

= 1080 ° Snowboarding =

1080 ° Snowboarding is a snowboard racing video game developed and published by Nintendo for the Nintendo 64 and first released in Japan on 28 February 1998 . It was re @-@ released on the Wii 's Virtual Console service in 2008 . The player controls one of five playable snowboarders from a third @-@ person perspective using a combination of buttons to jump and perform tricks over eight levels .

1080 ° was announced on 21 November 1997 and developed over nine months ; it garnered critical acclaim and won an Interactive Achievement Award from the Academy of Interactive Arts and Sciences . 1080 ° sold over a million units , and a second installment , 1080 ° Avalanche , was released for the Nintendo GameCube on 28 November 2003 .

= = Gameplay = =

The player controls a snowboarder in one of six modes . 1080 ° has two trick modes (trick attack and contest) , three race modes (race , time attack , and multiplayer) , a training mode , and an options mode . The objective of the game is either to arrive quickly at a level 's finish line or to receive maximum points for trick combinations .

In 1080 ° ' s two trick modes , trick attack and contest , players accrue points from completed tricks . In contest mode , players perform tricks and snowboard past flags for points . Trick attack mode requires players to perform a series of tricks throughout a designated level . The game features 25 tricks , all of which are performed by using a combination of circular positions of the control stick , the R button , and the B button ; point values are allocated based on complexity and required time . The two types of tricks are grab tricks , in which the board is grabbed in a specific way , or spin tricks , in which the snowboarder spins the board a certain number of degrees . The 1080 ° spin requires nine actions , the most of any trick in the game .

1080 ° has three race modes ; in these modes , victory can be achieved by taking separate routes within a course and balancing the snowboarder after a jump to avoid speed loss . Tricks are scored in race modes , but do not count toward victory .

In match race mode , the player competes in a series of races against AI @-@ controlled snowboarders . The game times the player throughout the level and players receive a damage meter which fills if the snowboarder falls down or is knocked over . The difficulty level in match races can be set to easy , medium , or hard , adjusting the complexity and number of races . If the player fails at defeating an AI competitor , they must retire . The player is given three chances to beat the computer before the game is over .

Players may initially choose from five snowboarding characters : two from Japan , and one each from Canada , USA , and the United Kingdom . Each snowboarder has different abilities and is suited for different levels and modes , since each has varying statistics in fields such as technique , speed , and weight . Three additional snowboarders are unlocked by completing certain game levels and modes . Eight snowboards are initially available for every character , and one additional snowboard may be unlocked later in the game . Each board also excels in different situations , since each have different strengths in categories such as balance and edge control .

= = Development = =

1080 ° ' s release was announced on 21 November 1997 at Nintendo 's SpaceWorld trade show ; the game 's working title was then Vertical Edge Snowboarding . Before the game 's release , journalists were able to play 1080 ° at the January 1998 Nintendo Gamers ' Summit .

1080 ° was programmed by Englishmen Giles Goddard and Colin Reed , developed and published by Nintendo , and produced by Shigeru Miyamoto .

When developing 1080 ° , Goddard and Reed used a technique called " skinning " to eliminate joints between the polygons composing the characters . Their programming used a combination of standard animation and inverse kinematics , creating characters whose appearance during collisions

is affected by what object is hit , what direction the collision occurs in , and the speed at which the collision takes place . Tommy Hilfiger outfits and Lamar snowboards appear throughout 1080 ° as product placement . 1080 ° ' s soundtrack of " techno and rappy beats " with " thrashy , foozed @-@ out vocals " was composed by Kenta Nagata , who also composed soundtracks for Mario Kart 64 and other Nintendo games .

1080 ° ' s development took place from April or May 1997 to March 1998 . The game was released on 28 February 1998 in Japan and on 1 April 1998 in North America . Nintendo delayed the game ' s European release because they hoped to boost sales with a winter release ; 1080 ° was eventually released on 30 November 1998 , in Europe and the PAL region .

= = Reception = =

1080 ° received " generally favorable " reviews , according to video game review aggregator Metacritic . It won the Academy of Interactive Arts & Sciences ' 1999 Console Sports Game of the Year award and was called " one of the best values in both sports and racing gaming " by GameSpot . 1080 ° has been perceived to be a leader among snowboarding titles at the time since it was " so good ... that it took publishing giant Electronic Arts several years and a far more powerful console to give it solid competition " in the form of the SSX franchise . Edge hailed it as the " most convincing videogame emulation of the snowboarding experience so far " with an " atmosphere of sobriety " unlike any other Nintendo game at the time .

The game ' s graphics were of the highest quality for the Nintendo 64 at the time . GameSpot praised general aspects of the game ' s graphics such as their crispness , detail , smoothness , and lack of polygon dropout . They praised the game ' s camera use , the game ' s " very solid " physics model , the impression of racers ' speed , and the game ' s snow effects (sun reflected in the snow as appropriate , and fluffy snow and packed snow appeared and behaved differently) . Graphical faults identified by critics included occasional pop @-@ up , misplaced shadows , and lag when racers passed through on @-@ track trees ; these problems were generally identified as minor .

Although writing a positive review , Edge found faults in the game ' s AI ; they asserted 1080 ° suffered from " cheating " CPU opponents . They criticized the AI ' s simplicity and ability to quickly catch up to the player near the end of a race ; they also noted the AI ' s " limited series of predetermined routes " and the possibility of a player learning where and when an AI falls over , " offering an opportunity to pass [the computer] , but conveying little satisfaction with it . " Edge also stated that the PAL release delay " is frankly ludicrous . " They believed that , due to Nintendo ' s slump of noteworthy releases , " any quality title is likely to top the charts with little difficulty . "

AllGame considered the " highly technical " control scheme of 1080 ° one of the game ' s strengths despite its initial difficulty . CVG positively reviewed the control scheme , but disagreed on its difficulty , noting " the controls have been implemented so brilliantly that you 're able to play perfectly well with just one hand on the stick and Z button . " GameSpot called the game ' s control " thoroughly involving " and said that " [t] he crouch move alone ? which makes for supertight turns ? makes this fun to play . " The music was also generally praised , with IGN calling it " a shining example of what can be achieved on the format " and AllGame calling it " one of the best N64 soundtracks to date " . AllGame also praised the game ' s sound effects .

In a retrospective review by the Official Nintendo Magazine in 2006 , Steve Jarratt commented that 1080 ° " boasted the best videogame representation of snow , " and was complemented by " swooshy " sound effects . Positive comments were also made about handling and the quality of the multiplayer . In summary , Jarratt believed " this was a straight @-@ up snowboarder , stunt @-@ free but fast and fun . " The magazine also ranked it the 87th best game available on Nintendo platforms . The staff felt it was the most realistic snowboarding game .

1080 ° sold 1 @, @ 230 @, @ 000 units in the United States , and over 23 @, @ 000 in Japan . It did not , however , match the success of the developers ' first game , Wave Race 64 which sold 1 @, @ 950 @, @ 000 units in the United States and 154 @, @ 000 in Japan . In 2001 , one of 1080 ° ' s snowboarders , Kensuke Kimachi , appeared on a trophy in the game Super Smash Bros. Melee . 1080 ° Avalanche , a sequel to 1080 ° , was released for the Nintendo GameCube in 2003 ;

Avalanche received a harsher critical reception , averaging 73 / 100 on Metacritic , due to " frame rate issues and limited gameplay " . 1080 ° was re @-@ released on Nintendo 's Virtual Console service in Japan on 15 January 2008 , Europe on 18 January 2008 and North America on 28 January 2008 . The music for the Golden Forest track can be heard in Super Smash Bros. Brawl .

= = Legacy = =

A character from the first game (but not the second) , Kensuke Kimachi , cameos as a collectible trophy in Super Smash Bros. Melee . The music track " Golden Forest " (1080 ° Snowboarding) " appears in Super Smash Bros. Brawl is one of the many music themes that play on the stage , Port Town Aero Dive , and returns under the title , " Golden Forest " , in Super Smash Bros. for Wii U on the same stage .