

Wii™

SSX BLUR™



<http://www.replacementdocs.com>

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Eye or muscle twitching Altered vision
Loss of awareness Involuntary movements Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E



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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

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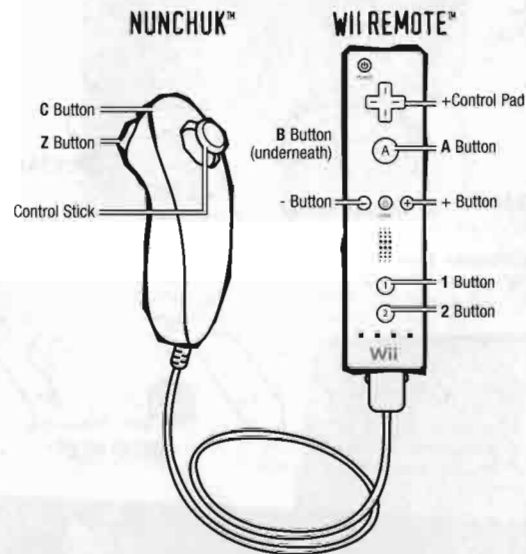
CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

ALSO REMEMBER THE FOLLOWING:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

COMMAND REFERENCE



COMPLETE CONTROLS

Revolutionary game controls put you in total command of your skier or rider—on the ground and in the air—by translating every motion you make on the Wii Remote™ and Nunchuk™ into the skills that create mountain legends. One hand controls your body, while the other unleashes your array of mid-air maneuvers as you tear down the mountain. The mountain is your playground with *SSX™ Blur*.

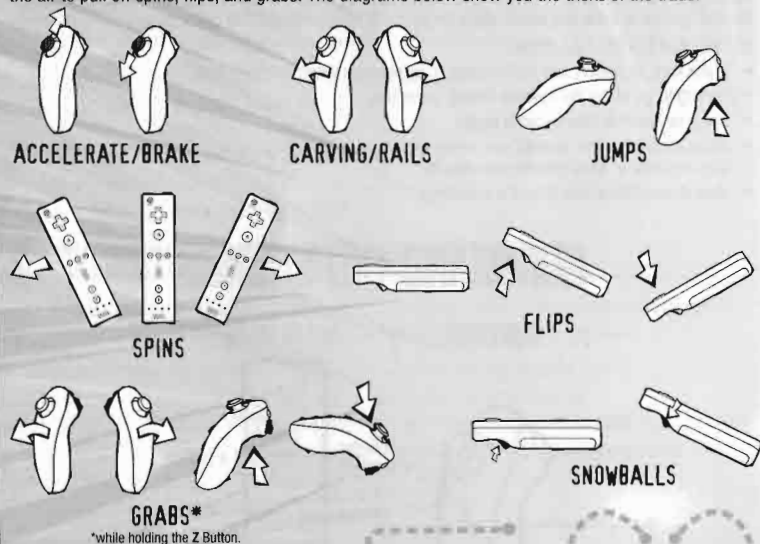
MENU NAVIGATION



Whenever you see this icon on-screen, you can use the Wii Remote to navigate through screen menus. The cursor behaves similarly to a computer mouse's cursor. Once an option is highlighted, press the **A** Button to access the selected item. You can press the **B** Button to go back to the previous screen.

GAME CONTROLS

Use the Nunchuk on the ground to carve down the slopes and jump while using the Wii Remote in the air to pull off spins, flips, and grabs. The diagrams below show you the tricks of the trade.



NOTE: For more information about Ubertricks, the Groove System, and throwing Snowballs, see p. 4.

TUTORIALS

Be sure to check out the *SSX Blur* tutorials before you even think about strapping up. From learning how to accelerate down the hill to getting a feel for spins, flips, and grabs, these on-screen lessons help you learn the basic moves using the Nunchuk and Wii Remote.



STARTING THE GAME

PROFILES

Before you storm the mountain—or enter the game for that matter—you must create a user Profile. Profiles keep track of your personal stats and accomplishments such as career progress, unlockables, and more. You can save up to 12 profiles at once. You can have up to 12 careers and/or characters linked to a single profile.

QUICK PLAY

Call out your biggest rivals to an all-out racing or freestyle battle then show 'em up with speed and style. When you first select Quick Play you can choose to ride a board or throw on some skis with up to four different *SSX* characters at any of the Peak 1 tracks for each event type. Although the events are short and oh-so sweet, the objective is to place your name at the top of the High Score table for ultimate bragging rights. You can choose to play in a Slopestyle, Half-Pipe, Slalom, Race, or Big Air event. For event descriptions, see p. 5.

UNLOCKABLES

There are more tracks and characters available to you in *SSX Blur*. However, you must earn the right to play as—or play at—these locked up treasures by achieving success in Career mode. Once these items are unlocked they become available in Quick Play mode.

GAME SCREEN

The information you see on-screen changes depending on the type of event. A Race event is explained below.



ON THE TRACK

Besides the obvious of lookin' and feelin' good while flyin' down the track, there are a few key maneuvers you can pull off to help your cause. From collecting trick points to pumping up your Groove Meter, the following items will help push you to the top.

SCORING

The events of *SSX Blur* are based on a scoring system. Your main objective: finish first or score more points than any of your opponents and rivals. It all depends on the event you're in. If you come up short when racing in a Career mode heat, don't worry, placing in the top three advances you to the next round. So now you're wondering how to score points and gain extra speed, eh? Let us show you how...

TRICKS

Unleash the most insane tricks ever created. From simple grabs and spins to awe-inspiring rail slides and handplants, draw specific shapes using the revolutionary Wii Remote and Nunchuk to create the most awe-inspiring moves. Every successful move results in a point bonus. The bigger the trick, the bigger the reward.

UBERTRICKS

The biggest tricks of them all are known as Ubertricks. In order to pull off an Uber, you must first fill up your Groove Meter (see below). Once the meter is at Level 3 or higher the words Uber, Uberific, or Uberduper appear. This is the time to execute the sweetest of all moves. Ubertricks are harder to master and take extra time to pull off! But the reward is so worth it.

GROOVE METER



Increase the energy in your Groove Meter by pulling off sick tricks, then use your adrenaline later when you need some extra speed. Better yet, use the Groove Meter to pull off some cool Ubertricks. The Groove Meter, situated on the right side of the screen, is divided into five sections. Fill the meter by going fast or landing tricks. There are five Groove Meter levels and you receive higher points as the difficulty level rises. Fail to nail a trick and your Groove Meter depletes a bit—all the way back to zero in some cases. As mentioned before, Ubertricks can only be pulled off when the Groove Meter is at Level 3 or higher so be sure to use your saved up adrenaline wisely.

RACE TO A GROOVE

With adrenaline-pumping music blowing out your experience, feel the intensity as you land some tricks or go fast and fill the Groove Meter.

The Groove Meter features five layers of music. The music is dynamic and changes in relation to the current level of your Groove Meter. So, the better you perform, the better the music will be. The music becomes more energetic at the higher levels, and thus, the tricks—and timing—become more difficult to pull off. Can you ride to the rhythm of the beat?

SNOWBALLS

Smack down the competition by launching snowballs at them during a race. Snowballs to the face and body may knock them down ... or knock you off course. You can also throw snowballs at the Ubercollectibles (see below) at those hard to reach places scattered throughout a track.

- To throw a snowball, press and hold the **B** Button, swing the Wii Remote forward, and then release the **B** Button. When done properly your snowball will hit its intended locked target with the help of an auto-aim mechanism.

COLLECTIBLES

As you're flying down the mountain in Freeride you'll notice a handful of spinning yellow Uber icons spread throughout the track. These "Ubercollectibles" are used to unlock more rewarding Ubertricks. Collect 20 of the same type to unlock the corresponding Ubertrick; collecting all 275 unlocks the Yeti outfit.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, your progress is auto-saved to your Wii system memory. When selecting a Profile upon initial boot-up, files are automatically loaded and the game picks up from where you left off.

EVENTS

Your featured event has three heats unless otherwise noted. Races have two Qualifying Rounds and a Final Round. Slopestyle, Half-Pipe, and Big Air events have two Qualifying Rounds and a Final Round. Placing well in the first qualifier puts you straight into the final round.

RACE

It's all about finding the fastest line down the course. Pull off tricks while you race, and you can take advantage of increased adrenaline for a speed boost. Watch out for other riders—they can hunt you down if you happen to knock them down earlier in the race. When a lightning icon appears above their head it's a sure sign they're out to get you.

SLOPESTYLE

Slopestyle is a freestyle event in which you try and find the best line given your skills and style of riding. You are then judged on the tricks and maneuvers you pull off during the run. Slopestyle courses are about finding your own line and rhythm. There is no one proper line down a Slopestyle course, just the line you like best. Players compete for first place by accumulating the most points during a run.

HALF-PIPE

The Half-Pipe event is the ultimate combination of tricks and huge air. Show that you have the skills to link tricks together on the ground and in the air. Pull them off and dominate this event. Be sure to cross the finish line before the clock expires otherwise your points won't count.

BIG AIR

Rack up frequent flyer miles, and throw tons of tricks in Big Air events. It's all about catching air and pumping up your score and doing as many Ubertricks as you can muster.

SLALOM

The Slalom event is about carving, not speed. Thus, the many flags spread throughout the track. As you make your way down the mountain you must maneuver past and around each flag. Go to the left of the blue flags, and to the right of the red ones. You gain extra time when missing a flag so make sure you get 'em all so you can take home the gold medal. Sounds easy, doesn't it?

FREERIDE

Explore the tracks and have fun in a more relaxed environment by going on a Freeride. During your trip you'll find some goodies along the way, including Ubercollectibles. You may also stumble upon 1 vs. 1 Challenges that puts you against another *SSX Blur* character, or challenges which tests your skills and abilities.

CHALLENGES

There are 32 challenges scattered over the mountain and you'll be able to find them while Freeriding the three peaks. Compete one-on-one to win your rivals' boards and skis, or test your skills at gathering collectibles, throwing snowballs, and flying down the mountain to unlock special gear that will help improve your character's stats.

CAREER MODE

Conquer the mountain by dominating three distinct peaks and 12 freshly styled tracks. As you progress through a career you'll unlock peaks and events and acquire the points needed to advance your characters—if you're a good enough rider that is.

BEGINNING A CAREER

After selecting a character and decking him—or her—out with the available gear, your career begins at the top of Peak 1. Make your way down the mountain and following the signs that point you to the event of your choice. Once you find your way to the starting gate, your next event begins.

PROGRESSING THROUGH A CAREER/TOURNAMENTS

In order to unlock Peak 2 and Peak 3, plus additional tracks and characters, you must first prove yourself on Peak 1. There are nine events on five tracks on the first peak and you must earn enough points before having the opportunity to move on to the higher peaks. Once your point total hits the mark, you'll qualify for a tournament. Win the tournament and you'll earn huge rewards. Perhaps you'll even be able to unlock the next peak or the "Ultra Super Secret Platinum Tour."

NOTE: In order to enter a tournament you must ride toward the tournament sign or the in-game Pause menu (press the + Button). If you're having trouble making it to the signs then perhaps you're not quite ready to move on to the next level.

MEDALS

As soon as you get up to speed you'll be ready to compete in a Medal event. The competition is tough, but the rewards are big enough to compensate you for the effort. Use the points you earn to unlock tournaments and peaks.

LEADERBOARD

The Career mode Leaderboard displays your current ranking compared to the rest of the *SSX Blur* crew. Every time you participate in an event your competitors participate in the same contest—either against you or in a simulated event. The results and the points gained affect the Leaderboard for the entire field.

NOTE: The lone event that affects only your points and positions are 1 vs. 1 Challenges in Freeride mode.

NOTE: 1 vs. 1 Challenges are identified with a portrait instead of the *SSX Blur* logo.

STATS AND UPGRADES

Practice makes perfect. With each event or tournament you will gain new stat points which improve your rider or skier's riding skills—skills you'll need to become the mountain champion.

Points are automatically attributed depending on your position on a specific type of event. But if you perform exceptionally well you'll be awarded with additional points which effect your four basic stats categories.

Also, skis and boards may have a positive and negative modifier. For example, a racing board could have +1 in speed, but -1 in boost.

MULTIPLAYER

Turn friends into instant rivals by challenging—and then conquering them—in a multiplayer Race, Slopestyle, Half-Pipe, Big Air, or Slalom event.

SPLITSCREEN

Featuring two riders on one track at the same time, race side-by-side from the starting gate to the finish line. You can compete in a Race or Slopestyle splitscreen event.

HOT SEAT

Up to four players take turns riding in the Hot Seat. Featuring Half-Pipe, Big Air, and Slalom events, players run one at a time and the rider with the best score wins.

HINTS AND TIPS

- When you're facing the wrong direction (skiers only), pivot your rider by pressing the **C** Button.
- To stop any tricks while mid-air, press and release the **A** Button or **B** Button. After your trick maneuvers stops its rotation, flip, and/or spin your rider or skier lines up for a safe landing.
- You can perform a Handplant by pressing the **A** Button and **B** button simultaneously while near a ledge or a rail. You can use this to quickly move from one Half-Pipe to another one in Dysfunction.
- While in Career mode, you can view every available Ubertrick via the Pause menu.
- The Groove Meter also behaves as your Boost Bar. When you need to kick it into another gear, press the **Z** Button while on the ground and you'll go faster.
- Once your Groove Meter is at Level 5, do whatever it takes to stay in the zone. To help your cause you'll need to constantly do new tricks, grabs, handplants, or tail/nose presses within the 3-second time frame that is known as the combo window. Fail to do a trick within this time, or pull off a "repeat" move, and it's back to the beginning of Level 4 for you.



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