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Activision advocates the use of protective gear, including helmets and pads, by amateur athletes when skating. Be safe.

## INSTALLING TONY HAWK'S PRO SKATER 2

- To Install Tony Hawk's Pro Skater 2, insert the game CD into your CD-ROM drive.
- If Autoplay is enabled, the Installer splash screen should appear.
- When the Installer splash screen appears, click on the Install button.
- Please register your copy of THPS2 by completing the Registration Card and returning to Activision at the address supplied.
- Uninstall THPS2 Shortcut: If you wish to remove THPS2 from your hard drive, you should always use the Shortcut from the Start Menu. The Uninstall Tony Hawk's Pro Skater 2 option will remove all game files except your saved games, screen shots and personal settings.

**Note:** You can return to the splash screen any time without affecting your installed game.

### AUTOPLAY

If the THPS2 splash screen does not appear, try performing the following steps:

- Double-click on the My Computer icon on your desktop, or right-click on the icon and choose the Open option.
- Select the Refresh option located in the View Pull-down Menu.
- Double-click on the THPS2 CD icon in the window or right-click on the icon and choose the Autoplay option.
- After the THPS2 splash screen appears, click on the Install button.

If the Autoplay feature does not function, please check the following:

- Make sure the CD is clean and properly placed in the CD-ROM drive.
- Your CD-ROM driver may not be optimised for use with Windows® 95/98.  
To verify this, perform the following steps:
- Open the Windows® 95/98 Control Panel folder and double-click on the System icon.
- Click on the Performance tab. If any of your hardware drivers are not fully optimised for use with Windows® 95/98, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

Windows® 95/98 may not be setup to Autoplay CD's. To check, perform the following steps:

- Open the Windows® 95/98 Control Panel folder and double-click on the System icon.
- Click on the Device Manager tab. Click on the Plus sign next to CD-ROM, select your CD-ROM and choose Properties.
- Click on the Settings tab. Insert a checkmark in the box to the left of the Auto Insert Notification and select OK.

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If Autoplay still does not work, please try the following:

- Double-click on the Setup.exe at the root level of the CD, or
- Go to Run in your Start Menu and type d:\Setup.exe (substituting your CD-ROM's drive letter if different from "d:").

### DIRECTX® 7A

During the THPS2 setup, the install process will determine if Microsoft® DirectX needs to be installed on your computer. If so, the Microsoft DirectX Setup Program will install the appropriate files on your computer. See the online THPS2 Technical Help file for additional information.

**Q:** What is DirectX 7a and why do I need it?

**A:** Microsoft's DirectX 7a is a set of functions that give Windows® 95/98 games and other applications their power. These functions allow applications to perform advanced functions in networking, graphics, sound and input, beyond what's possible on other operating systems. It also accounts for many of the performance gains associated with Windows® 95/98 games.

**Q:** If I don't install DirectX 7a when I install the game, can I install it later?

**A:** Yes. You can manually install it. To do so, use the following instructions:

- Place the disc in the CD-ROM drive and exit from any Autoplay screens.
- Double-click on My Computer.
- Right-click on your CD-ROM drive and choose Install DirectX.
- Follow the installation process. When DirectX installation finishes, you will need to restart your computer for the new drivers to work.

**Q:** I already have other Windows® 95/98 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

**A:** If you already have other Windows® 95/98 games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft Installer will detect and overwrite any previous versions with DirectX 7a. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 7a installed on your computer, the Microsoft DirectX 7a Installer will detect it and not overwrite any DirectX 7a files. You may not need to restart your computer after installation in order to run THPS2.

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## MAIN MENU

Choose from the following options to begin play. Using the left/right arrows on the keyboard, or by using the mouse, choose the type of game you want to play. Press Accept to start that game.

### SINGLE-PLAYER MODES

#### CAREER MODE

You're a pro skater now. And pros compete for cash money. You've got to prove your worth at local spots and start building career earnings. Use this cash to buy new equipment, unlock levels, buy tricks, increase stats and get into the elite competitions.



#### SINGLE SESSION

Choose a single level and skate all out in a two-minute session in an effort to set high scores. Only one level is opened at first, The Hanger in Mullet Falls, Montana. Build your earnings in the Career Mode to unlock the other levels.

#### FREE SKATE

For some it's practice. For others it's life. Choose a level and skate as long as you like. Hit the obstacles over and over and over again until your tricks are ready for competition. Unlock other levels in the Career Mode then Free Skate them to learn the terrain.

### MULTIPLAYER MODES

Tony Hawk's Pro Skater 2 features built-in support that allows you to host or join a two-player, multiplayer game if you have a TCP/IP Network Connection. Multiplayer features three Network game types and one Hot Seat game type.

#### HOSTING A NETWORK GAME

To host a Network game you must first choose the Multiplayer option in the initial Tony Hawk's Pro Skater 2 shell screen (make sure you have an active TCP/IP Network Connection). You will then be prompted to choose either to Host or Join a Network game. Choose Host under the Network subheading.

#### MULTIPLAYER NAME SCREEN

Choose a name for your game. After picking a game type, hit the Accept key.

#### MULTIPLAYER MAP SELECTION SCREEN

You will then be prompted to choose the map where the game will take place.

#### MULTIPLAYER GAME LOBBY

After you choose which map the game will be played on, you will be taken to the Multiplayer Game Lobby shell screen. There, you wait for another player to join your game. Once that player has joined, you can then hit the Start key with the mouse (or, as default, hit the Enter key on your keyboard). In this lobby, both the Host and the Client can chat with one another. To do so, highlight the Chat Text on the screen.

#### MULTIPLAYER SKATER SELECTION SCREEN

Once both players hit the Start key, they will be directed to the Skater Selection screen. Here, players select which skaters they would like to play as. Once your skater is selected, hit the Enter key twice.

#### MULTIPLAYER GAME START SCREEN

Here, the Host and the Client wait for each other. Once both are ready, hit the Play button at the bottom of the screen. From here, you will enter the game.

Once in the game, the Host will be prompted to select the game's time limit. Once this is selected, the game begins. When the Host chooses to Quit, both the Host and the Client will return to the Multiplayer Game Lobby. From here, the Host can choose to setup another game. Basically, this means he or she can choose a different game type and map. Once these are chosen, the Host and Client can enter the game by following the steps above.

#### JOINING A NETWORK GAME

To join a Network game you must first choose the Multiplayer option in the initial THPS2 shell screen (make sure you have an active TCP/IP Network Connection). You will then be prompted to choose either to Host or Join a Network game. Choose Join under the Network subheading.

#### MULTIPLAYER GAME SELECTION SHELL SCREEN

Once you have chosen to join a Network Game, you will be taken to the Multiplayer Game Lobby shell screen. At this screen, games will be listed in the Game Selection box at the bottom of the screen. Once you find the game you want to join, highlight it and hit the Accept key.

#### MULTIPLAYER GAME LOBBY

After you choose which game to join, you will be taken to the Multiplayer Game Lobby shell screen. There, you will join the Host and be able to chat. When both players are ready to move, and after the Host selects Start the User (Client) can now highlight Start and click on it.

#### MULTIPLAYER SKATER SELECTION SCREEN

Once both players hit the Start key, they will be directed to the Skater Selection screen. Here, players select which skaters they would like to play as. Once your skater is selected, hit the Accept key twice.

#### MULTIPLAYER GAME START SCREEN

Here, the Host and the Client wait for each other. Once both are ready, hit the Play button at the bottom of the screen. From here, you will enter the game. Once the game is over, the player will return with the Host to the Multiplayer Lobby shell screen. From here, the player can choose to play another game with the Host or exit back to the Main Menu.

### NETWORK GAME TYPES

#### GRAFFITI

Set your own time limit then push the limits in a race to see who can nail the most tricks. Obstacles are "Tagged" with your colour by tricking off them. Try to steal your opponent's tags by pulling off better tricks off the same object. The player who tags the most objects wins.

#### TRICK ATTACK

A total free-for-all to see who can skate the best lines and rack up the most points. You can run into opponents and rub their little faces into the terrain, and this time you can Trick Attack longer with the game's new variable time limits.

#### TAG

You don't want to be "It" in this game where you tag other players. When you are it, you have to bust tricks to gradually cripple your opponent's stats until he or she is a sitting duck. When "It," you're on the timer. If this hits zero, you lose.

#### HOT SEAT GAME TYPE

The Hot Seat game is a Multiplayer type game that takes place on one computer. Players exchange the control as each has his or her turn.

#### HORSE

How do you spell defeat? "H.O.R.S.E" in this one-on-one best trick contest. Nail a trick, then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat.

## GAME CONTROLS

The default keyboard and 10 button controller configuration is shown here. All references to button selection in this manual refer to the default keyboard configuration.

#### KEYBOARD

##### IN GAME

Grind  
Jump  
Grab  
Kick

Numpad 8  
Numpad 2  
Numpad 6  
Numpad 4

Up (Exit Pool)  
Down  
Left  
Right

Up Arrow  
Down Arrow  
Left Arrow  
Right Arrow



Spin Left Continuous	Numpad 7
Spin Right Continuous	Numpad 9
Spin Left 180/Fakie Stance/Nollie Stance	Numpad 1
Spin Right 180/Switch	Numpad 3

Pause "P" Key or Escape

IN SHELL	Escape
Previous Screen	Return or Space
Accept	

Up Arrow	Up
Down Arrow	Down
Left Arrow	Left
Right Arrow	Right

**GAMEPAD (DEFAULT 10-BUTTON JOYSTICK)**

Button 0	Kick
Button 1	Jump, Accept
Button 2	Grab
Button 3	Grind/Back
Button 4	Spin Left Continuous
Button 5	Spin Right Continuous
Button 6	Spin Left 180/Nollie Stance
Button 7	Spin Right 180/Switch
Button 8	Special
Button 9	Pause

To select Menu options, use the keyboard up/down arrows. To navigate the Menu options, highlight the desired buttons, and press the Enter key to accept. Screens without menus will list buttons to press at the bottom of the screen.

**GAME ABORT**

To pause a game in progress, press the Escape button. To exit the game, choose End Run from the Pause Menu and then Quit. You'll be given the option to save. Choose Yes to save your progress or No if you don't want it saved. From here you'll be returned to the Main Menu screen.

**GAMEPLAY CONTROLS**

**BASIC CONTROLS**

- **OLLIE:** Hold down Jump (Numpad 2) to crouch, release it to jump.
- **NOLLIE:** Tap the Nollie button (numpad 1) to move into nollie position, then hit Jump (Numpad 2) to nollie.
- **WALLRIDE:** Press Numpad 2 to Jump, then hold down Grind (Numpad 8) when in the air near a wall, sign, building, etc.
- **MANUALS:** Tap up-down or down-up (nose manual) when skating or landing. Up and down must be used to balance.
- **BONELESS:** Tap up-up then press Jump (Numpad 2).
- **NO COMPLY:** Tap up then press Jump (Numpad 2).
- When falling from a Big Drop, press and hold JUMP (Numpad 2) at impact to keep from bailing.
- Hit assigned keyboard keys repeatedly to get up faster.

**TRICK CONTROLS**

- When in the air, tap Grab (Numpad 6) or Kick (Numpad 4) plus a directional key to do tricks. (Example: Kick + >)

*NOTE:* Each skater has a different trick setup. You can configure your tricks any way you like using the Edit Tricks section.

**GRIND CONTROLS**

To grinds, hold GRIND (Numpad 8) when in the air near a rail, edge or lip.

- **50-50:** When parallel to rail hold Grind (Numpad 8).
- **NOSEGRIND:** Up + Grind (Numpad 8).
- **5-0:** Down + Grind (Numpad 8).
- **BOARDSLIDE/LIPSLIDE:** Rotate board perpendicular to rail and hold GRIND (Numpad 8).
- **SMITH/FEEBLE:** Diagonally down + Grind (Numpad 8).
- **CROOKED/OVERCROOK:** Diagonally up + Grind (Numpad 8).
- **NOSEBLUNTSIDE:** Tap up-up + Grind (Numpad 8).
- **BLUNTSIDE:** Tap down-down + Grind (Numpad 8).

**LIP TRICKS**

- To perform a lip trick, skate straight up a ramp or quarter pipe, hold Grind (Numpad 8) and either up, down, left or right.

*NOTE:* Lip tricks vary by skater. You can configure your lip tricks in the Edit Tricks screen.

## 3D REAL-TIME SKATEPARK EDITOR

Become the sick skatepark architect you always knew you could be with our new 3D Real-Time Skatepark Editor. It's one of the most advanced level editors ever created, letting you use ramps, rails, funboxes, obstacles and quarter pipes to create dream parks in real-time. Go big, rotating and stacking pieces any way your twisted mind desires. You'll never run out of levels to ride.

**NOTE:** Activision Customer Support cannot troubleshoot user-made editor parks.

### BASIC CONTROLS

Our Park Editor is in full 3D, and it lets you move selected pieces around your park in Real-Time using the directional arrows on your keyboard. The Numpad 6 rotates the pieces; Enter places them down. The Delete key will erase any pieces intersecting with the current piece. These intersecting pieces are shown in wireframe and are what will be erased when the Delete key is pressed.

### CHANGING PIECES

F1/Numpad 5 and F2/Numpad 2 take you scrolling through park parts. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, F3/Numpad 1 and F4/Numpad 3 scroll you through the pieces.

Over 130 pieces in 18 categories. What you want, we got, including:

- Gap Tool—(see "Creating Gaps" on page 12)
- Risers—Raise the floor not the roof
- Quarter Pipes—Two sets to choose from
- Rails—Centre and edge rails for extra grind
- Walls—Ride them if you can
- Stairs—Ankle busta mecca, many with rails
- Pools—Construct your own or select pre-made versions
- Kickers—Launch yourself off ramps galore
- Benches—Go to school on benches and tables
- Misc.—Wallpiece, pillar
- Floors—Four pieces to choose from
- Signs—Six pieces to choose from
- Foliage—Three pieces to choose from

### OTHER CONTROLS

Numpad 4 will rotate the entire park in 90° increments. Escape will bring up the Park Editor Menu.

### THE MENU

#### NEW PARK

Allows you to start over and change the size of your park. The default park size is 24 x 24, but five different dimensions can be selected.

#### SET THEME

There are four Themes to choose from and the Theme can be changed at any time. It will not erase or affect the layout of the park.

#### PRE-MADE PARKS

Allows you to load pre-built parks included with THPS2. You can learn a lot about park layout by looking at the included parks, and you can erase and rebuild parts of them.

#### SAVE

Save your park to the hard drive. The name you save under will become the name of your park.

#### LOAD

Load a saved park from your hard drive.

#### TEST PLAY

Places you in your created park with the last character you played as. To select a different character or to play in a different mode, first save your park, then quit to the Main Menu. Now select your options, and when you get to the Level Select screen, your park should be accessible.

#### RISERS

Place these building blocks down then place other pieces on top. Use risers to raise the floor or to create hard-to-reach portions of your skatepark.

#### STARTS

The green object marked "1" is the Player 1 Start. This piece will mark the starting point for player one (only one can be placed in a level). If you try to place a second P1 Start, the first one will be moved to the new location.

The Player 2 Start works the same way: It marks where the second player will start in a Multi-player game. HORSE Starts mark the starting positions in a HORSE game. The P1 Start also doubles as a HORSE Start. Only six HORSE Starts can be placed in a level.

#### MIND THE GAP

A gap is a difficult jump or manoeuvre—one that deserves extra points—over a spot. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, a transition across two quarterpipes far away, grinding a long, kinked rail, or even manualing across a particularly tough table.

#### CREATING GAPS

Gaps always link two objects together. In the Editor, use the Gap Tool to select the first piece involved in the gap (it will flash blue). Then select the second piece to complete the gap. Both objects will be shaded blue to show that they're linked. This will automatically bring up the Gap Menu.

#### THE GAP MENU

In the Gap Menu you can edit nearly any aspect of the gap you've created. You can name it and set its score. The gap's name is the text that will be shown at the bottom of the screen when a player completes the gap in the game.

You can always get back to the Gap Menu by placing the gap tool over a piece shaded blue and pressing Enter.

You can erase a gap by placing the gap tool over any piece involved in the gap (and shaded blue) and pressing the Delete key. This will remove both sides of the gap.

#### GAP TYPE

You can also set how the gap is scored. Gap types govern how both sides of the gap will be treated.

- Air Gap
- Rail Gap
- Wallride Gap
- Manual Gap

#### PARK EDITOR QUICK TIPS

- To erase a piece, place any piece over the part you want to remove and press Delete. (The part in the wireframe will be erased.)
- Press Escape to access the menu — you can play your park, change your park's theme, or load a new park from the hard drive.
- Use the Gap Tool to link two pieces together for a Gap Bonus.
- Use the Riser Blocks to raise the floor and to place pieces on top of each other.

### OPTIONS MENU

In the Main shell screen, the user can access the Options Menu. Here is a breakdown of its contents:

#### PLAYER CONTROLS

In this shell screen, players can choose how their keys are bound in the game. There is a selection between keyboard and game controller. If you have a game controller, make sure it is configured correctly in Windows® before selecting it in the Player Controls Menu.

#### DISPLAY CONTROLS

Here, the user can configure their graphic options for THPS2. The user can choose between software or hardware modes, gamma correction and render quality. For a more in-depth explanation of hardware and software modes, please consult the Technical Help Guide, located in the Start Menu under Activision/Tony Hawk's Pro Skater 2.

#### SOUND LEVELS

This Options shell screen allows the user to choose at what volume the in-game effects and music play.

#### MOVIES

The Movies shell screen allows the user to view any of the movies they have opened.

**NOTE:** To open a Movie for a certain skater, the user must complete the Career Mode for that skater.

#### SAVED DATA

Here, the user can load saved data, including replays saved from the single-player game.



**CHEATS**

???? What, you think we're going to give them away? You'll have to figure these out on your own, or truly cheat and get a magazine that lists them for you.

**HIGH SCORES**

This allows users to view the high scores they have accumulated in the game.

**GAP CHECKLIST**

Here, levels are listed with their corresponding gaps. Come here to check to see which gaps you've completed in the single-player game.

**DISPLAY OPTIONS**

Score Display and Trick Tips are in the Display Options Submenu. They are not accessible directly from the Options Menu.

**TRICK TIPS**

The user is able to turn the trick tips Off and On by highlighting their selection in the Display Options Menu.

**SCORE DISPLAY**

The user has to turn the In-game score display off and on by highlighting his or her selection in the Display Options Menu.

**THE PROS**

THPS2 reads like the Who's Who of professional skateboarding. For rider's skill ratings, check in the game or online at [www.activision.com/games/th2/pros.asp](http://www.activision.com/games/th2/pros.asp)

**TONY HAWK**

If you meet Hawk, look at his shins. You'll see how much flesh he's left behind becoming the most influential skateboarder in history. He lost some perfecting the first 900°. More went while creating 50+ signature moves and winning 12 world championships. The father of two boys and modern skateboarding, Tony makes his home in his native Southern California.



**BOB BURNQUIST**

Out of Brazil and onto the winner's podium, Bob Burnquist is one of today's most exciting and original skaters. Blowing minds with his unique style and switch-stance tendencies, Burnquist won the first pro contest he entered. He then went on to be the first skater to pull off an Eggplant Revert, a move now simply known as the "Burntwist."



**STEVE CABALLERO**

How long has Steve Caballero been part of the skateboarding scene? Over three decades. Along the way he helped found the Bones Brigade, invented the Cabballerial and owned his share of world records—including the highest halfpipe air and a 44-stair rail. Cab's still riding hard, inspiring skateboarding's next generation.



**KAREEM CAMPBELL**

East Coast, West Coast, or any coast, Kareem Campbell and his smooth metropolitan style is recognised on the real streets. Born in New York and raised in Los Angeles, Kareem defies any East vs. West barriers. When he's not skating you can find him chilling with his son, li'l Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest."



**RUNE GLIFBERG**

When Rune was 11 years old a friend brought a skateboard to his home in Copenhagen, Denmark. Later, a skateboard brought Rune to his new home in Huntington Beach, California. (He didn't ride it. He became a pro on it.) Here you'll find the all-terrain terrorist sessioning pools and streets. But he saves his best for his true love: wide-open vert skateboarding.





**ERIC KOSTON**

Who do you want to be today? Think Koston, because he rides like anybody and nobody else. He'll bust any pro's signature trick with uncanny similarity then transition into the eponymous K-Grind. Besides this move bearing his name, Eric's famous for clowning around while making challenging switch and nollie rides look like a joke.



**BUCKY LASEK**

Hardened on the East Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, better known as Bucky, soars to sickening heights above half-pipes—and other skaters. He's equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter.



**RODNEY MULLEN**

Get up, shower, brush and head out and invent new tricks. Just another day for Rodney Mullen, the godfather of street skating. A pro for over 20 years, Mullen owns 35 freestyle world championships and a dizzying list of signature tricks. Like the kickflip-underflip, 360-flip, impossible, casper and darkslide to name a few.



**CHAD MUSKA**

Out of his native Las Vegas and into skateboarding's top magazines and videos—welcome Muska. After lighting it up on the Strip, Chad moved to California at 15 and quickly became one of the most respected skaters of all time. This self-styled professional always takes his brand of skate-and-relate creativity to another level. This includes experimenting with "jungle" and hip-hop beats on his "Muskabeat" album.



**ANDREW REYNOLDS**

Andrew's only been a pro since 1996, but what he may lack in years, he makes up for in air and guts. If you're in Los Angeles, California and you see somebody going huge over massive gaps, sessioning sick sets of stairs and doing it all with effortless style, odds are you're in the presence of Turtle Boy himself. Say hi as he flies by.



**GEOFF ROWLEY**

Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool, England to the top of the skating world. In fact, Geoff's often called the skater's skater. He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of vegetables. Picture a 360-flip down 13 stairs—yep, that's Rowley.



**ELISSA STEAMER**

Making the cut skating against the boys. Dominating every all-girl event she enters. Getting her name on a pro model street board. You guessed it: It's Ft. Myers, Florida native Elissa Steamer. Elissa specialises in sessioning streets and shattering stereotypes. Now living in Los Angeles, California, Elissa skates like you wish you could.



**JAMIE THOMAS**

Jamie goes big, then he edits. Originally from Alabama, Jamie has conquered some of the biggest gaps and longest rails ever seen—his video parts in Welcome to Hell and Mised Youth prove it. Jamie is also the only person to walk away from the Leap of Faith with both legs intact.



## SPOT CHECKS—THE GAME LEVELS

### THE HANGAR: MULLET FALLS, MT

Welcome to the land of big sky, sick air and business-up-front, party-in-the-back hair. Perfect your basic skating skills and some new tricks in this abandoned Montana hanger filled with huge rails, large halfpipes, kickers, funboxes and a rusted-out WWII plane and helicopter.

### SCHOOL II: SOUTHERN CALIFORNIA

Why do so many pros relocate to California? For the schools, of course. . . or at least for their fine rails, stairs and lines. This level features the best the SoCal education system has to offer, all in one campus. If you've watched a skate video, you'll recognise most of these prime facilities.

### CONTEST 1: MARSEILLE, FRANCE

Invade France in this level featuring a triple-bowl area, a middle section of flowing banks and canals and a flatland section on the backside that can be used as an additional street course. Bring your best tricks, combos and air to this contest—and never surrender.

### THE BIG APPLE: NEW YORK CITY, NEW YORK

The big city equals big terrain, air, gaps and trouble. The hottest street skating spots in NYC are here. There are long curbs, obnoxious taxi drivers and even a subway. Ride through Central Park, hang out at the Brooklyn Banks and bring your own brand of mayhem to Manhattan.

### THE GRAFFITI PITS: VENICE BEACH, CA

Resting in peace, The Pits was one of the most popular skate sites of its time. In this level, the original lines and graffiti have been recreated. Ledges, rails, quarterpipes and the occasional smelly bum make The Pits the place to perfect your more advanced tricks. (Say that fast.)

### CONTEST 2: SKATESTREET, VENTURA, CA

Ask and ye shall receive—receive the original SkateStreet Park. Heavily requested by fans, SkateStreet features sweet masonite curves and varied surfaces. Carve up the rails, half-pipes and slopes as you try to build your career earnings.

### PHILLYSIDE: PHILADELPHIA, PA

The City of Brotherly Love brings you, arguably, the two most famous East Coast skate spots, Love and F.D.R. Parks. Bring your best game to the streets of this huge level as you ollie benches and kick-flip huge stairs. But Phillyside isn't just street. A large vert waits to test your all-around skills.

### CONTEST 3: THE BULLRING, MEXICO

In a semi-abandoned bullring, in a secret spot in Mexico, the world's best skaters perform moves illegal in most countries. Judges watch as you shred quarterpipes, rails, kickers and a beautiful half-pipe with a distinctive full-loop on its end. Did we mention the raging bull?

#### SKATE TIP:

Nobody said being a pro is easy. To 100% clear a level, you must get all goals and earn all the extra cash in that level. In competitions, you must get a gold medal and all the extra cash.

## CREATE SKATER

It's time to create your own legend (or legends). Go to Create Skater Menu and build a custom character from scratch. To build a lineup, go into the Roster Screen where you can create up to three custom skaters. All skaters in the roster are available in all game modes, and you can edit an existing skater in your slots.

**NOTE:** Activision Customer Support cannot troubleshoot user-made skaters or user-made tricks.

### PERSONAL MENU AND APPEARANCE

This is your pro, and it's up to you to give him a name, hometown, stance (goofy or regular), specialty (vert, street or all-around) and weight. From here, set up your look—complexion, head style, cap colour (if you wear one), torso style, logos, tattoos, shirt colour, leg style, pants colour, shin/socks and shoes—in the Appearance Menu.

### STATS

Stats increase your skater's performance. There are 10 stats for each skater, both pro and created.

- Air—Affects the boost you get when you air on a quarterpipe.
- Hang Time—Affects the length of time you stay in the air.
- Ollie—Affects your ground jump height.
- Speed—Affects your flat ground speed.
- Spin—Affects the speed at which your character rotates. Max it out if you want to spin 720's or 900's.
- Landing—Affects how easy it is for you to nail massive vertical bomb drops. A higher rating might mean fewer bails when dropping great distances (i.e. Leap of Faith type stuff).

- **Switch**—Determines how well you skate when you are skating switch. When maxed out to 10, the skater should be equally skilled regular and switch.
- **Rail Balance**—Affects your ability to balance on rails.
- **Lip Balance**—Balance for lip tricks. The higher the stat, the longer you can tweak lip tricks and the more points you can score.
- **Manual Balance**—The higher the value, the longer you will be able to balance manuals.

**SKATE TIP:**

In Career Mode, additional stat points can be purchased, until your character is up to all tens in every category and ready to rule the pro circuit. In other words, money gets you skills, brother.

## EDIT TRICKS

Open up the Trick Selection Screen and start shopping. Different tricks cost different amounts. Prices are based on difficulty, point value, length of trick, etc. You get the idea: The tougher the trick, the more you'll pay. Each skater starts with his or her basic trick set.

Tricks are divided in groups: Flip Tricks, Grab Tricks, Lip Tricks and Specials. Once a category is selected, you'll see a list of button combos. Select the button combo you wish to configure and a list of available tricks will pop up. You can modify almost every aspect of your Trick Set until it suits your riding style.

### SHOP THE SKATE SHOP

Once you start making cash in the Career Mode, new decks can be bought at any time, provided you have enough green. Use these new decks to increase your skater's stats. Pros can choose from eight of today's top decks, and created skaters have a pool of almost two dozen generic boards. Once you've unlocked pro deck graphics, they're available for your generic boards.

**SKATE TIP:**

Created skaters can use pro decks if they want. Push the up/down arrow keys to view them from the Skate Shop screen.



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1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. What operating system you are using (e.g., Windows 95 or DOS)?
4. What kind of processor does your machine have (e.g., Intel Pentium® 90)?
5. What kind of video and soundcards does your machine have (e.g., Diamond Stealth 64 video, Sound Blaster)?
6. Are you using a joystick? If so, what brand and model? What is it using as a game port (e.g., soundcard, dedicated game port)?
7. How much free disk space do you have?
8. How much RAM is in your machine?

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3. On which port is each configured?
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5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

If using an external modem:

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Online Services with Activision Forums, E-Mail and File Library Support

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**"Blood Brothers"**  
 performed by PAPA ROACH  
 written by Jacoby Shaddix, Jerry Horton,  
 Tobin Esperance, Dave Buckner  
 published by DreamWorks Songs (ASCAP)  
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 administered by Cherry Lane Music  
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 from the album Infest  
 www.paparoach.com;  
 www.dreamworksrecords.com

**"Bring The Noise"**  
 performed by ANTHRAX & CHUCK D  
 written by Carlton Ridenhour,  
 Hank Shocklee, Eric Sadler, Charlie  
 Benante, Frank Bello, Dan Spitz,  
 Joe Bellardini, Scott Rosenfeld  
 published by Reach Music (BMI)/Songs of  
 Universal, Inc. (BMI)/ NFP Music  
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 (ASCAP) (p) 1991 Island Records, Inc.  
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**"Guerilla Radio"**  
 performed by RAGE AGAINST THE MACHINE  
 written by Zack De Rocha, Tim Commerford,  
 Tom Morello, Brad Wilk  
 published by Sony/ATV Songs LLC/  
 Retribution Music (BMI)  
 (p) 1999 Courtesy of Epic Records By  
 arrangement with Sony Music New Media  
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 The Battle of Los Angeles  
 www.RATM.com

**"Pin The Tail On The Donkey"**  
 performed by NAUGHTY BY NATURE  
 written by Vincent Brown, K. Gist,  
 Anthony Criss  
 published by T-Boy Music L.L.C./ Naughty  
 Music (ASCAP)

(p) 1991 Courtesy of Tommy Boy Music  
 from the album Naughty By Nature  
 www.tommyboy.com

**"You"**  
 performed by BAD RELIGION  
 written by Brett Gurewitz  
 published by Westbeach Music (BMI)  
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 www.badreligion.com; www.epitaph.com

**"When Worlds Collide"**  
 performed by POWERMAN 5000  
 music by Powerman 5000, lyrics by Spider  
 published by Dreamworks Songs (ASCAP)  
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 www.powerman5000.com;  
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**"No Cigar"**  
 performed by MILLENCOLIN  
 written by Erik Ohlsson, Mathias Farm,  
 Fredrik Larzon, Nikola Sarcevic  
 published by Chrysalis Music (ASCAP)  
 (p) 2000 Burning Heart Records  
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 From the album Pennybridge Pioneers  
 www.millencolin.com; www.epitaph.com;  
 www.burningheart.com

**"B-Boy Document '99"**  
 performed by THE HIGH & MIGHTY FEATURING  
 MOS DEF & MAD SKILLZ  
 written by E. Meltzer, D. Lewis, D. Smith, M.  
 Berger, B. Baker, L. Quinn, J. Thomas  
 published by Eonic Verbal Tunes, 1972unes,  
 Budde Music, Inc. and Figs. D Music, Inc.  
 c/o The Bicycle Music Company (BMI)/  
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 Music (BMI) administered by EMI Music  
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 by Next Decade Entertainment, Inc.(p)

1999 Rawkus Entertainment  
 Courtesy of Rawkus Records  
 from the album Home Field Advantage  
 www.rawkus.com

**"Cyclone"**  
 performed by DUB PISTOLS  
 written by Jason O'Bryan, T.K. Lawrence,  
 Barry Ashworth & Tommy McCook  
 published by Bug Music Inc. o/b/o Lowtech  
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 written by Joseph Cape  
 published by Stokin' The Neighbors (ASCAP)  
 (P)1998 Fat Wreck Chords  
 courtesy of Fat Wreck Chords  
 from the album Let's Talk About Feelings  
 www.lagwagon.com; www.fatwreck.com

**"Subculture"**  
 performed by STYLES OF BEYOND  
 written by R. Maginn, T. Bastiir,  
 M.Safiyullah  
 published by Divine Lyric Creations (ASCAP)  
 (P)2000 Styles of Beyond  
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 Spytech Records www.spytechrecords.com

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**"Evil Eye"**  
 performed by FU MANCHU  
 written by Scott Hill, Brad Davis,  
 Brant Bjork, Bob Balch  
 published by Strolling Astronomer Music  
 (ASCAP)  
 (p) 1997 Mammoth Records  
 Courtesy of Mammoth Records  
 from the album The Action Is Go  
 www.fu-manchu.com; www.mammoth.com

**"Out With The Old"**  
 performed by ALLEY LIFE  
 FEATURING BLACKPLANET  
 written by M. Mitchell, M. Bass, J. Bass  
 published by Eight Mile Style (BMI)  
 (p) 1999 Alley Life  
 Courtesy of WEB Entertainment  
 from the album Alley Life  
 www.farmclub.com;  
 www.batmanagement.com

**"Five Lessons Learned"**  
 performed by SWINGIN' UTTERS  
 written by Koski/ Ausi Koski  
 published by Hamachi Music/ Majoda  
 Hubsko Music (ASCAP)  
 (p) 1998 Fat Wreck Chords  
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 www.fatwreck.com

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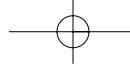
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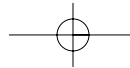


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