Land!You can do signature tricks with it on the half pipe! Its yours for the....expensive price of
100000 G

Ice Board:You can get this by simply getting all nine nonsecret boards, and the Ice Board is yours!Its really cool! It spins around when you go left or right.
For the low low price of
1000 G

Shinobin

Scroll Board: This board is recommended in Quicksand Valley, where there are a lot of sharp turns.It's slow, and handles well and does tricks excellently.
:beat Shinobin:

Abacus Board: Imagine a big-nosed ninja sliding down the snowy slopes on an abacus. This Abacus Board is well rounded, and is recommended on Night Highway, Grass Valley, Dizzy-Land, and Silver Mt.
:beat Shinobin:

Throwing Knife Board: He's got a sword with a rectangular shadow. You can use this in every other course. Oh, and that's the board he's using when you race him. It's like the Alpine Boards, only it's Shinobin's.
:beat Shinobin:

3.Weapons and Items

you'll need weps.Each cost 100 G and when you run into red Clown Shops, you get something good.

Slapping Glove:

It's a fast heat-seeking thingy.

Bomb:

Explodes on contact, wiping out anyone in the range. I hate it.I suggest you avoid it.

Snowman:

They bounce around, and if they hit anyone they morph into a snowman and can't turn. My favorite shot.

Freeze Shot:

Hit anyone and they will freeze in a slab of ice. Wait

for it to melt.

Parachute:

Brings one up into the air really high, then sets 'em back down. By then he would be been in last.

Items. You get one, just one. Run into a blue Clown Shop to get something cooler.

Pan:

This sucker falls on everyone's head but yours, giving you a chance to pull into 1st from 4th.

Fan:

This is a speed boost that lasts about 5 seconds.

Ghost:

Ghosties haunt the guy in 1st, making them slow down. You can tell if they got haunted or not by seeing their icon on the right turn blue.

Rock:

Anyone who slides into it will trip.

Invisible:Also invincible too!

You'll be immune to any weapon except the ghost and the rock.

Rat Face:

The rat steals everyone else's coins, leaving them broke and you wealthy.

4.Modes of Play

The modes:

Battle Race:

It's the only mode available in multiplayer mode. However, you can only race in the courses you've opened. Otherwise, you won't even see it on the menu.

Skill Game:

Speed: Pick up as many fans as you can to hit a record and gain points. An extra 300 G is rewarded for picking up every fan there is. If you run out of time you'll lose everything that you were supposed to earn.

Shoot: Shoot bunches of snowmen to gain some money. There will be another reward for for blasting all the snowmen. Don't worry, the time left doesn't do anything. And guess what? If you blast all the snowmen, you get a 1000G bonus!

Trick: Go into Animal Land and perform lots of cool moves to gain more money. The stick near the end here doubles your score, so it's vital to your success. Also, there'll be pts for every trick you do!Don't even think about beating my record of 5210! Okay, okay, I used a cool glitch found at the end of this guide :)

Time Attack: Bust the AI's records and claim your victory. Just pick a fast board and start zoomin'!

Board Shop: Buy your boards here and paint them from 18 different designs. Simple, huh? Just choose a design you like best or just leave it as a default.

Exit/Save: The controller pak: Don't leave Snowboard Kids without it. If you haven't got one, then I guess... you can't save!

5.Course Walkthrough

The Courses:

ROOKIE MT.

Well you cant do any signature tricks here until you get the feather board. There is basically five laps in this course. Use any board you wish, they'll all be great here. There's not much to worry about here, just learn to use the weapons and items and you'll be fine. The course starts on a straightaway, and after a heap of coins, you'll past by an Item Shop. Then it's an easy left, a right, then the first jump in the game. It's on to another straightaway. After that it's a slightly sharp right, then an S-curve, and you'll see the ski lift. Just enter the turnstile, being careful not to bump into it. Once you enter the turnstile, everything is automatic. After the chair, you start another lap at the beginning.

541 m

difficulty: Newcomer

5 Laps

Best Racer: Tommy

Best Board: Alpine (All Around with Tommy)

BIG SNOWMAN

This is the longest course in the game. Fortunately, it's only 2 laps! You'll start with a bunch of S-curves, then a big drop. You'll go through the longest straightaway so far, and into a tunnel. Now to the jump. After that, you'll have to dodge the many trees in the forest. Pass the snowman and you'll enter a sharp turn. After that jump, be careful, for you're on a cliff with a chance of falling off to the left. Don't worry, you'll be back in the race in 3 seconds. After another sharp dip, you'll go through another cliff, this time guardrailed and to the right. Pass the waterfalls, and across the two jumps, and you'll see more trees. Dodge them and you will see nother set of jumps. Now for the ski lift! You'll exit on an offroad path, but you'll be racing again soon. The main tip here is to look FAR ahead. There are long straightaways and wide turns, so it's very easy to do that.

1750 m

difficulty: Beginner

2 laps

Best Racer: Slash

Best Board: Alpine

SUNSET ROCK

This place is mysterious because of its perpetual sunset. Here is where you new guys can be stuck on because of that stupid big jump. Level 2 boards are recommended. This course starts out normally on a good ol' straightaway but almost immediately after that the trouble begins. When you get to the rocks go either left or right of all of them. Then go to the middle of the course as you negotiate the sharp left. Now stay in the middle again to dodge the dozen or so penguins, and you'll get to a jump. I recommend you do your second signature or third signature trick, like Slashes Ultimate Spin ((A) U D U (A)). Then you'll encounter another problem. Stay to the far right, being careful not to fall off. Then, as soon as you see the jump, do the highest sig trick your character has, like the Nancy Groove ((A) <- -> U D (A)). Now, aim for the center once again, and tap the A button as you near the stick. If

you get it just right, you'll go across the flimsy stick and gain 300 G! Now you have an option: choose the jump and gain some money, or don't and take it easy. Don't do any special tricks, not even first level, or you'll crash and lose time. After the falling rocks again, you will meet a snowman who wants company! Keep yourSELF from joining the Snowman Group by aiming yourself just to the right of him. Now, you'll meet the rocks again, but the banked turns force you to another technique: for the first four rows of rocks, go left, and then gradually move right. Now for the big jump: as you slide down hold the A button and maybe do a special trick! You'll have nothing to worry about from the ice cave on except for the ski lift. Keep following this and you're on to Night Highway!

1706 m
difficulty: Rookie
3 laps
Best Racer: Linda
Best Board: All Around

NIGHT HIGHWAY

Ooh man, you'll have to rustle up some dough before you even set foot here! You'll need your level 3 board if you're using Alpine (Level 2 for Free Style or All Around), and even then it's quite a challenge. Earlier I didn't mention about shortcuts, now I will, since you need them. They are quite difficult to aim for, but they'll at least bring you closer to the bunch or get you farther ahead. After the first jump here you'll face a left turn, and then veer right. Time it just right and you'll hit the shortcut! Turn right and enter the tunnel. Go left and pass a series of big jumps. After the second veer right again and if you're lucky, you'll enter a cave chock full of gold coins and come out proud. Now you'll need to turn a sharp right across the hairpin, then a jump. Try not to get hit here the most because you're actually going uphill. You'll start going down again around the middle of the suspension bridge. Do a plain flip on this jump. After the ice tunnel you will meet the biggest jump in the game: so big, that if you did a Boysenberry Jam ((A) D o < o < D (A)) you'll still have enough time for another trick, but you can't. After the 90- it's the ski lift.

1368 m
difficulty: Intermediate
3 laps
Best Racer: Nancy
Best Board: All Around

GRASS VALLEY

This is the fifth course in the game, and what a challenge it is! You're good even if you've made it here! Well, let's get on with it. The race starts out innocently enough. However, the abandoned mine is where it starts gettin' wild! (you might notice a suspension bridge next to the series of jumps, but it's a longcut and not worth it.) After an easy right there's a sharp left. Stay along the inside edges. After a few more sharp turns in the mine you'll meet the grass. From here to the sunflower patch take the normal path and you should not have much hassle except for the AI, which does it all the time (aim all their stuff at you). After the patch, keep your speed up, for you'll be jumping over a stream. Then you'll meet a steel bridge--don't fall off it! After the next left turn things really start getting hectic. Sharp turns are found everywhere in this section, but, after the vilage, there will be a jump. Pass the "Snobow Kids" billboard and you'll see the turnstile. Keep it up and you'll be ready for Dizzy-Land!

1490 m
difficulty: Hard
3 laps
Best Racer: Jam
Best Board: All Around

DIZZY-LAND

Someone has been slacking off when they put in the attributes of Dizzy-Land. Just look below! Anyways, you will also need your level 3 board, for it is the last course--or is it? There's not much to worry here either, since most of the difficulty lies in the sharp turns, and by now, you should be able to handle them quite easily. The teacup ride is a pain because if you hit one your board goes in reverse. There's well over a dozen teacups, so you better follow my advice! When you enter, go between the first two, right of the third, fourth, & fifth That way you're almost guaranteed to get a 1st when you finish it because the AI always hits the third one. Now into the tunnel. You MUST take the shortcut here. Near the beginning, as soon as you see the two dinosaurs, turn 90- left. You'll find an offroad path. You'll be almost out of the winding cavern. (You'll have to find the jumps yourself because there's no indication. Besides, where, in a theme park, can you find a jump for snowboards?) After a few sharp turns, you'll meet the rapids. The turns are sharper than you see because it's pushing you against the turns. In the distance, if you find a ferris wheel, you've found the ski lift!

1490 m
difficulty: Hard
3 laps
Best Racer: Jam
Best Board: All Around

QUICKSAND VALLEY

Ha! I bet you weren't expecting the Sahara Desert, were you? This is a far cry from the freezing previous courses, now it's scorching! After you start, turn right, then left. The path leading "up" is the ski lift part. I can't help you very much, just pick a good-handling person or board to manage through the quicksand unharmed. Can you find the two shortcuts? At the end of the second one, choose the right path. Do a 360- flip to gain some speed so you can pass that first place player! Also, get the blue shop near the end, and if you are lucky, you might get pans or ghosts, in case he gets you instead.

1638 m
difficulty: Expert
Best Racer: Nancy
Best Board: Free Style

SILVER MT.

This course is shrouded in fog. Its my personal favorite. This place is so complex that I shouldn't type all this stuff in! Don't let the many sights distract you, and when it says "JUMP!", it says "JUMP!". You didn't? Too bad. You fell off the course. Something bothers me though, what (or who) are those guys leaping above me about 2/3 through the lap? Oh well. With all the jumps, do a flip, except for the fourth. Just before it, go left, then aim for the right wall, or you'll crash into the restaurant. Darn! Also, the characters themselves aren't affected by the fog. No shortcuts here. Darn again!

1664 m
difficulty: Very Hard
3 laps
Best Racer: Jam
Best Board: All Around

NINJA LAND

Alright, time for the final showdown! Shinobin's here, and he can turn invisible whenever he wants to! The course has no particularly sharp turns, so don't worry

about the course, worry about the competition! The best strategy is to get a weapon, fire it at Shinobin or Slash, then fire it again as their invisibles wear off. You'll hit them. Also, I suggest you try to stay in first! I know, I know but it's true! unless you try to let some one into second hit them and win. Well at the end you'll earn 10000+ G, see the credits, get Shinobin, and earn the Star Board! What a deal, what a deal, what a deal! It's worth the difficulty, and it's much harder than Silver Mt. It also goes the fastest of the courses.
382 m
difficulty: Rookie
9 laps
Best Racer: Linda
Best Board: Alpine

ANIMAL LAND

This is the trick course. When you start and come to the jump don't! Turn sideways in the halfpipe area and start jumping to get air so you can do tricks! Of course the better the trick the more pts you get. Do one of the normal tricks and when your still in the air press CU and C> heres an example: (A) U CU C> .That should get you 20pts just U and any C button will get you 15pts but to keep things simple heres an Animal land trick/point guide.

POINTS

Basic Tricks: any basic trick=10pts
Flip Grab: (A) U any C button=15pts
Flip Double Grab: (A) U CU C>=20pts
Signature Tricks: a sig trick=40pts

541 m
difficulty: Intermediate
1 lap
Best Racer: Nancy
Best Board: Free Style

6. Frequently asked Questions

Q: What are all the shortcuts for each course?
A: All of the ones i know of are listed in the course walktrough. Who knows you might discover one i dont know know about!
Q: What are the charaters stats?
A: Most can be seen on charater select but here they are

Speed (fastest to slowest)
Tommy
Linda \equal
Shino /equal
Slash
J a m
Nancy

Handling (best to worst)
Nancy
J a m \equal
Shino /equal
Slash
Linda
Tommy

Tricks (best to worst)
Nancy
J a m \equal

Shino /equal
Slash
Linda
Tommy

Tricks (most to least)
Nancy 5 \equal
J a m 5 /equal
Slash 4 \equal
Shino 4 /equal
Linda 3
Tommy 3

Course Difficulty

Course (hard to easy)
Rookie Mountain *
B i g Snowman * 1/2
Sunset R o c k * *
Night Highway * * 1/2
Grass V a l l e y * * *
D i z z y - Land * * *
Quicksand Valley * * * *
Silver Mountain * * * 1/2
N i n j a L a n d * *

7.Codes and Glitches

Glitches

This one is extremely hard to do, but if you manage to do it, you'll get a great reward. Go to Animal Land, and do lots of tricks. Then, make sure your time is EXACTLY 00'03"23 as you get on the sick at the end, and your score will double when you get on and again when you get off.

TIME FOR THE ULTIMATE CHEAT CODE!
(Dizzy-Land stitchlights turn on)
(trumpets start playing victory music)

J= control stick (J> J< JU JD)
D-Pad = normal directions: (<- -> U D)
C= c-buttons (C> C< CU CD)
S= start button

At the title screen, where there's "start", "lesson", & "option", press in:

JD
JU
D
U
CD
CU
L
R
Z
<-
C>
JU
B
->
C<
S

You'll hear someone say "YEAH!" and you'll get:
all the boards
all the courses
Shinobin
clone characters

This guide is ♪ Krawky/TeamMagma projects 03