

Getting started

The Sno-Cross Extreme installation program will automatically run when the CD is inserted into the CD Rom drive. If your CD-ROM unit does not have the auto run function activated, you can open the installation program by double clicking on the SETUP PROGRAM that is found in the root directory of the CD-ROM.

Once the Installation Program has been launched, you can install Sno-Cross Extreme and, if needed, DirectX 7.0 which is included on the CD. When the actual installation has begun, follow the on-screen instructions.

You can uninstall Sno-Cross Extreme at any time by using the option Add and Remove programs in the Windows Control Panel.

Starting Sno-Cross Extreme can be done by clicking on the appropriate choice on the Windows Start menu.

The Configuration Program

When running Sno-Cross Extreme for the first time the game will enter the configuration program automatically, if you need to change your setup after that enter the program from the Start Menu/Programs/Vector/Sno-Cross Extreme/Configuration. In this program you can edit graphic, audio and controller preferences.

Display

Choose the graphic accelerator to use

Screen Mode

Choose which resolution you want to run the game in.

3D Accelerated

Tick this box if you want to run the game with your 3D accelerated graphic card (recommended).

Windowed

Tick this box if you want to play Sno-Cross in a window instead of running it full screen.

Synced

Untick this to get a higher frame rate, but beware, some graphic accelerators can't run the game in this mode. To be on the safe side, keep this one ticked.

Sound

Select your sound card.

Joystick

Change this if you want to play the game with a joystick. You can also change the keyboard configuration to edit what each key does in the game.

Default controls

In-game controls

ARROW LEFT Steer left
ARROW UP Lean forward
RIGHT SHIFT Accelerate
ENTER Trick button
RIGHT ALT Look back

ARROW RIGHT Steer right
ARROW DOWN Lean backward
RIGHT CONTROL Brake
END Change camera
ESC Pause game

These are the default settings for the Keyboard. However, you can alter the configuration in the Setup Program.

There are four different camera views to choose from: Behind Player Near, Behind Rider Far, On Sled With Handle Bars, On Sled without Handle Bars.

Game Menu

When navigating the menu systems, pressing the Enter button will select any highlighted option. Pressing any of the Directional buttons will scroll and change to the highlighted option. Pressing the Esc key will take you back to the previous menu. From the game menu you may choose the game mode you want to play. The available modes are:

Championship

A championship is a single player mode that consists of a number of competitions at different racing locations throughout the world. You must gain enough points in each competition to continue in the championship. During the championship, sled parts and upgrades (see The Garage on page 7) will be available and for sale. The better your position in the race, the more money you earn. There is a different championship for each difficulty level.

Single Race

Race on any available track with 1 or 2 players. In 1 player mode there are three computer controlled opponents to beat.

Time Trial

A single player mode where you race against the clock on any available track. There are no opponents racing against you.

Multiplayer

Play against up to four friends on a LAN (Local Area Network).

Hill Climbing

In Hill Climbing you need to go up a hill in the shortest amount of time. This special game mode is only available when you have completed the 500cc Championship.

The Garage

As you progress through the championship mode, you will earn more money. The money is used to repair or buy new parts for your sled. You may change the caterpillar track, engine, front suspension, back suspension or skis.

Caterpillar track: Caterpillar track should be chosen according to the track surface you are racing on. The caterpillar track will impact your acceleration and grip.

Engine: The stronger the engine, the higher the performance gain in speed and acceleration. Note: a high performance engine has a higher weight and could therefore sink deeper into the snow, making it harder to steer.

Front & back suspension: Harder suspension means better grip on a flat, tarmac based or hard packed snow covered track, because the sled will spend more time in contact with the ground, meaning more use of the engine power. The downside is that any impact from heavy landings has to be absorbed by the player. Soft suspension absorbs impact and gives increased control but makes the sled jump more, which means less work for the engine, but lower acceleration and speed due to less time on the ground.

Skis: The skis on a sled are as important as the wheels on a racing car. A low grip ski is good to use in deep snow because the ski sinks through the soft snow and maintains a good grip. A high grip ski is very useful on ice, tarmac and hard packed snow, but decreases speed due to its high grip.

Trick Techniques

A trick is done by pressing and holding the trick button (Enter) while the trick combination is pressed (see Trick List below). Release the trick button and the rider performs the trick. If HOLD is included in the trick combination it means that the trick button can be held for as long as the player wants to. The rider will then do the trick for as long as the trick button is held down. If (J) is written in the description it means that the trick only can be made in a jump or in the air and that the button combination has to be finished and the trick button released before the sled lands.

Trick List

Name	Button(s)	Award:
Seat spank:	LEFT	\$10
Snow surf:	UP, DOWN, HOLD	\$10
In your face:	LEFT, RIGHT	\$10
Fist (J):	UP	\$20
No hands (J):	DOWN	\$20
Hands behind head (J):	RIGHT, HOLD	\$30
Legs up (J):	UP, UP	\$30
Seat stand (J):	RIGHT, RIGHT, HOLD	\$30
Butt wiggle (J):	DOWN, UP	\$30
Heel kick (J):	LEFT, LEFT	\$40
Air kick (J):	SECRET!	\$40
Stud move (J):	SECRET!	\$40
Superman (J):	SECRET!	\$50
Relax (J):	UP, RIGHT, HOLD	\$50

The money earned on each trick is also doubled in each championship, for example the "Fist" trick gives you \$20 in the 500cc championship, \$40 in the 600cc championship and \$80 in the 700cc championship.

Track Editor

The Track editor offers you the ability to create your own racing tracks. These tracks can be saved to the hard drive and started from the Menu by choosing Custom Track when selecting Track.

The Track Editor is divided in two parts; the Track Piece Section that contains different track pieces to use when building a track, and the Track Edit Section. You toggle between the two by pressing Tab. Use the Directional Buttons to navigate around the screen. Press Enter to either choose a track piece when in the Track Piece Section or attach a track piece to the map in the Track Edit Section. When in the Track Edit Section you can rotate each track piece by pressing Shift. A Racing track in Sno-Cross Extreme must be a closed circuit. The starting point is a track piece represented by a green arrow. Make sure to connect the end of the track to this piece to create a complete track or you cannot save it.

UDS - Original version

Producer /Game Designer - Oskar Buman

Lead Programmer - Fredrik Persson

Programmer - Jimmy Nilsson

Programmer - Henrik Meijer

Additional Programmer - Mikael Emtinger

Additional Programmer - Tord Jansson

Additional Programmer - Torgil Zechel

Lead Artist - Jimmy Gustafsson

Artist - Tomas Andersson

Artist - Mattias Kylen

Artist - Magnus Hollmo

FMV - Erland Korner

Music & SFX - Christian Bjorklund

UDS - PC Conversion

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Tester - Tobias Hagberg

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Groove Publishing

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Sno-Cross Extreme Theme "*Start Rockin*"
(Soderman / Westerlund) - ANTILOOP - @
1999 Stockholm Songs AB, Sweden.