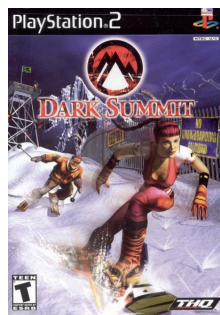


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[Dark Summit Unlockables II \(PS2\)](#)

Get all the costumes

Dark Summit is a video game developed by Radical Entertainment Inc. and published by YHQ Inc. The game was created for the PlayStation 2 console from Sony, the original Xbox from Microsoft and the GameCube. It was released in November 2001. The title is classed as a sports title based on snowboarding and is played from a third person perspective.

Sports games based on free form activities, like snowboarding, skateboarding and roller skating, usually use an arena format where the challenge is to pull combos of moves in order to reach a high score and move on to a new arena. Dark Summit does not take this route and wants to introduce a significant and deep story to sports titles. It fails miserably, as the whole thing feels tacked on and only half through. The idea is that Mount Garrick, a mountain whose summit is well known for its good snowboarding slopes, has been closed off to all people by the military, with Chief O'Leary in charge of getting all snowboarders off the mountain. They are not prepared to leave so easily and are determined to find out what is happening on Mount Garrick.

Playing as a snowboarder, you must perform various missions in order to solve the mysteries of the mountain. There's a mission where you must find and disarm a bomb and one which involves sabotaging a cannon. Since this is, after all, a snowboarding game, you can also pull tricks which earn points that can be spent on equipment.

UNLOCKABLES

Costume 9

Get at least 625,000 points.

Costume 10

Get at least 750,000 points.

Costume 11

Get at least 875,000 points.

Costume 12

Get at least 1,000,000 points.

Costume 13

Get at least 1,250,000 points.

Costume 14

Get at least 1,500,000 points.

Costume 15

Get at least 1,750,000 points.

Costume 16

Get at least 2,000,000 points.

Here's a video: