

# Disney's EXTREME SKATE ADVENTURE



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STORY**  
AND BEYOND!



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**INSTRUCTION BOOKLET**



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.**



**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.**

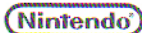


**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



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## Game Controls

Move Character	.↑, ↓, → or ←/Control Stick
Move Camera	.C Stick
Crouch/Ollie/Spine Transfer	.A Button
Perform Basic Tricks/ Speak to Another Character	.X Button
Perform Basic Tricks	.B Button
Perform Basic Tricks	.Y Button
Fast Spin	.L or R Button
Revert (coming down from pipe)	.L or R Button

## Basic Tricks

### Flip Tricks

*(while in the air)*

Flip 1	.....(No Direction) + Trick
Flip 2	.....↓ + Trick

### Grab Tricks

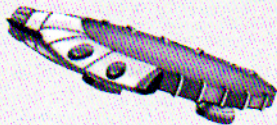
*(while in the air)*

Grab 1	.....↑ + Trick
Grab 2	.....← + Trick
Grab 3	.....→ + Trick

## Grinds

(Can only be executed on a grindable surface)

Grind 1	.....(No Direction) + Trick
Grind 2	.....↑ + Trick
Grind 3	.....→ + Trick
Grind 4	.....↓ + Trick
Grind 5	.....← + Trick



## Lip Tricks - Stalls/Inverts

(Approach Lip Perpendicularly)

Lip 1	.....(No Direction) + Trick
Lip 2	.....↑ + Trick
Lip 3	.....→ + Trick
Lip 4	.....↓ + Trick
Lip 5	.....← + Trick

## Manuels

(While skating on the ground)

Manual 1	.....(No Direction) + Trick
Manual 2	.....↑ + Trick
Manual 3	.....→ + Trick
Manual 4	.....↓ + Trick
Manual 5	.....← + Trick

## Special Tricks

Each character has three special tricks that you can earn throughout the game. Special tricks are not available when you start the game. For Disney and Disney/Pixar characters, find all 25 collectables on each level to unlock each character's special tricks. For all other characters, your special tricks will be unlocked by the first three sets of 25 collectables you find. Once you've unlocked a special trick, you'll be shown on screen what buttons to press to perform that trick.



# Controlling the Skater

## The Basic Controls

### **Crouching**

To make the skater crouch, press and hold the **A** Button. Crouching while skating around will give the skater more speed.

### **Ollie (or Jump)**

To make the skater ollie (or jump), press and release the **A** Button. The ollie can also be performed at the very top of a ramp to increase the height and/or distance (depending on the type of ramp) at which the skater travels.

### **Flip Tricks**

To make the skater perform a flip trick, the skater must first be in the air. Once in the air, press the trick button by itself or in combination with the  $\downarrow$  +Control Pad.

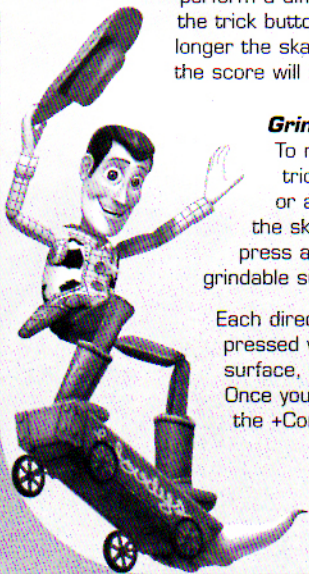
### **Grab Tricks**

To make the skater perform a grab trick, the skater must first be in the air. Once in the air, press the trick button in combination with  $\uparrow$ ,  $\rightarrow$  or  $\leftarrow$  on the +Control Pad. Each of these directions will perform a different grab trick. The longer you hold the trick button down during a grab trick, the longer the skater will perform that grab trick and the score will increase over the length of the grab.

### **Grind Tricks**

To make the skater perform a grind trick, the skater must be near a rail or a grindable surface in the level. First the skater must ollie (**A** Button) and then press a trick button when near the rail/grindable surface to perform a grind.

Each direction on the +Control Pad, when pressed with a trick button on a grindable surface, will perform a different grind trick. Once you are grinding, press  $\leftarrow$  and  $\rightarrow$  on the +Control Pad during a grind to balance.



### **Lip Tricks**

To make the skater perform a lip trick, skate straight up a ramp or quarterpipe and press the trick button with a direction on the +Control Pad at the lip (or top edge) of the ramp. Press  $\leftarrow$  and  $\rightarrow$  on the +Control Pad to balance.

### **Manuels**

To make the skater perform a "Manual," press a trick button by itself or along with a direction on the +Control Pad. Press  $\uparrow$  and  $\downarrow$  on the +Control Pad during a manual to balance.

### **Reverts**

To make a skater "Revert" when landing back down onto a ramp, press the **L** or **R** Button right as you hit the ramp surface from coming out of an aerial maneuver.

### **Spine Transfers**

To make the skater transfer over a "spine" (two quarter-pipe ramps placed back to back), press the **A** Button to launch off of one side of the "spine," and then press the **A** Button again to do the spine transfer.

### **Switch Stance**

To get into "switch" stance, press the **R** Button.

## The Pro Controls

### **Crouching**

To make the skater crouch, press and hold the **A** Button. Crouching while skating around will give the skater more speed.

### **Ollie (or Jump)**

To make the skater ollie (or jump), press and release the **A** Button. The ollie can also be performed at the very top of a ramp to increase the height and/or distance (depending on the type of ramp) at which the skater travels.



### **Grab Tricks**

To make the skater perform a grab trick, the skater must first be in the air. Once in the air, press the **X** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad will perform a different grab trick. The longer you hold the **X** Button down during a grab trick, the longer the skater will perform that grab trick and the score will increase over the length of the grab.

### **Flip Tricks**

To make the skater perform a flip trick, the skater must first be in the air. Once in the air, press the **B** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad will perform a different flip trick.

### **Grind Tricks**

To make the skater perform a grind trick, the skater must be near a rail or a grindable surface in the level. First the skater must ollie (**A** Button) and then press the **Y** Button when near the rail/grindable surface to perform a grind. Each direction on the +Control Pad, when pressed with the **Y** Button on a grindable surface, will perform a different grind trick. Once you're grinding, press ← and → on the +Control Pad to balance.

### **Lip Tricks**

To make the skater perform a lip trick, skate straight up a ramp or quarterpipe and press the **Y** Button with a directional button at the lip (or top edge) of the ramp. Press ← and → on the +Control Pad to balance.

### **Manuels**

To make the skater perform a "Manual," quickly press ↑ then ↓ or ↓ then ↑ on the +Control Pad. Press the **X** Button and a direction on the +Control Pad to perform different manuels. Press ↑ and ↓ on the +Control Pad during a manual to balance.

### **Reverts**

To make a skater "revert" when landing back down onto a ramp, press the **L** or **R** Button right as you hit the ramp surface from coming out of an aerial maneuver.

### **Spine Transfers**

To make the skater transfer over a "spine" (two quarter-pipe ramps placed back to back), press the **Z** Button when launching off of one side of the "spine."

### **Switch Stance**

To get into "switch" stance, press the **R** Button.

### **Control Tips**

- When the skater bails, tap the Nintendo GameCube™ Controller buttons repeatedly to get up faster.
- Special tricks have high point values. Expand your special tricks by finding all of your collectables.

### **Scoring Tips**

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using Reverts, Manuals and Spine Transfers. Manuals will keep your combo going across the ground. Reverts and Spine Transfers will keep your combo going from big air tricks off of ramps.
- During a combo (unless in Free Skate Mode), every time you repeat a trick, that trick's point value will decrease. To get a high score, you're going to have to think about your "line" and mix up the tricks that you perform.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Spinning while in the air performing tricks will net bigger scores. Press **L** and **R** Buttons to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Trick across gaps (the blue text transfers) to maximize your combos.

- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc. and use Revert to link them all together. Try spine transfers...you can link those in your combos too!
- If you fall or lose your balance during a combo and it turns red, you will not receive points for that combo.

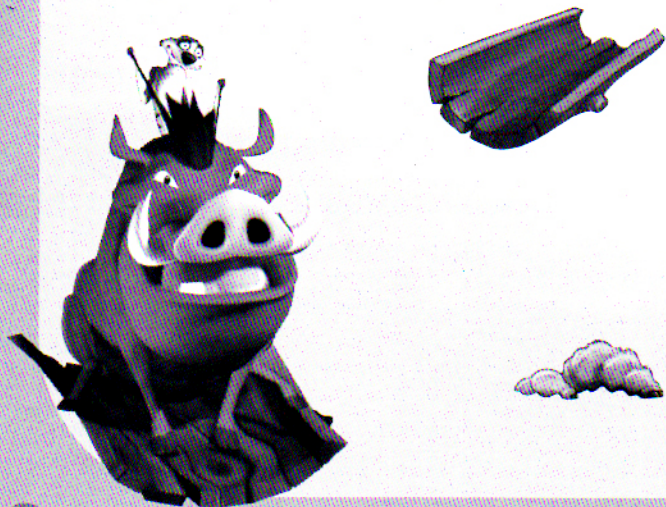
## The Special Meter and Special Tricks

As you score points in *Disney's Extreme Skate Adventure*, your Special Meter (the meter in the top left of the screen) will fill up. When the meter is glowing yellow, you will be able to perform special tricks that you normally cannot perform. The Special Meter increases as you perform tricks, so you will be able to bust some special tricks in the middle of your first combo.

Special tricks are performed using multiple direction presses on the +Control Pad with the corresponding face button. Try playing through Adventure Mode to earn your special tricks.

## Camera Control

You can use the C Stick to move the camera and check out what's around you when you're skating. Let go of the C Stick when you're finished and the camera will return to its default position.



## The Skate Stage

To make a menu selection, use the +Control Pad to move the cursor to your selection. Press the **A** Button to confirm your highlighted selection.



If you want to play a single player game, select either Play Game or Free Skate from the menu. For a two player game, select 2 Player. You must have two Controllers connected to the Nintendo GameCube™ before selecting 2 Player. You may also choose Load Game, Save Game or enter the Options menu from here.

Two player games can either be played one player at a time or both players can play simultaneously in split screen.

## Select a Character

There are two types of characters you can select from the Skate Stage: movie characters and kid characters.

### Movie Characters

There are 12 movie characters from Disney/Pixar's *Toy Story 2*, Disney's *The Lion King* and Disney's *Tarzan*. Not all movie characters are available at the beginning of the game. As you score points and complete goals, additional movie characters will become available. Also, each movie character can only skate in their own movie levels. For example, Woody and Buzz Lightyear can only skate in the *Toy Story 2* levels.

*Note: See Levels on page 18 for level descriptions and Characters on page 22 for character descriptions.*

Start by selecting the character you want to play using the +Control Pad to scroll through the available characters. When the character you want is on the stage, press the **A** Button to confirm your selection.

### Kid Characters

You have three options to choose from if you want to play as a kid character. If you choose to play as a kid character, you'll begin the game in Olliewood, the real world level. From Olliewood, you'll have to find the magic portals to enter the movie levels.

*Note: See Levels on page 18 for level descriptions.*

- **Choosing a boy or girl kid character:** Choose Ryan or Mallie Ann from the Skate Stage. The Kid Skater menu will appear. Press the **A** Button to play a game. You'll go directly into Olliewood, the real world level of the game.
- **Creating a skater from scratch:** Choose Ryan or Mallie Ann from the Skate Stage. Once the Kid Skater menu appears, use the  $\uparrow/\downarrow$  on the +Control Pad to select Create-A-Skaters. Press the **A** Button to confirm your selection. A list of Create-A-Skater characters will appear. If you haven't created a skater before, the slots will be empty. Select an empty slot to create a skater and use  $\uparrow/\downarrow$  on the +Control Pad to select a boy or girl. Next you'll go to the Edit Kid menu. Use  $\uparrow/\downarrow$  on the +Control Pad to scroll through items to customize. You can choose the skater's name, appearance, outfit and equipment. Use your **A** Button to select an item to customize. Continue using  $\uparrow/\downarrow$  on the +Control Pad to scroll through the menu and the **A** Button to confirm your choice. When you're finished, select Done to go to the Kid Skater menu. Select **Play Game** to be taken directly into Olliewood, the real world level of the game. You can also edit your skater by selecting **Edit Skater** from the Kid Skater menu.
- **Extreme Skate Crew members:** There are 10 Extreme Skate Crew members to choose from. Ryan and Mallie Ann are the Superstars and can be selected directly from the Skate Stage. To play as one of the other Extreme Skate Crew members, choose Extreme Skate Crew from the Kid Skater menu. Use the +Control Pad to choose an Extreme Skate Crew member. The other members are Andrew, Hayden, Jonathon, Lauren, Matthew, Miles, Rachel and Sam. Select a crew member's name and press the **A** Button to confirm your selection. Once you've returned to the Kid Skater menu, select Play Game to be taken directly into Olliewood, the real world level of the game. Extreme Skate Crew members cannot be altered.

## Select a Level

Once you've selected a character, you can choose from the levels open to that character. Each character starts the game with only one level open to play. If you're playing as movie characters, unlock the remaining movie levels for that character by scoring points and completing goals. Each movie character can only skate in their own movie levels. If you're playing as a kid character, you'll have to begin the game in Olliewood, the real world level.

While skating in Olliewood, find the magic portals to hop from the real world into the movie worlds. Kid characters can skate in all three movie worlds by entering through the magic portals in Olliewood.

## Play Game

Select Play Game to start playing the game. Once you're playing, press **START** to bring up the Pause menu where you can view the level goals, change the level that you're playing, save your game and go to the Options menu.

## Edit Skater

Select Edit Skater to go to the Create-A-Skater's bedroom and edit the boy or girl skater you've been playing. You'll get to select the name, look, clothing and skate stuff to set up your own individual character.

## Create-A-Skaters

Select Create-A-Skaters to create your character from scratch. You can choose a boy character or a girl character. Select your character's outfit and gear. Then skate in the real world, Olliewood. Find the magic portals to hop from the real world to the movie worlds. You may create up to six unique skaters.

## Extreme Skate Crew

Select Extreme Skate Crew to meet the real kids that were chosen to be a part of *Disney's Extreme Skate Adventure*. Choose to skate as Ryan, Mallie Ann, Andrew, Hayden, Jonathon, Lauren, Matthew, Miles, Rachel or Sam.

## Back

Select **Back** to go back to the previous menu.



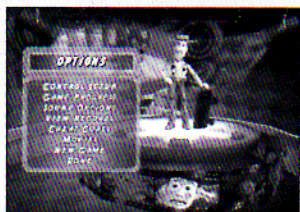


## Options Menu

Select **Options** and press the **A** Button to go to the Options menu.

### Control Setup

Select **Controls** to go to the Controller Configuration menu for each player. Turn Rumble, choose Basic or Pro controls and 180° spin taps on or off. Select **Done** when you're finished to go back to the previous menu.



### Game Progress

Select **Game Progress** to see how you're doing so far at completing the level goals.

### Sound Options

Select **Sound Options** to change the volume for the sound effects and music. You can select how you want the music to play, edit and view the music playlist and skip tracks.

### View Records

Select **View Records** to see the best scores for each level.

### Cheat Codes

Select **Cheat Codes** if you want to input a code that'll make the game a little easier. Use the +Control Pad to select the cheat characters. Select **Done** when you're finished to start playing with your cheat enabled.

### Movies

Select **Movies** to view the movies that you have unlocked throughout the game.

### New Game

Select **New Game** to reset the game to its original state. Just like when you first played it.

### Done

Select **Done** to go back to the previous menu.

## Single Player Games

### Adventure Mode

Adventure mode takes you on a trip through the levels one by one. You can save your progress and then go back and restart your adventure from where you left off. Adventure Mode is the way you'll get to meet all of the non-playable movie characters.

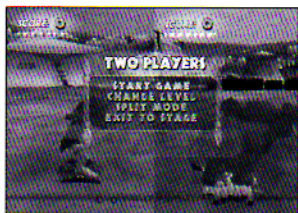


### Free Skate

Free Skate lets you try all available levels with all available skaters. You can find out if one skater does certain tricks better on some levels and get a good feel for how the different skaters move.

## Two Player Games

If you want to play a two player game, select **Two Player** from the Skate Stage. You must have two Controllers connected to the Nintendo GameCube™ before selecting Two Player. Select **Start Game** to play a two player game.



### H-O-R-S-E

In this one-on-one best trick contest, combine tricks to score points. Then your opponent will get a chance to try to beat your score. If not, they get a letter. First one to get all the letters of H-O-R-S-E loses.

## King of the Hill – Split Screen

King of the Hill is a game where the person who holds the crown the selected amount of time wins. In this game, you and your opponent agree on a time limit. The player to hold the crown for that much time wins. You get the crown by finding it. Once one player has the crown, the other player needs to skate into him or her to take it away.

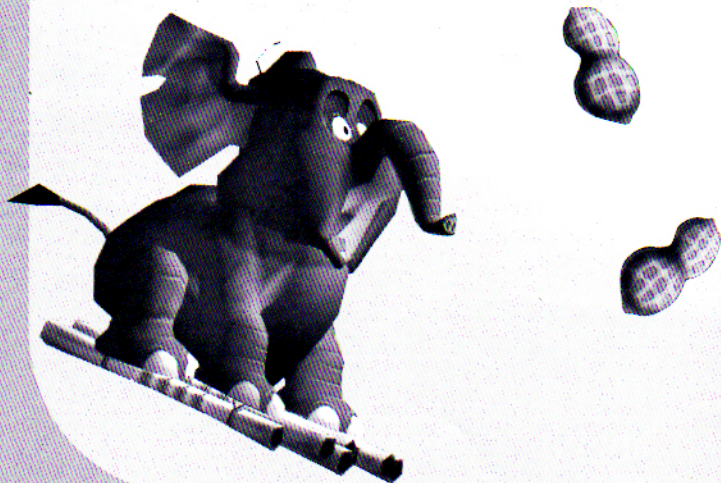
## Score Challenge – Split Screen

Select Score Challenge to pit yourself against your opponent in an all-out contest to see who can get the most points. Combo tricks will rack up your points fast!

## Saving and Loading

To save a game, you'll need at least 9 blocks of free space available on your Nintendo GameCube™ Memory Card.

Select **Save Game** to save your game. Use the +Control Pad to name your game. To load a previously saved game, select **Load Game** from the Skate Stage then select the saved game file you want to play.



## The Worlds

### Disney/Pixar's Toy Story 2

The Toy Story 2 world is a place where, once people leave, the toys come out to play. There's plenty of excitement and fun as the toys take off on skate adventures when their owner, Andy, is away. There's a variety of levels to entertain you and lots of familiar toy friends to help you as you play.

### Disney's The Lion King

Pride Rock is the legendary center of life on the savannah. Lions sun themselves while overseeing their domain. There are miles of grass and trees with watering holes to quench summer thirst. The Pride Rock area is bordered by natural barriers: the northwest is blocked by a ravine, the northeast is blocked by impassable jungle and the south is blocked by stone cliffs.

### Disney's Tarzan™

Under the jungle canopy, life and adventure abounds. The jungle is home to countless animals and plants, with a few humans here and there. Sunlight filters down through the leaves above. Birds call to each other with animals rustling through the tangle below.

### Olliewood

Olliewood, the real world level, is where you can skate as your own personal Create-A-Skater kid. You can also grind as one of the Extreme Skate Crew members. Olliewood is just like towns all over. There are places to eat, places to shop and places to play. As you explore Olliewood, find the magic portals that will transport your skater into the movie worlds.



## The Levels

When you start playing, there will be only one level available in each of the worlds and two skaters available for each world. Open up new levels and get more skaters to play by successfully completing each level's goals.

### Disney/Pixar's Toy Story 2

#### Andy's Room

Andy's toy-filled bedroom is a great place to skate. Use the racecar track to get onto the desk and then skate into the bathroom, where you can catch big air. Where in the WORLD could Wheezy's squeaker be? Take a trip around the globe and help him find it or help some of The Green Army Men get out of Andy's trunk.



Try grinding the toy box edges and the ramps on its ends. Track sections are great for a ramp or a grind. Lined up dominoes and boxes make grind lines and a pile of books work as a funbox. In the bathroom, the sink, tub, toilet and towel racks act as bowls, halfpipes and grind rails.

#### Pizza Planet

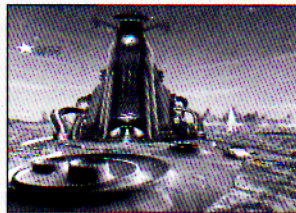
Pizza Planet is closed after a busy day. There's trash everywhere, creating a cardboard obstacle course. The arcade games are off for now, but you should do something about that. Help the Aliens turn on the "all-powerful claw" or find their way to their frozen sleep chambers.



The Pizza Planet has sci-fi styling with strange curves on the walls that make quarterpipes. The Mission Control Tower forms a set of cylindrical quarterpipes. Pizza take-out boxes can be used as ramps. The twisting power cords in the arcade are great for grinding. You may even be able to get up onto some of the tables.

### Zurg's World, Xrghthung!

The caves and craters of Zurg's distant planet, Xrghthung, help Zurg hide in his high tech evil fortress. Skate around on the moon-like surface, tricking off craters and riding the walls of the canyons. Find your way into Zurg's fortress, but watch out for his automated defense system. Use transporters to get around once you're inside his fortress and make your way to the Spacecraft Sector. Skitch behind a UFO as it takes off and get amazing air and distance.



The landscape of Xrghthung provides craters of many sizes as pools and quarterpipes. You can grind on the sharp rock ridges and strange crystal extrusions, as well as the metallic pipes in the ground. Inside Zurg's fortress are metal beams and mesh floors for ramps and grind surfaces.

### Disney's Tarzan™

#### Jungle Tree House

There are many wondrous places in the jungle for a young boy to explore. Yet, when he looks back on his childhood, the place Tarzan remembers the most is an incredible tree house he discovered with his friends Terk and Tantor. They found all sorts of weird things there that they'd never seen in the jungle before. It would be many years before Tarzan would learn that these things were all part of the human world—a world he once belonged to and would soon discover again.

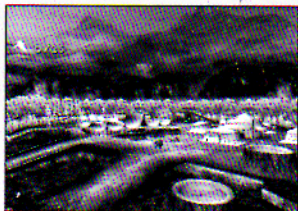


Now you can skate as Tarzan or one of his friends in this leafy green world. Explore all the way up to the top of the tree house or skate around on the jungle floor. Stop and talk to Kerchak or Kala and even a few strange humans. Then, complete goals for them to unlock new levels of adventure.

The edges of the tree house decks form quarterpipes, and wood beams and raised planks create jump ramps. You can even grind on the wooden rails and the ropy vines entwined around trees.

### **Human Camp**

Trekking into the African jungle on a scientific exploration requires all sorts of equipment and tools, and Professor Porter and Clayton have set them all up in their camp. Jane soon discovers that this makes a great place to try some tricks. If you can make it through all the obstacles and twisted vines on the jungle pass, you'll be rewarded with a breathtaking view of the falls. Then, help an elephant get a meal or have some fun smashing the human objects that are lying around. Just be careful not to wake up Clayton.



Very unwisely, Clayton and his henchman chopped down a stand of ancient trees to clear land for the Human Camp. They've left logs and stacks of wood laying around that you can grind along, and tree stumps provide ramps and quarterpipes. Back in the camp, you can grind along tent ropes, invert on the bent roots and use the sides of tents as quarterpipes. Then, at the edge of the camp, grind along jungle roots and try to come down the huge zigzag tree without bailing.

### **Clayton's Ship**

Clayton's great ship has set sail, and there's a captured family of gorillas on board. These bad guys need a taste of their own medicine, and you're just the jungle skater to do it. Knock Clayton's Henchmen into the sea and help save the gorilla family by freeing them from their cages.



Many parts of the ship are grindable: railings, spars, gangplank and even the anchor chain. The structure leading up to the second deck and the bilge bowls below decks make great half-pipes. Grind high above the ship from the crow's nest to the smoke stack, just be careful not to fall in, or you might end up in the engine room.

## **Disney's The Lion King**

### **Pride Rock**

Bust tricks all over Pride Rock and the surrounding savannah. You'll see lions—some nice, some not so nice. The hot African sun shines down on this flatland skater's paradise. Skate to the top of Pride Rock and unplug the ancient spring that Scar has clogged up or chase Scar away and catch a glimpse of the savannah below you while you're at it.



The contours of Pride Rock provide edges to grind, half and full pipes, gaps—the works. The grasslands provide the bowls, pools and mounds.

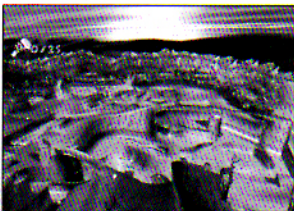


### **Elephant Graveyard**

This is an eerie place full of ancient bones that has hyenas on the loose. The rocky terrain and giant elephant bones create a fantastic place to skate. Free Zazu from a cage of bones and entertain some wise old elephant spirits

while you're at it. You may have to scare away some hyenas by dunking them in some hot lava pits.

Elephant bones create grinds, halfpipes, tubes and slides. The contours of the craters and pools within the bone mound form lips, halfpipes and edges.



### **Scar's Canyon**

This huge ravine and nearby sandy desert are rough and dangerous terrain with cliffs, arches and dunes making excellent opportunities for big air, lip tricks and grinds. Simba and his friends must face some of their toughest

skating challenges in order to chase off Scar's hyena guards and then defeat him once and for all in a race for control of

the Pride Lands. Help Zazu by herding his wildebeest friends back to the watering hole or complete the grinds of Strength, Courage and Skill to really show off your stuff.

The grasslands form bowls, lips and halfpipes. The ravines form all sizes of halfpipes, full pipes, bowls, grinds, gaps—the works! The dunes form huge halfpipes and bowls.

## Olliewood

This is a giant real world level with a movie theater, grocery store, skatepark and everything else you need to grind fast and get some big air. Skate around and maybe you can find magic portals that transport you into the Disney worlds. Olliewood has goals and collectables that rack up big points.



## Characters

### Disney/Pixar's Toy Story 2 Characters

#### Buzz Lightyear

As an intergalactic hero, Buzz is always looking for adventure. Using a hoverboard and high tech gadgetry, Buzz can perform lots of aerial maneuvers.

**Board** – Hoverboard  
**Personal Collectible** –  
Buzz Lightyear Powercell



#### Woody

The gangly cowboy is a good-natured hero and a good skater, too. Woody's balance may be limited but his sense of style isn't when he pulls off one of his slick, special cowboy moves.

**Board** – Round-up Wagon  
**Personal Collectible** – Sheriff's Badge



#### Jessie

A spunky and spirited cowgirl, Jessie is one of Woody's best friends. Her tricks really show off her cowgirl roots.

**Board** – Red Rover Classic  
**Personal Collectible** –  
Old Cowboy Boot



#### Zurg

Zurg is the evil nemesis of Buzz Lightyear. Like Buzz, Zurg is outfitted with powerful, space-age technology that allows him to perform gravity-defying tricks with ease.

**Board** – Gravsled of Evil  
**Personal Collectible** – Ray Gun

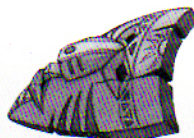


### Disney's Tarzan Characters

#### Young Tarzan

Raised by apes, Young Tarzan has spent his whole life in the jungle. His outstanding athletic ability allows him to execute the most dangerous of maneuvers with ease.

**Board** – Jungle Mask  
**Personal Collectible** –  
Spearhead



### Young Jane

The adventurous daughter of Professor Porter has an inquisitive personality and a pure heart. Her tricks show that while she may be from the "civilized" world, she's definitely not afraid to have fun and take chances.

**Board** – Victorian Mirror  
**Personal Collectible** – Sketchbook



### Young Terk

Tarzan's energetic gorilla buddy is a sarcastic tomboy and true friend who's always willing to stick up for Tarzan. Balance is by far her greatest attribute, and she uses it to perform some circus-like special moves.

**Board** – Frying pan stolen from Human Camp  
**Personal Collectible** – Bananas



### Young Tantor

Even though he doesn't like high speeds, Young Tantor has decided to join his friends on this skating adventure. Because he's so heavy, Tantor can get moving pretty fast, but the bigger they are, the harder they fall and he's got an unusually high center of gravity.

**Board** – Sturdy Bamboo Raft  
**Personal Collectible** – Giant Jungle Peanut



## Disney's The Lion King Characters

### Young Simba

A brave youngster with big shoes to fill, Simba is the son of King Mufasa and will one day be king himself. His royal pedigree doesn't stop him from being playful and mischievous.

**Board** – Zulu Lion Shield  
**Personal Collectible** – Zebra Haunch



### Rafiki

Rafiki is a mandrill baboon who serves as the tribal shaman of Pride Rock. He is the wise protector of Young Simba and can command mystic forces. More enlightened than the other skaters, Rafiki finds time to embrace his spiritual side while riding a board.

**Board** – Mystic Boneboard  
**Personal Collectible** – Spirit Guides



### **Pumbaa & Timon**

This comedic warthog and meerkat duo skate as one. Their special moves are more about having fun and making themselves at home than impressing anybody.

**Board** – Sheet of Bark  
**Personal Collectible** – Tasty grubs!



### **Young Nala**

Every bit as rambunctious as Simba, she's ready to go wherever he goes and do whatever he does. Her special moves show both her playful and serious sides.

**Board** – Turtle Buddy  
**Personal Collectible** – Giraffe Haunch



## **Create-A-Skaters**

To create your own skater select Create-A-Skaters from the skate stage. You can outfit your skater, choosing a unique look, clothing style and skate equipment. Create up to six skaters.



### **Edit Skater Menu**

The Edit Skater menu is where you select the stats you want to personalize.

**Name** – Name your skater. Use the +Control Pad to select the letters and click **Done** when you're finished.

**Head Options** – Decide on the face of your skater as well as hair, glasses, face paint, hats and helmets.

**Torso Options** – Select the clothes for your skater and upper body protection equipment.

**Leg Options** – Select pants, shoes and socks for your skater.

**Scale Options** – Highlight body parts and proportion them as you wish.

**Board Options** – Pick the board you want and choose the styling.

**Create New** – Create a brand new skater from scratch (any changes you've made will be erased if you haven't saved them).

*Note: Activision Customer Support cannot troubleshoot user-made skaters.*

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"Play Like Us"  
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Written by Lil' Romeo  
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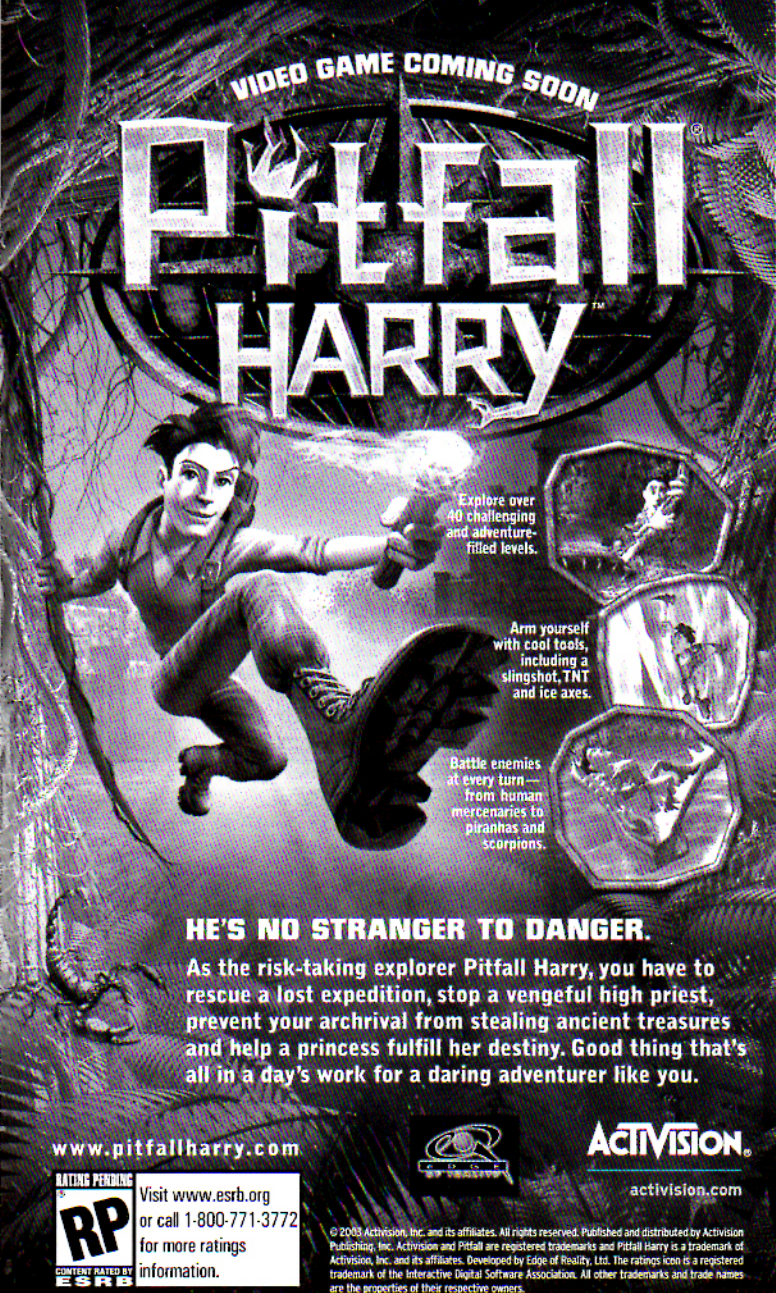
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**i skate around  
the corner...  
i see the place  
that  
satisfies  
my hunger**



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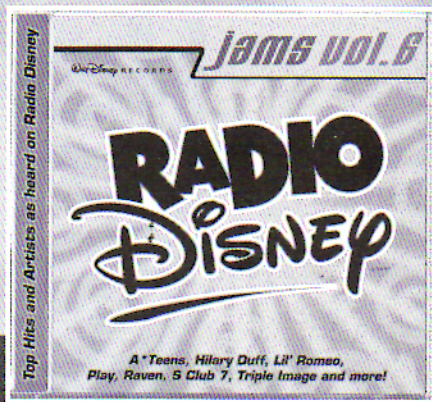
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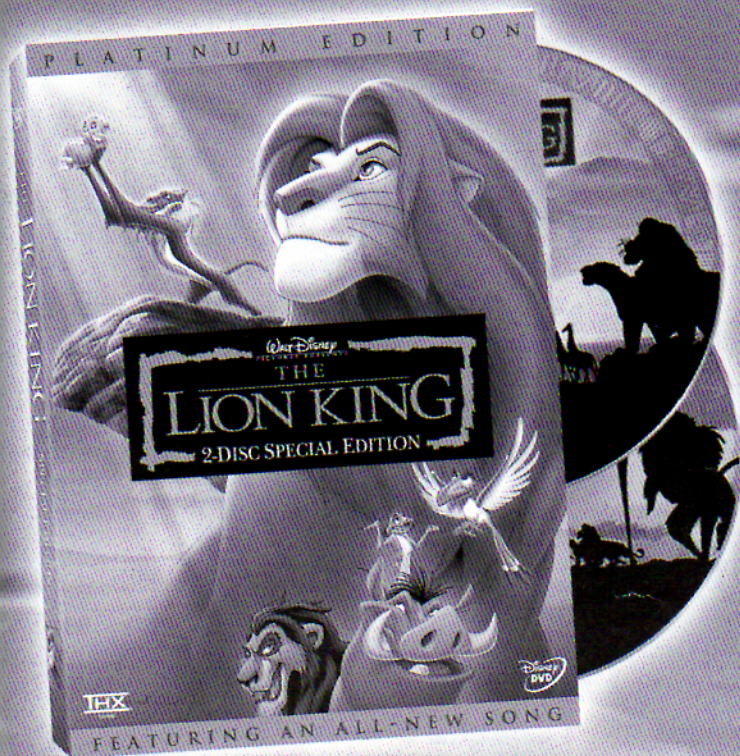
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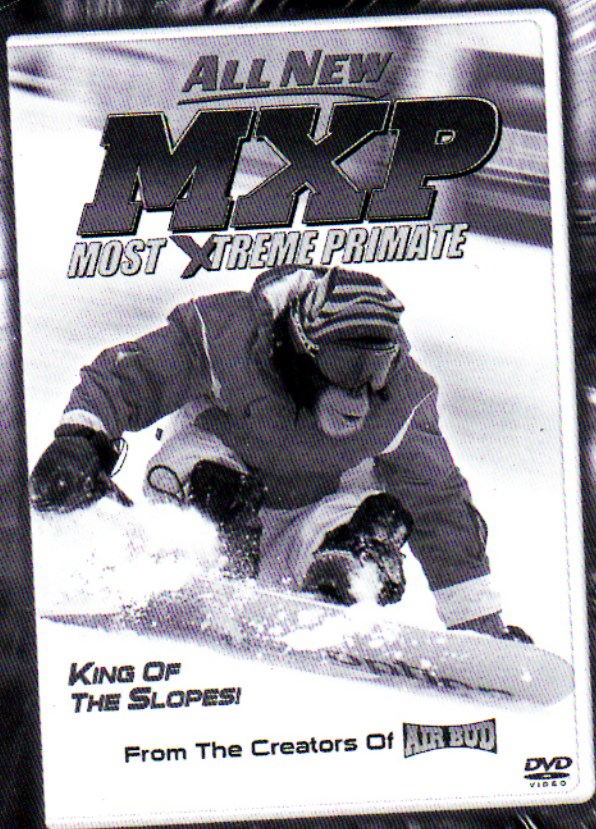
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