

= SSX 3 =

SSX 3 is a snowboard racing game developed by EA Canada and published by EA Sports Big . The game was initially released on October 20 , 2003 for the GameCube , PlayStation 2 , and Xbox . It was later ported to the Game Boy Advance by Visual Impact on November 11 , 2003 and to the Gizmondo by Exient Entertainment on August 31 , 2005 as a launch title . It is the third installment in the SSX series .

Set on a fictional mountain , the single @-@ player mode follows snowboarders competing in the SSX Championship . Players choose from a variety of characters and take part in various events in different locations , earning points and money by performing tricks , winning races , completing goals and finding collectables . Money can be used to upgrade character attributes , buy new clothes and boards , and unlock music and extras . Multiple players can play against each other in local multiplayer modes , and an online multiplayer mode also allowed players to connect to games and play against each other online on the PlayStation 2 version of the game , but has since been discontinued .

Development of SSX 3 initially began in 2001 following the release of the previous title in the series , SSX Tricky . The development team was composed of people from various different employment backgrounds , including an Oscar nominated visual effects designer who worked as one of the game 's art directors . The game includes 30 different types of snow and general visual improvements over the previous game , such as enhanced models and shadows . It was initially confirmed through a trailer in NBA Street Vol . 2 in 2003 . A soundtrack album , SSX 3 the Soundtrack , was released on September 30 , 2003 .

SSX 3 was critically acclaimed , with reviewers praising the game 's open world , trick system , presentation and soundtrack . It was the first game in the SSX series to sell 1 million copies . IGN 's Douglass C. Perry called it the best snowboarding game he had ever played , stating that it " expands upon Tricky in every way " . GameSpot 's Greg Kasavin said that it " delivers a rush like few racing games or action sports games have ever achieved " , recommending it not only to veterans , but also for novices of the series . It received the Academy of Interactive Arts and Sciences ' awards for Console Action Sports Game of the Year and Outstanding Achievement in Licensed Soundtrack .

= = Gameplay = =

SSX 3 is a snowboard racing game played from a third person perspective . Players control one of various snowboarders and compete in events set across individual courses in peaks on a mountain . Unlike previous games in the series , which contain unconnected courses , a freeride mode also allows players to freely roam the open world consisting of all the courses in the game ; it is possible for the player to ride from the top of the mountain to the bottom without stopping or reloading each course . New areas are progressively unlocked throughout the game .

Players can gain points by performing tricks , such as grabs , grinds , flips and spins . A feature returning from previous games in the SSX series is the " adrenaline meter " , which gains " adrenaline " when the player executes tricks . It can be used to provide a speed boost or , once it becomes full , perform advanced tricks called " übers " that grant more points than regular tricks . Performing übers increases the level of the adrenaline meter , which leads to progressively more advanced " super über " tricks and faster adrenaline boosts . Performing multiple tricks of different kinds creates a combo , doubling the points acquired from tricks . However , repeating the same trick causes the amount of points it earns to drop . Landing tricks poorly or hitting an object in mid air will cause the snowboarder to " wipe out " , falling over . The player has the ability to recover their snowboarder more quickly by tapping a button , or alternatively reset the snowboarder back to the course if they get stuck in an area . Both wiping out and resetting result in a loss of adrenaline and the ability to perform übers until the adrenaline meter is filled again .

Players complete " peak goals " ? set objectives ? to progress through the single @-@ player mode and unlock all three peaks of the mountain . Peak goals are achieved by completing events ,

earning money or completing " big challenges " and finding collectables , both during freeride mode , which can be accessed outside of events . The player only has to complete one of these goals to progress to the next peak . Completing each peak goal unlocks a trophy for the player .

Each course in the game has a designated event that players can compete in . Events fall under two categories : race and freestyle . Coming first in an event provides the player a gold medal , coming second provides the player a silver medal , and coming third provides the player a bronze medal . It is also possible to obtain a platinum medal by beating certain times or getting a high enough score . The race event objective is to get to the end of the course as quickly as possible . Players race against other snowboarder NPCs on the same course . Races contain multiple routes and shortcuts , which can give the player an advantage over opponents . Players can also use melee combat to knock other snowboarders over , slowing them down and providing the player with adrenaline . Race events have three heats , and the player must come third place or above in each heat to progress . Once all race events are completed on a peak , the player 's snowboarder is challenged to a " backcountry race " by their rival snowboarder . Winning unlocks a " peak race " , where the player aims to beat their rival 's best time from the peak to the bottom of the mountain . Both races have only one heat . Completing the races unlocks the next peak .

The freestyle events include " slopestyle " , " big air " and " super pipe " . Their objectives are to get as many points as possible . Slopestyle courses are similar to race courses , as players must ride through a downhill track with multiple paths . However , the goal of slopestyle courses is for the player to gain points by performing tricks . Big air courses are short , with one or two ramps that are designed to allow the player to perform large jumps and multiple tricks in a small amount of time . Super pipe courses contain half @-@ pipes that the player can repeatedly perform tricks on . Freestyle events are structured similarly to race events ; each have three heats , and the player is invited to " backcountry jams " and " peak jams " , where points are scored through performing tricks . Completing the freestyle events unlocks the next peak .

Outside of events , players can take part in big challenges . The objectives of the challenges include jumping through hoops and collecting items , among others . Collectable " crystals " items can also be found on every course , and can be collected in any event and in freeride . Obtaining enough crystals and completing enough big challenges on a peak unlocks the next peak . In addition to peak goals , SSX 3 contains smaller challenges called " career highlights " . Similar to big challenges , objectives can vary , and include holding a handplant for five seconds or doing a certain number of übers in one event . In freeride , players can travel to any courses they have unlocked and can also go to stations ; These areas contain lodges , which allow the player to save their game , edit music playlists , buy attributes to improve their snowboarder , purchase new übers , and buy or equip gear and boards to change the aesthetics of the snowboarder . Money can also be used to buy extras , such as videos , cheat characters and game art . Money can be earned in game by performing tricks , completing big challenges and events , or collecting crystals . Earning enough money on a peak will unlock the next peak . In station areas , the narrator of the game , " DJ Atomika " , talks to you via " EA Radio Big " , a fictional radio station . He gives the player information about events and weather , as well as other miscellaneous information . While the player is on a course , the soundtrack of the game is played through EA Radio Big . Depending on how well the player is performing , the music becomes quieter and louder . The player can change what music is allowed to play at lodges .

The PlayStation 2 version of SSX 3 had an online multiplayer mode that allowed two players to race against each other over the internet . The service required an " EA Account " to use . Players could join lobbies , where they could challenge players to races , view player statistics such as the global rank of a player , and chat with players using supported USB headsets and keyboards . Players could send messages and add up to forty " buddies " using " EA Messenger " , an in @-@ game instant messaging service . The online service has since been discontinued .

= = Development = =

The game was initially confirmed through a trailer in the game NBA Street Vol . 2 in 2003 with the

working title SSX 3 , which later became the official title . The game was available to play by journalists before release at the July 2003 Camp EA event and E3 2003 . The Gizmondo version was also available to play by journalists at E3 2005 .

SSX 3 was developed by EA Canada and published under the EA Sports Big brand . During the development of SSX and SSX Tricky , there were plans for both games to allow the player to explore a mountain , but this was never implemented , and was instead made the focus for SSX 3 . EA Canada stated that SSX 3 was designed so " just about anyone can pick up and play " . Larry LaPierre , the producer of the game , stated that the developers wanted " to give people the first ever full mountain experience " and allow players to choose what they wanted to do on the mountain .

The open ended nature of the game was influenced by Battlefield 1942 and NBA Street Vol . 2 , both EA titles , as the developers of SSX 3 enjoyed features in both games that allow players to choose the way they want to play . Developers were also inspired by their own personal experiences with snowboarding at Island Lake Lodge . EA Canada hired people from various different work backgrounds to develop the game , including the Oscar nominated visual effects designer Henry LaBounta , who worked as one of the game 's three art directors . The game contains 30 different types of snow , ranging in consistency and rendered using various shading techniques and more " realistic " lighting effects than the game 's predecessor , SSX Tricky . Improvements to graphics over the previous game in the series also include better models and shadows , as well as more reflections in the in @-@ game snow . SSX 3 is the first game in the SSX series and one of the first games in general to be THX certified .

SSX 3 's development began in 2001 , after the release of the previous title in the series , SSX Tricky . It was released on October 20 , 2003 in North America for GameCube , PlayStation 2 , and Xbox ; and in Japan on December 12 , 2003 for GameCube and October 18 , 2003 for PlayStation 2 .

#### == Soundtrack ==

Songs from various other bands can also be heard in the game , including Jane 's Addiction and Red Hot Chili Peppers .

#### == Reception ==

SSX 3 received critical acclaim upon its release . Metacritic calculated an average score of 93 out of 100 for the PlayStation 2 version based on 41 reviews , and 92 out of 100 for the Xbox and GameCube versions , both based on 27 reviews . All scores indicate " universal acclaim " . It is EA Sports Big 's second @-@ highest rated game on Metacritic before the first title in the series , SSX . On aggregate website GameRankings , the game holds 92 % for PS2 and GameCube based on 60 reviews and 38 reviews respectively and 90 % for Xbox based on 41 reviews . Reviewers liked the addition of an open world , the presentation and trick system , while finding issues with the difficulty of the controls and customization options . It won the Academy of Interactive Arts and Sciences ' Console Action Sports Game of the Year and Outstanding Achievement in Licensed Soundtrack awards . Douglass C. Perry of IGN called it the best snowboarding game he had ever played , and GameSpot 's Greg Kasavin stated that it " delivers a rush like few racing games or action sports games have ever achieved " . SSX 3 was the first game in the SSX series to sell 1 million copies .

Reviewers particularly praised SSX 3 's technical advancements , with Game Revolution 's Ben Silverman calling the game 's snow effects unrivaled , while also recognising its " consistently high " frame rate . Eurogamer 's Tom Bramwell directed his praise at the game 's draw distances , seamless animation and colourful environments , and GameSpy 's Bryn Williams commended the game 's lighting and particle effects . Reviewers also recognised SSX 3 's open world as innovative , with Williams finding that the loading times allow players to ride across long distances " without having to wait a single second for the environments to load into memory " . Louis Bedigian of GameZone called the PS2 version " extremely fun . The gameplay is as good as snowboarding

games come . " Carlos McElfish , also of GameZone , was a bit less positive of the GameCube version , saying , " The lack of fantastical obstacles and other Tricky @-@ exclusive elements is admittedly missed , but the inclusion of so many other excellent improvements makes you quickly forget that this ain 't Tricky . " Tim Surette , also of GameZone , gave the Xbox version a score of 9 @. @ 7 out of 10 , which is a much higher score than the other console versions , and called it " one of the tightest games out there ... there ? s nothing that stands out as a negative , and everything else is a glaring positive . The abundance of ? stuff to do ? keeps the gameplay fresh and makes 100 % completion a task for the gods . " However , in a slightly less positive review , the reviewer for GamesTM stated that " given the constraints of the sport " , the game does a great job of staying as open as possible .

The trick system was also well received ; Bramwell called the new super @-@ über tricks " astonishingly cool " and stated that he was pleased that the game introduced " a much more clear @-@ cut combo system " . Perry said that the addition of board presses " make playing SSX 3 an entirely new game " , adding that performing tricks is " a pleasure on the PS2 and Xbox " , but criticised the GameCube 's controls , citing that " the controller just doesn 't provide enough buttons to do " the game justice . Kasavin also noted that the PS2 pad was " especially well suited for the game " .

SSX 3 's sound and voice acting were heavily praised , with Silverman commending the " varied soundtrack and great effects " , stating that they make the game " sound terrific " . Perry noted that SSX 3 is " a legitimate THX endorsed game , ensuring high @-@ quality sound clarity " . Williams thought highly of the voice acting , calling it " clear , simple , and not annoying in the slightest " . He also considered the DJ commentary to be slick and unobtrusive . Kasavin praised the soundtrack , calling it " one of the highlights of the experience " , and gave recognition to the way it layers in with the racing , saying that " it contributes heavily to the intensity and excitement of playing SSX 3 " .

Non @-@ video game publications also sang the praises of the game . Noah Robischon of Entertainment Weekly gave the PS2 version an A and said that all of the smooth music , " along with the ' Uber ' and ' Super Uber ' combo tricks , will have you stumbling away from the console at 4 a.m. , your fingers aching and your voice hoarse . " Playboy gave the GameCube , PS2 and Xbox versions a score of 100 % and said , " While other snowboarding games run out of steam mid @-@ shred , the SSX series continues to gain momentum . "

The Game Boy Advance version of SSX 3 was more poorly received , gaining a score of 63 out of 100 based on 14 reviews on Metacritic , indicating " Mixed or average reviews " . On GameRankings , it received a score of 57 % based on 12 reviews . The reviewer for Computer and Video Games called the game slow and sluggish , and its controls unresponsive . Craig Harris of IGN said that the graphics engine has difficulty " keeping up with all that the designers throw at it " . In a more positive review , Frank Provo of GameSpot claimed that it " duplicates many of the same features found in the console versions " , stating that the game 's 3D graphics engine is " unrivaled by anything else currently available for the system " . Bedigian of GameZone said that this version was " not even close to the exciting console versions . "