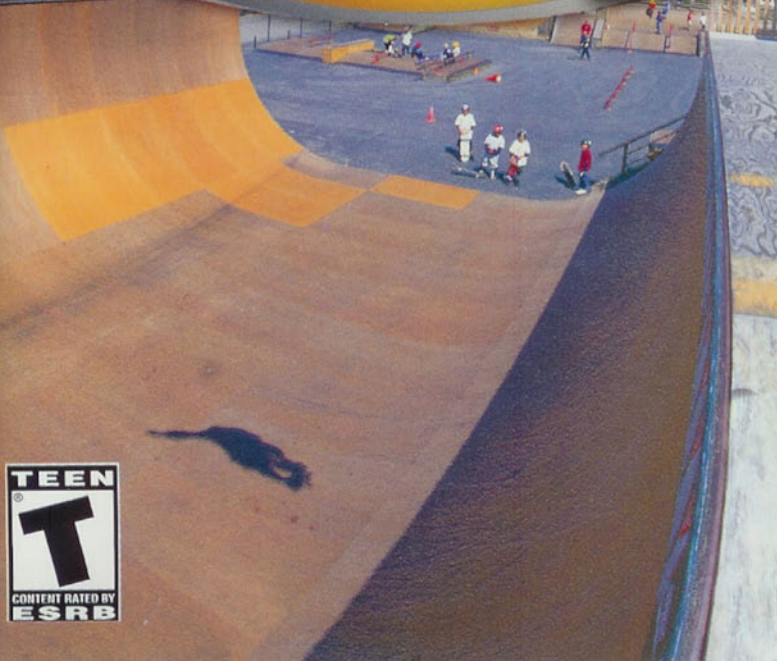
http://www.replacementdocs.com

TONY HAWK'S PRO SKATER 3



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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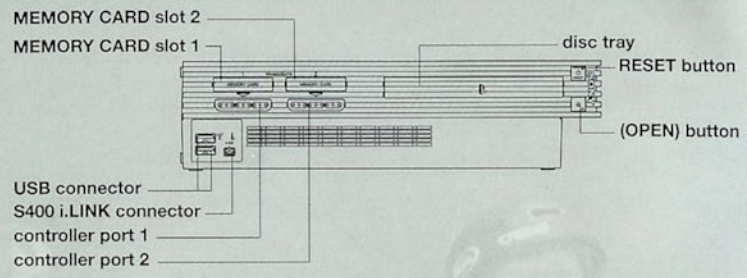
Activision advocates the use of protective gear, including helmets and pads, by amateur athletes when skating. Be safe.

CHECK OUT THE PLAYABLE DEMO FOR SHAUN PALMER'S PRO SNOWBOARDER™! DETAILS ARE ON PAGE 25.

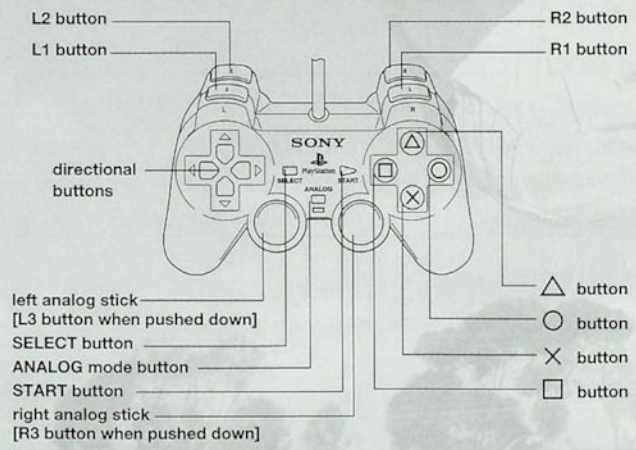
STARTUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Tony Hawk's Pro Skater™ 3 disc on the disc tray with the label pointing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

THE CONTROLLERS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the directional buttons Up/Down to navigate the menu options. Highlight the desired option and press the ⊗ button to accept. To select a menu option, follow the on-screen button prompts and press the ⊗ button to accept and the △ button to go back to navigate through the menu options.

Tony Hawk's Pro Skater™ 3 supports the DUALSHOCK™2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

> ***Tip:***
> You can use the right analog stick to move the camera and check out what's around you when you're skating. If you find an angle you really like, you can push down on the stick [the R3 button] and lock the camera into place. Pressing the stick down again will release the camera back to the default position.

GAMEPLAY CONTROLS

basic controls

- **Ollie** – Hold down the ⊗ button to crouch, release it to jump. The longer you crouch, the higher you will ollie.
- **Nollie** – Tap the L2 button to get into position then hit the ⊗ button to nollie.
- **Wallride** – Press and hold down the △ button when you're in the air near a wall, sign, building, etc.
- **Manuals** – Tap Up-Down or Down-Up (nose manual) on the directional buttons when skating or landing. The Up and Down directional buttons must then be used to balance.
- **No Comply** – Tap Up on the directional buttons and release the ⊗ button.
- **Boneless/Fastplant/Beanplant** – Tap Up-Up on the directional buttons and release the ⊗ button.
- **To Revert** – Press the R2 or L2 buttons when landing from big air. You can continue your combo with a revert.
- When you bail, hit the controller buttons repeatedly to get up faster.

trick controls

- When in the air, tap the ▢ or ◎ buttons while pressing any directional button.
- **Flip Tricks** – ▢ button. To perform flip tricks, catch air and press the ▢ button + any of the directional buttons.
  Example: ▢ + the Left directional button performs a kickflip.
- **Grab Tricks** – ◎ button. To perform a grab trick, catch air and press the ◎ button + any of the directional buttons.
  Example: ◎ + the Left directional button performs a melon.

NOTE: Holding the ◎ button longer will tweak the grab trick for more points. Pressing different directional buttons + the ◎ button will perform different grab tricks.

NOTE: Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Tricks menu.

grind controls

To do a basic grind, press and hold the △ button when in the air near a rail, edge or lip.

- **50-50** – When parallel to rail press and hold the △ button.
- **Nosegrind** – Up on the directional button + the △ button.
- **5-0** – Down on the directional button + the △ button.
- **Boardslide/Lipslide** – Rotate board perpendicular to rail and press the △ button.
- **Noseslide/Tailslide** – Press Left or Right on the directional button + the △ button. Rotate the part of the board you want to slide on into the rail.
- **Smith/Feeble** – Press diagonally Down on the directional button + the △ button.
- **Crooked/Overcrook** – Press diagonally Up on the directional button + the △ button.
- **Nosebluntslide** – Tap Up-Up on the directional button + the △ button.
- **Bluntslide** – Tap Down-Down on the directional button + the △ button.

lip tricks

To perform a lip trick, skate straight up a ramp or quarterpipe, and at the lip of the ramp press the △ button + a direction on the directional buttons. Up and Down on the directional buttons must then be used to balance the lip trick.

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

hidden combos

Look for hidden combos by trying different button combinations while doing standard tricks. For example holding Left and pressing □ + □ button will do a double kickflip.

special tricks

Start with a few special tricks and expand your trick list as your career progresses.

scoring tips

Every time you repeat a trick during a run, that trick's point value will decrease. To get a top score, you're going to have to think about your "line" and mix up your tricks.

- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Big spins (540, 720) will net bigger scores. Use the R1/L1 buttons to spin faster.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Use reverts to keep your combo going from big air tricks off ramps.
- Switch tricks are worth more and devalue separately from regular tricks.
- Nollie tricks score more points.
- Trick across gaps (the blue text) to maximize combos

- Look for hidden combos to find new tricks.
- You can combo every type of trick – lip tricks, manuals, vert tricks, grinds, etc. in Tony Hawk's Pro Skater™ 3 – and use Revert to link them all together.

> ***Tip:***
> The Special Meter. Score points to fill up your Special Meter. When it's glowing yellow, your adrenaline's pumping and you'll be able to perform your special tricks. In Tony Hawk's Pro Skater™ 3, the Special Bar increases in real time, so you'll be able to bust specials in the middle of your first combo.

MAIN MENU

Choose from the following options to begin play. Pressing Up/Down on the directional buttons, choose the type of game you want to play. Press the ⊗ button to start the game. Two controllers must be plugged into the PlayStation®2 to play in the two-player mode.

SINGLE-PLAYER MODES

career mode

You're a professional skater now, and pros tour the world's top skate spots looking to improve their skills and gain exposure. Complete the goals in each level to advance to the next, and to earn your way into the elite competitions. Increase your stats and learn new tricks as you go. And remember: you're not going on vacation until you beat all eight levels....

> ***Tip:***
> Some of the goals and bonus icon locations will change for each of the pro skaters. Try to clear the game with all 13 pros!

single session

Choose a single level and skate all-out in a two-minute session in an effort to set high scores and new records. Only one level is opened at first, The Foundry. As you complete your goals in Career Mode, you earn access to other levels. Just like real life.

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.

save
To save a game and one custom skater, you'll need at least 87K of free space available on your Memory Card (8MB) (for PlayStation®2). To check your free memory and/or delete existing games, use the PlayStation®2 Internal Memory Card Manager.

tutorial
Whether you're new to Tony Hawk's Pro Skater™, or a cagey veteran, visit the tutorials to get tips from the man himself – Tony Hawk. Tony will walk you through a series of lessons, teaching you all about the basics of controlling your skater, and offering some advanced tips along the way.

MULTIPLAYER MODES

network play

Hook your PlayStation®2 to the Internet or a Local Area Network (LAN), and play up to four-player games simultaneously. If you've got Internet access and either a modem or Ethernet adaptor, you can challenge skaters across the country.

NOTE: If you don't have Internet access, you can always play in Two-Player split-screen.

2-player
Hook two controllers up and you can play against a friend in split-screen action.

graffiti
Set your own time limit then push the limits to see who can nail the most tricks. Obstacles are "Tagged" with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object. The player who tags the most objects wins.

trick attack
Trick Attack is a free-for-all to see who can skate the best lines and rack up the most points within the given time limit. You can run into opponents and rub their little faces into the terrain – and this time you'll score more points for the insult.

horse
How do you spell defeat? "H.O.R.S.E." (or the word of your choice – keep it respectable) 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.

NOTE: The Horse game option is only available in 2-Player mode.

slap!
This one's easy to explain – he who slaps the most, wins. When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slap smacking those other skaters around!

king of the hill
There's a crown out there somewhere, and the first player to find it becomes King. While you're King, there will be a crown above your head, and your score – in time – will start counting up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins.

> **Tip:**
> Follow the arrow displayed at the top of the screen to locate the crown.

free skate
Keep it real with two players in a no-time, no-score, and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

NOTE: By default, all online games start out in Free Skate mode.

THE GAME LEVELS

level 1: foundry
When you are not dropping in and meltin' some steel, take a tour of this wonderful foundry, complete with big rails, lofty ramps, and hydraulic presses. This is the perfect place to practice some moves and get your basic skills ready for the next level.

level 2: canada
The Great White North. Check out the amazing mining rail system or try to get to the top of the mountain - it's cold up there! Also, take some time checking out the skatepark, and show off for your Canadian buddies.

level 3: rio [career contest 1 – "Quiksilver Rio Ruckus"]
With its incredible views and precision skating, Rio de Janeiro offers some of the best lines in the business. Take a tour around telephone cable or spend time on the ramps. Anyway you skate it, Rio is always a blast.

level 4: suburbia

Did someone say Ice Cream? Explore the neighborhood! Hit the rooftop ledge grinds, thrash the trailer park vert ramps, and find your way into the haunted house in an effort to advance in your career as a pro skater. Who knows, if you are good enough, you may own one of these houses some day.

level 5: airport

Remember to get there early, because there is plenty of skating to do! Escalators aren't just for walking any more. Waiting for your baggage is more fun than ever.

level 6: skater's island [career contest 2 – "King of the Coast Jam"]

True to it's name, this place is definitely an island all it's own. Here you will find the famous mini ramp snake run and huge vert ramp. Don't forget the street course and lovely beams at the top, they are perfect for everyday grinding or trying to work out that one amazing run.

level 7: los angeles

The place where dreams are made and everyone's a star. This level offers only the best Los Angeles skate locations, complete with traffic, and an earthquake. Remember to look both ways before you cross the street!

level 8: tokyo [career contest 3 – "Mega Mecha Mayhem"]

Downtown Tokyo, the lights, the shops, the...skating! Skate around this area of town with the best of them. But remember, practice makes perfect, riders don't come to this competition level to mess around. Bring your best tricks and practice your biggest lines because the big boys (and girls) are in town.

THE PROS

Tony Hawk's Pro Skater™ 3 reads like the Who's Who of professional skateboarding. For rider's skill ratings, check the game or online at: www.thps3.com.

tony hawk

Depending on whose home you were checking, Tony Hawk's been a household name for over twenty years. But it's really his last half-decade of contest winning and 900 spinning that have tattooed HAWK on the foreheads of our youth. A trailblazer in the effort to bring skateboarding to the ends of the world, Tony has become an icon for a generation of kids sorely needing one. Through the invention of countless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly-moving self, Tony Hawk soars.

steve caballero

One of a select few, this "Godfather of Modern Skateboarding", helped define just what it means to be a professional skateboarder, pioneering this modern era of technical skating with innovations like his namesake fakie ollie 360 – the Caballerial. With the energy of a teenager and the sophistication of a man who has made his own way, Cab is a year-round skater who teaches by example. He rides every terrain – street, vert, and parks – with the skill and passion of a master.

kareem campbell

An ideal combination of both East and West coast sensibilities, Kareem Campbell is not a bridge joining an equal-but-opposing geo-cultural issue, he's just an authentic skater. Born and raised in real cities, his skate-life come-up led Kareem to develop an urban foundation to his skateboarding. Not by design, but rather out of necessity, his metro-style is a well-honed version of what the rest of the world's street dwellers hope to someday attain: smart, real, and smoothed out – without the R&B.

rune glifberg

An O.G. Dane enduring the climes of sunny So.Cal, Rune Glifberg's been known to phone home using ubiquitous digital technology. His extra-terrestrial power-style has led him to the podium of many a vert contest, but he's surprisingly well versed in all of the undisciplined disciplines of modern skating – parks, pools, streets, and, of course, whatever. Pinching bits and pieces of experience from all terrain has made Rune one of the most versatile skaters of the day. Rune has shown that street, vert, or otherwise, it is possible to be at home no matter where one may be in the world.

eric koston

The clean-bean ideal of an Everyskater, Eric Koston has quietly become skateboarding's most influential front-row cheerleader for the Los Angeles Lakers. Tirelessly supporting his home team to a dominating NBA Championship two-peat, Eric has also managed to evolve his smooth, consistent, and innovative skateboard skills to the point that young fans everywhere are abandoning their dreams of crossovers and three pointers in hopes of someday nailing fifteen-stair backside noseblunt slides, "Just like Koston".

bucky lasek

Bucky Lasek is an excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeded to destroy any sitcom sidekick preconceptions by cranking out his own style of beyond-the-boundaries vert skating. Bucky caries along with him a weighty satchel of trickiness that includes above-the-lip flips and twists and a laundry list of tech coping sorcery.

bam margera

Bam Margera is both lightning bolt and lightning rod – snapping necks with his unrestrained Pennsylvania-grown skate style, and harnessing the energy of his own massive discharge by video taping literally every waking moment of his practical-joker lifestyle. For skaters, he's a hilariously talented breath of fresh air in the form of seriously non-serious, and for the rest of the planet who knows him simply as "The jackass who skates," he's the bad example that everyone wants to follow. Perfectly shocking.

rodney mullen

Rodney Mullen birthed today's street tech. Period. An icon among idols, he's the man who freestyled many of the moves today's freshest pros use as a foundation for their own progressive skating. Flat ground ollies, 360 flips, and ollie impossibles were all made manifest by the critical thought and problem solving of this tenured Prof. of skateboard conceptualism.

chad muska

With a nod to the past manifested in Muska Style, be it his deck designs or his daring 'dos, this heroic skater proudly represents today's new breed of renaissance professional skateboarders. This customized sled shredder is known not only for his breathtaking leaps and bounds on board, but his other-level self promotion – demoing, music making, and palm pressing like the tireless public figure he's built himself into. Still, Muska has and always will be respected for fearlessly testing the physical bounds of real-deal street skating with the best very of them.

andrew reynolds

Bringing a precise lank and stomp to the sometimes flailing world of big-drop street skating, Andrew Reynolds' It's-Hammer-Time tendencies are powered by his willingness to throw his six-foot frame from heights that make limping crybabies out of lesser men. Powered by invisible springs and kept upright with hidden gyroscopes, Reynolds represents skateboarding's ultimate fighting machine – declassified and unleashed on the planet in hopes of keeping our streets free of ticky-tack mediocrity.

geoff rowley

An explosion of over-the-top activity has elevated Geoff Rowley from excellent skater to skateboarding's par excellence. Consistently operating above the also-rans in the non-competitive competition that defines real skateboarding, this re-located Brit has paid his fair share of dues whilst unceremoniously being dubbed the official holder of the title, King Assassin of Unsuspecting Rails and Double Sets. And that's official.

elissa steamer

Truly a skater's skater, Elissa Steamer hasn't made her name in professional skateboarding as a flag waving "first female," but as a no-nonsense skater with a sick desire to learn, progress, and rise above even her own preconceptions of what can be done on-board. Taking her lumps and paying her dues along with the rest of the pro field, she's altered the testosterone-soaked landscape of skateboarding by refusing to lower herself to the level of gender debates and instead choosing to just shut up and skate.

jamie thomas

Coming up quick on fifteen years of serious skateboarding, Jamie Thomas still wakes up everyday thinking, living, and breathing his leap-of-faith style skating – and shows no sign of easing up any time soon. With a drive strong enough to motivate his mind over what really matters, Thomas can often be found speeding through immense handrail and gap situations leaving in his wake the shredded conceptions of where skateboarding can be shoved for the sake of "How far?" and "How high?"

> ***Tip:***
> Tired of the same old look? Use the Change Appearance option to change the look of the pro you're playing with. Dress them up anyway you like.

NOTE: Some pro characters have limited options for changing appearance.

CREATE-A-SKATER

It's time to create your own legend (or legends). Go to Create-a-Skater menu and build a custom character from scratch.

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

skater appearance menu

Press the Left and Right directional button to move from tab to tab of skater options. In Tony Hawk's Pro Skater™ 3 you can create nearly any kind of skater you can think of. Don't forget to give your skater a name, a stance (goofy or regular), a push style (regular or mongo), a specialty (vert or street), a height, and a weight. Create someone unique – then go online to show off your look.

available create-a-skater options:

skater info:	*head:*	*body:*	*gear:*
Name	Face	Shirt/Color	Accessories
Hometown	Hair Style	Front Logo	Backpack/Color
Age	Hair Color	Back Logo	Helmet/Color
Sex	Facial Hair/Color	Chest Tattoos	Helmet Logo
Height	Hat/Color	Back Tattoos	Elbowpads/Color
Weight	Hat Logo	Arm Tattoos	Kneepads/Color
Trick Style	Glasses/Color	Leg Tattoos	Pants/Color
Stance			Socks/Color
Push Style			Shoes/Color

NOTE: You cannot change or customize certain items with other items.

stats

Stats increase your skater's performance. There are nine 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 720s or 900s.

- **Switch** – Determines how well you skate when you are skating switch. When switch stats are full at 10, the skater will 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.

> ***Tip:***
> In Career Mode, stats can be constantly tweaked and rearranged any way you like. Collect the stat points hidden in the levels to increase your stats, until you're at full stats in all categories.

NETWORK PLAY

NOTE: By joining an online session, you must leave the Activision controlled environment provided within Tony Hawk's Pro Skater™ 3. While the game's content has been rated for Teen audiences, the content of the game may change due to interactive exchanges. Activision and Sony Computer Entertainment America take no responsibility for content external to the game itself.

So, you're ready to go online and play against opponents around the world? Well, we've tried to make it as easy as possible for you to get connected. Let's go through the steps...

NOTE: Using your web browser on your personal computer, visit: www.thps3.com to view the latest up to date information for getting online with Tony Hawk's Pro Skater™ 3.

the internet

To play online with Tony Hawk's Pro Skater™ 3, you'll need networking hardware to connect your PlayStation®2 to a phone line or network, and to the Internet through an ISP (Internet Service Provider). Tony Hawk's Pro Skater™ 3 supports a wide variety of ISP's, however, at this time America Online is not supported.

selecting your hardware

The first time you try to go online with Tony Hawk's Pro Skater™ 3, the game will ask you to set up your connection. You can also go to OPTIONS > NETWORK SETUP > HARDWARE SETUP to install a new network device.

You will first need to tell the game what type of hardware you are using. There are several options available:

Network Adaptor (Ethernet/Modem) (for PlayStation®2)

Tony Hawk's Pro Skater™ 3 will support the Network Adaptor (Ethernet/modem) (for PlayStation®2) when it is available in Spring of 2002.

- **Ethernet (Network Adaptor for PS2)**
  Choose this option when using the network adaptor for PlayStation®2 to connect to a LAN, cable modem, or DSL modem using an Ethernet cable.
- **Ethernet (Network Adaptor for PS2) (PPPoE)**
  Choose this option when using the network adaptor for the PlayStation®2 when connected straight to a DSL modem using PPPoE (Point to Point Protocol over Ethernet) with an Ethernet cable. Please read the PPPoE section for more details.
- **Modem (Network Adaptor for PS2)**
  Choose this option when the network adaptor (for PlayStation®2) is used as an analog modem and is connected to a standard phone line.

SCEA will offer support relating to the use of the network adaptor (for PlayStation®2) when available. Please see the network adaptor manual for important information about the operation of the network adaptor and the warranties that apply.

third-party peripherals

NOTE: Not all USB peripherals are supported by Tony Hawk's Pro Skater™ 3. The products listed below work with Tony Hawk's Pro Skater™ 3.

- **USB Ethernet Adaptor**
  Choose this option when using a USB to Ethernet adaptor connected to one of the USB ports on the front of your PlayStation®2. The following USB adaptors work with Tony Hawk's Pro Skater™ 3:
  1. LinkSys EtherFast 10/100 USB Network Adaptor USB100TX
  2. D-Link DSB-650TX USB ETHERNET ADAPTOR
  3. SMC EZNET-USB 2102 USB
  4. SOHOware 10/100 Mbps USB Network Adaptor NUB100
- **USB Ethernet Adaptor (PPPoE)**
  Choose this option when using a USB to Ethernet adaptor (listed above) with PPPoE. Please read the PPPoE section for more details.
- **USB Modem**
  Choose this option when using a USB analog modem connected to one of the USB ports on the front of your PlayStation®2. The following USB analog modems work with Tony Hawk's Pro Skater™ 3:

1. Zoom FaxModem 56K USB Model 2985L
2. USB Pocket 56K NetSurfer NMT00700
3. MultiTech Systems MultiModemUSB MT5634ZBA-USB
4. Actiontec Call Waiting USB modem USB56012-01CW

Sony Computer Entertainment America (SCEA) is not responsible for the functionality and operational compatibility of the third party modems and adaptors listed above. SCEA shall further not be held responsible for any actual, incidental or consequential damages that result from possession, use, or malfunction of such third party modems and adaptors. Please see the manuals relating to the third party peripherals for important information about the operation of such products and the warranties that apply.

NOTE: Because analog modems are slower than high-speed broadband connections like DSL or Cable Modems, it is only possible to host a game of 3 or fewer players with an analog modem.

IMPORTANT NOTE: If you change your hardware setting, you must first save your new changes, and then press the RESET button on your PlayStation®2 in order for the new changes to take effect.

Once your PlayStation®2 is connected to a network, and your hardware has been selected, you will need to configure it. To do so, go to the NETWORK SETUP > CONNECTION SETTINGS screen to set your networking options.

connections settings with broadband access [cable modem, lan, etc.]

TYPE: You've got two options here: Auto-Detect and Static IP. If your ISP or network uses DHCP (Dynamic Host Configuration Protocol), and automatically assigns an IP address to the machines connected to it, then you can set your connection type to AUTO-DETECT (DHCP). This is the fastest and easiest way to get your PlayStation®2 online. New users should always try Auto Detect (DHCP) first.

If your network requires it, you can also choose to change your TYPE to STATIC IP ADDRESS. Just enter the IP address assigned to your PlayStation®2 in the IP ADDRESS field, then enter the GATEWAY ADDRESS and the SUBNET MASK. Consult your ISP or Network Administrator if you think you need to enter these values.

Some CABLE MODEM providers also require a HOST, USER, or COMPUTER NAME to be specified. Consult the documentation that came with your cable modem to see if you need to enter this information, and if so, enter it in the HOSTNAME field.

connection settings pppoe

If you selected a HARDWARE DEVICE with PPPoE, then you will get a slightly different set of options to configure. PPPoE stands for Point to Point Protocol over Ethernet, and is used by most DSL providers. PPPoE requires the DSL modem to log in to the ISP with a username and password.

Enter the username and password given to you by your DSL ISP in the fields for the user name and password in your CONNECTION SETTINGS.

IMPORTANT NOTE: You will only need to select PPPoE if your PlayStation®2 is connected directly to a DSL Modem. If you connect your DSL modem to a router or gateway computer, and that router or computer negotiates the PPPoE connection for you, then you should follow the instructions under BROADBAND ACCESS, listed above.

firewalls

In order to host, or serve, a Tony Hawk's Pro Skater™ 3 game from behind a router with NAT (Network Address Translation), or a firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on port 5150 or 5151 UDP (User Datagram Protocol) to the IP address assigned to your PlayStation®2 (note: users using DHCP must ensure that their PlayStation®2 is always assigned the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address in the CONNECTION SETTINGS menu to ensure that forwarded data always gets to your PlayStation®2).

analog modem play

If you selected an analog modem as your hardware, then you will need to go the Connection Settings and enter:

- The PHONE NUMBER of your ISP that you wish to connect to.
- Your USERNAME.
- Your PASSWORD.

You will also need to enable AUTHENTICATION if your ISP requires it. By default this is set to YES. If you experience problems logging in to your ISP, you may need to set this to NO.

NOTE: If you need to disable call waiting, enter the phone code needed to disable call waiting before the phone number. "*70," is the most common code, so in the PHONE NUMBER field you would enter "*70,XXXXXXX." (where XXXXXXX is the phone number of your ISP). Consult your phone company to find out how to disable call waiting in your area.

advanced options

WARNING: Do not make any changes to this screen unless instructed by the Message of the Day, Activision Technical Support, or by instructions listed at: www.thps3.com.

OTHER NETWORK SETUP OPTIONS

network player name

No matter what type of hardware and connection settings you are using, you'll need to enter a Network ID. This is the name that you and your skater will be known by in the online world. The default name is the massively unoriginal "ProSkater."

save settings

Once your network device and settings are configured, you can save them to your memory card.

load settings

Use this option to load previously saved network settings.

getting in the game...

Once your hardware is connected and properly configured, you're ready to go online. Select NETWORK PLAY from the Main Menu and your PlayStation®2 will attempt to verify your network settings.

NOTE: If you can't get past the main menu, then your network is not configured properly. Check your hardware, cables, and network settings, and try again.

You will always go online with the current active character –you'll see him or her standing in the skate shop. Prior to going online you can change skaters by using the CHOOSE SKATER option on the NETWORK PLAY menu.

Next, select INTERNET to attempt to play Tony Hawk's Pro Skater™ 3 over the Internet, or LAN (Local Area Network) in order to play against other PlayStation®2 users connected locally on your network.

If playing on the Internet, your PlayStation®2 will attempt to retrieve the Message of the Day. If you see the Message of the Day, then congratulations – you're online with your PlayStation®2. Press the ⊗ button to advance to the GameSpy REGION LIST.

Tony Hawk's Pro Skater™ 3 uses GameSpy (www.Gamespy.com) for it's online matchmaking. GameSpy acts as a central meeting place, or matchmaker, for all the Internet based games of Tony Hawk's Pro Skater™ 3.

The GameSpy REGION LIST (not shown in LAN mode) shows the available GameSpy areas that hold Tony Hawk's Pro Skater™ 3 servers. The number to the right of the region name indicates how many servers are online in that particular region. Select the region that is closest, geographically, to your location so that you'll have the best chance for a fast connection to the servers in the region.

Once you enter a region, you'll see a list of servers on your right. To the left you have the ACTION menu:

- **JOIN SERVER** – Select this option to join one of the servers shown on the right.
- **START SERVER** – Select this option to start a server of your own with you as the host.
- **REFRESH** – This option will rebuild the Server List on the right of the screen. As time passes, the Server List will become out of date (games will fill up, servers will be shut down, other servers started) so you may need to refresh your server list frequently.

Tip (Internet Only):
By pushing Left and Right on the directional buttons you can sort the Server List on the right side of the screen by PING TIME, NAME, # of PLAYERS, GAME MODE, LEVEL, or SKILL LEVEL. This can help you identify the servers you want to play in.

joining a game

If you select Join, the highlight cursor will move to the Server List. Use Up and Down on the directional buttons to move from server to server. As you highlight each server, pertinent information about that server is shown in the lower left hand corner of the screen. The server info shown includes:

- **PING TIME** – Ping time is the time it takes to send data from your PlayStation®2 to the server PlayStation®2. A low ping time means that you have a fast connection to the server. You may want to avoid servers with high ping times. Ping times are only updated after a REFRESH.
- **MODE** – The game that is being played, or will be played.
- **SKILL** – Skill Level gives you a rough idea how skilled the players are in a particular server. If set to 1, you'll be playing newbies; 5 is for hardcore TONY HAWK'S PRO SKATER™ 3 players only!
- **LEVEL** – The level on which the game is being played.
- **PLAYERS** – The number of players currently in the game. Four is the maximum.
- **1/2/3/4** – The player names of the players in the game will be listed at the bottom of the SERVER INFO menu.

Highlight a server and press the ⊗ button to attempt to join that server. If the server has room, the level will load, and away you go!

serving a game

If you choose to serve a game, you will be presented with the SERVER SETUP MENU. As the server player, you will be the host of the game. Once your server is up, other players will see it in the SERVER LIST and can attempt to join it. When starting a server, you'll get the following options:

- **SERVER NAME** – Set the name of your game as it will appear in the server list to other players.
- **GAME TYPE** – Set the type of game you plan to play. (NOTE: You can change this at any time once you get into the game).
- **LEVEL** – The level you plan to host in (can also be changed at any time once you're in the game).
- **MAXIMUM PLAYERS** – The highest number of players you will allow on your server.
- **SKILL LEVEL** – Rate your skill level – 1 is for beginners, 5 is for high scoring vets.
- **PASSWORD** – You can password protect your server if you only want people who know the password to be able to join. Leave it empty if you want everyone to be able to join.
- **READY** – Select this when you're good to go and ready to start serving.

Tip:
If, for some reason, your PlayStation®2 loses contact with the Tony Hawk's Pro Skater™ 3 GameSpy matchmaker, you will be given an error message and a warning (I.e. "Your game was not posted on GameSpy…."). If you receive this message, then it means your server failed to register with the GameSpy matchmaker and other players will not be able to see it. You can either keep playing by yourself, or QUIT, check your network connection and firewall settings, and start your server again.

playing in a network game

A Tony Hawk's Pro Skater™ 3 server is hosted by one of the players, and can hold up to four skaters at a time. If you selected JOIN SERVER to get into the game, then you are considered a "client" to that server. If you selected START SERVER, then you're in control – you're considered the "server" player.

After joining, you will most likely be dropped into Free Skate Mode. During Free Skate, you can cruise around and get a feel for the layout of the level, or chat it up with your fellow skaters.

When the server player is ready to start a game, you will get a notification, and then the game will start. After the game is completed, you will be shown the final rankings screen, and then return to Free Skate.

POWERED BY: gamespy

PAUSING WHILE ONLINE

menu available to a client player

Once you're in the game it's up to the Server player to start the game – you're just along for the ride. By pressing the START button you can access the Client Pause Menu. There are several options listed:

- **CONTINUE** – return to the game
- **TOGGLE PLAYER NAMES** – by default each player's name will appear above his or her head while they are skating. Select this option to toggle the names on or off.
- **TOGGLE SCORES** – by default each player's score will be listed in the upper left hand corner of the screen. Select this option to turn this display off or back on.
- **ENTER CHAT MESSAGE** – select this option to use the DUALSHOCK®2 analog controller to manually enter chat messages.
- **SOUND OPTIONS** – as in an offline game, you can change music tracks, adjust volume levels, and modify other sound options from this menu.
- **QUIT** - You can exit your game at any time by selecting QUIT. This will return you to the Main Menu.

> ***Tip:***
> Tony Hawk's Pro Skater™ 3 supports a USB keyboard for text entry. To send a quick chat message, press the spacebar or enter key on the keyboard and start typing. Press enter again to send your message.

menu available to a server player

As the server player, you'll be hosting the game and it's up to you to decide which games are played, what the options are, and when they start. You'll be given the same Pause menu options as the clients (see above), with the following added options:

- **START GAME** – select this to start a game with the currently selected GAME OPTIONS (see below).
- **CHANGE LEVEL** – change to a different level. All players in the game will move with you to the new level.
- **BAN PLAYER** – if someone is misbehaving or causing problems, select this option to boot that player from your game and ban them from ever returning to your server.
- **GAME OPTIONS** – this will take you to a sub-menu where the type of game you play can be set. The GAME OPTIONS MENU lists:
- **SERVER NAME** – by default this will show the name of the server that you selected when you started the server. If you want to change the name, the server list will be updated with your new name
- **GAME TYPE** – select the type of game you want to play. Your choices are Trick Attack, Graffiti, Slap!, and King of the Hill.

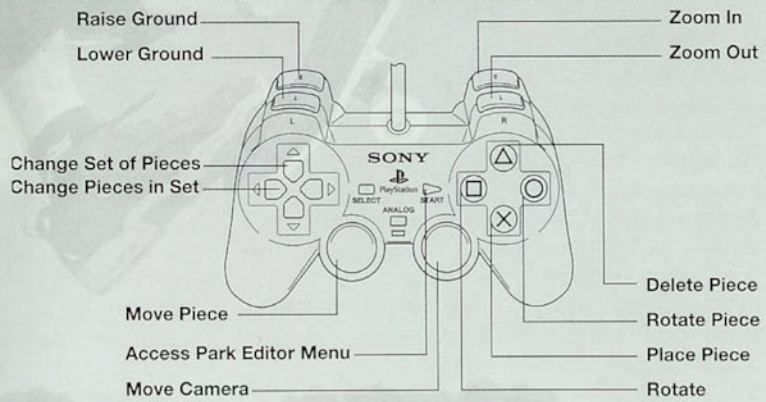
- **MAXIMUM PLAYERS** – select this option to change the number of players you want to allow in your game. If the current number exceeds the number you set, nothing will happen immediately. But if some of those players quit out, only the number of players that you specify will be allowed to join back in.
- **PASSWORD** – if your server is password protected you can change the password at any time, or remove it. This will only affect new players trying to join your server.
- **QUIT** – this will shut down your server (kicking out all clients) and return you to the MAIN MENU.

> ***Tip:***
> You can only serve on levels that you have unlocked....Unlock additional levels by playing offline in Career Mode. As a client, you can join a game being played in any type of level – even secret ones!

See NETWORK TROUBLESHOOTING section (p. 26) for suggested solutions to common problems.

REAL-TIME 3D PARK EDITOR

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Become the sick skate park architect you always knew you could be with the 3D Real-Time Skate Park Editor. It's one of the most advanced level editors ever created, letting you use ramps, rails, pools, fun boxes, obstacles and quarterpipes to create dream parks in real-time. Go big, rotating and stacking pieces in whatever 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
The currently selected piece acts as your "cursor" as you use the left analog stick to move the piece around your park. The ◎ button rotates the piece and the ⊗ button places it down. The △ button will erase any pieces intersecting with the current piece.

changing pieces
Use the directional buttons to select pieces. The Up and Down directional buttons allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left hand corner of the screen. Once you've selected a category, the Left and Right directional buttons scroll you through the pieces available in that category.

raising and lowering the ground
Use the L1 and L2 buttons to raise and lower the ground beneath the currently selected piece. You can only raise and lower empty ground – if you want to raise or lower the ground beneath a placed piece, remove it first.

> ***Tip:***
> Choose a massive piece, like the prebuilt halfpipe, then press the L1 or L2 button to raise and lower large section of your park.

categories and pieces

What you want, we've got. Including:
- **Restart points** – See info below.
- **Gap Tool** – See info below.
- **Big Objects** – Halfpipes, pools, bowls, trailers, and benches.
- **Funboxes** – Pre-built obstacles to add variety.
- **Benches** – Go to school on benches and tables.
- **Walls** – Ride them if you can.
- **Quarterpipes** – Two sets to choose from.
- **Pools** – Construct your own or select pre-made versions.
- **Rails** – Center and edge rails for extra grinds.
- **Slopes** – Kickers galore and transition pieces.
- **Stairs** – Ankle busta mecca, many with rails.
- **Vegetation** – Throw in some greenery.
- **Misc.** – High walls, roll-ins, signs, foliage, floors.

other controls
Pressing the START button will bring up the Park Editor Menu.
The R1 and R2 buttons will zoom the camera in and out.

the park editor menu
While building, press the START button to access the Park Editor Menu.

- **Test Skate** – Places you in your created park with the last character you played with.
- **Switch Theme** – There are three themes to choose from and the theme can be changed at any time. It will not erase or affect the layout of the park.
- **Clear Map** – Start over if you must.
- **Pre-Made Parks** – Allows you to load a pre-built park included with Tony Hawk's Pro Skater™ 3. You can learn a lot about park layout by looking at the included parks, and can erase and rebuild parts of them.
- **Load Park** – Load a created park from a memory card [8MB] [for PlayStation®2].
- **Save Park** – Save your park to a memory card. The name you save under will become the name of your park.

> ***Tip:***
> To select a different character or to play in a different mode, first Save your park, then quit to the Main Menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible.

A FEW SPECIAL PARK ITEMS

restart points
The green object marked "1" is the Player One Restart. This piece will mark the starting point for player one. Only one can be placed in a level.

The Player Two Restart works the same way; it marks where the second player will start in a multiplayer game.

HORSE Restarts mark the starting positions in a HORSE game. The Player One Restart also doubles as a HORSE Restart. Only six Horse Restarts can be placed in a level.

The Crown piece is used to mark where the crown will appear in King of The Hill games. You can place up to six crowns in your level.

mind the gap
When a difficult jump or maneuver is done over a gap, extra points are earned. 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 from each other, 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. Then select the second piece to complete the gap.

Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a white, wireframe "wall" attached to the piece. In order to achieve a gap in the game, the player must jump through one gap poly, and pass through the other side of the gap poly before landing.

Put the GAP TOOL over a piece with a gap attached to it to modify that piece's "gap poly." The ◎ button will rotate the gap poly to a different side of the piece. The R1/R2/L1/L2 buttons will modify the dimensions of the currently selected gap. Press the ⊗ button to access that gap's GAP MENU.

the gap menu

In the Gap Menu, you can name your gap and set its score. The gap's name will be shown at the bottom of the screen when a player completes the gap in the game.

> ***Tip:***
> You can always get back to the Gap Menu by placing the Gap Tool over a piece shaded blue and pressing the ⊗ button.

You can erase a gap by placing the Gap Tool over a piece involved in the gap and pressing the △ button. This will remove both sides of the gap.

EDIT TRICKS

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

While you're hanging in the skate shop, or skating in the game, you can always edit your tricks. Swap tricks around until you find a perfect set to your liking.

To change a trick assignment, select the key combo you want to change, then select the new trick for that slot. You can use the ▢ button to delete a trick from a slot, and even leave it empty if you like.

special tricks

Special tricks always require at least three button presses. All skaters start out with only four special trick slots, but as you finish levels in Career Mode, you can earn up to six more slots. To edit a slot, select the trick, then find the new trick you want, and finally select an appropriate key combo for that trick.

changing your board

As you progress through Career Mode, you'll find hidden decks scattered throughout the levels. Visit the skate shop to see what new graphics you've unlocked – there are ten graphics for every pro in the game.

You can also change your wheel color and select any style of griptape you like.

> ***Tip:***
> Once you've unlocked pro deck graphics, they're available for your created skaters, too. Created skaters can use pro decks by pressing Left/Right on the directional buttons to view them from the Skate Shop Screen.

OPTIONS MENU

player 1/2 controls

Use the Left/Right and Up/Down directional buttons to customize your controller setup. Press the ⊗ button to toggle an option On or Off.

- **Vibration** – Toggles DUALSHOCK™2 analog controller vibration On or Off.
- **Auto Kick** – Select On for automatic acceleration of your skater. Select Off for manual acceleration. If turned off, use the ▢ button to kick.
- **Spin Taps** – Selecting On will change the way the R1 and L1 buttons work in the game. When Spin Taps are active, you need only tap the R1 or L1 buttons to rotate your skater in fixed 180 degree increments in the air.

sound level

- **Sound FX Volume** – Use the Left/Right directional buttons to adjust the sounds effect volume.
- **Music Level** – Use the Left/Right directional buttons to adjust the music volume.

NOTE: If music is set to 0, the game's soundtrack will be substituted with additional ambient sound effects.

movies

Unlock videos as you go. Footage includes highlights from each pro and some special bail sessions. Every character in the game has a special movie that can be unlocked in Career mode.

cheats

Really? You really think we're just going to give things away? You know you have to figure things out for yourself. Or truly cheat and get a magazine that lists everything for you. Cheater.

high scores and level records

If you don't understand high scores, you need to get a better skate helmet.

> ***SHAUN PALMER'S PRO SNOWBOARDER™ DEMO***
> Ride like 6-time X-games gold medalist Shaun Palmer in the new trick-style snowboarding game from Activision 02.

NETWORK TROUBLESHOOTING

First things first – always verify your settings and connections. Next, try powering off, then back on your network devices (modems, routers, etc.) and your PlayStation®2. Additionally, check all cables, and refer to the instruction manual that came with your network hardware device (modem or adaptor) before digging into advanced troubleshooting.

error messages and what they mean

- **"Your network device is not properly connected to the network. Check your cables or contact your network administrator for LAN connections."** OR **"Your network device is not configured properly or may not be properly connected. See the Tony Hawk's Pro Skater™ 3 manual for troubleshooting."**
  This indicates that your hardware is properly connected to PlayStation®2, but the PlayStation®2 is unable to get out on to the network. Check that your cables are seated properly, and any network devices (DSL or Cable modems, routers, etc.) are powered on.

- **"Could not detect any compatible network devices. Check your connections. See the Tony Hawk's Pro Skater™ 3 manual for troubleshooting."**
  Your hardware device (analog modem or Ethernet adaptor) is either not compatible with Tony Hawk's Pro Skater™ 3, or is not plugged in properly. See the HARDWARE section listed above for a list of compatible devices, or visit www.thps3.com to view up to date information.

- **"Could not automatically detect network settings. Check connections and DHCP server or choose a static IP."**
  If you selected AUTO-DETECT (DHCP) in your CONNECTION SETTINGS, make sure your network is running DHCP, and your DHCP server is up. If your network is not running DHCP, then you may need to modify your connection settings and switch to a STATIC IP ADDRESS.

- **"You have lost connection to the server. Press the ⊗ button to return to main menu."**
  Either you've lost connection to the Internet, the server player has lost connection to the Internet, or you've lost connection to each other. Simply try again with a different server before making any changes to your network settings.

- **"Your game was not posted on to the master server (GameSpy). Check your network cables as well as any Firewall settings you may have."**
  If you receive this message when starting a server, it means that your game did not register with GameSpy, and therefore other players will not be able to see it and join it. This is most likely due to a firewall issue. See the Firewall Section listed previously. You may need to enable port forwarding, and forward all traffic on port 5150 or 5151 to the IP address of your PlayStation®2, in order to successfully host behind a firewall.

- **"Failed to connect to master server"** OR **"Failed to connect to GameSpy. Check your connection and settings. See the Tony Hawk's Pro Skater™ 3 manual for troubleshooting."** OR **"Failed to connect to GameSpy. Check your Gateway and/or Firewall settings. See the Tony Hawk's Pro Skater™ 3 manual for troubleshooting."**
  This is most likely due to a lost internet connection or improper GATEWAY setting, but there is also a chance that GameSpy may be temporarily down. Simply try again, from the Main Menu – if the problem persists, check www.thps3.com for additional information.

- **"You have yet to setup your connection settings. Would you like to do so now?"**
  This is most likely due to: a non configured memory card, no network settings have been saved to a memory card, or a missing phone number in the CONNECTION SETTINGS. Double check all connection settings and try again.

- **"Connected, but could not log in. Check your username and password in your connection settings."**
  Double check all connection settings, and try re-entering your password. Make sure your username and password was entered with the proper upper and lower case keys. If you have AUTHENTICATION set to YES, and you are not sure if your ISP requires Authentication, try setting it to NO.

- **"No compatible modems are attached."**
  Either no modem is attached to your PlayStation®2, or a modem that is unsupported by Tony Hawk's Pro Skater™ 3 is attached. See the HARDWARE section for a list of modems that work with Tony Hawk's Pro Skater™ 3.

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Written by Rick Agnew, Casey A. Royer
Published by American Lesion Music (BMI) as administered by Bug Music, Inc.
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"The Boy Who Destroyed The World"
Performed by AFI
Written by Adam Carson, Davey Havok, Hunter, Jade Puget
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www.afireinside.net

"Wish"
Performed by Alien Ant Farm
Written by Michael Richard Cosgrove, Tye Jason Zamora, Terence Maurice Corso, Dryden Mitchell
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Written by Cameron Baines, Ross Hetherington, Tom Read, Grant Reif, Phil Rose
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(p) 2001
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"96 Quite Bitter Beings"
Performed by CKY
Written by Deron Miller with Jess Margera, Chad Ginsburg
Produced by Chad I. Ginsburg
Published by Dip Gizzards Music (BMI), Millertime (ASCAP), Flea Mitchell (ASCAP)
Song appears on "CKY Volume I"
(Island/Def Jam)
Courtesy of CKY
www.cky-online.com
www.ckymusic.com
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"If You Must"
Written and Performed by Del the Funky Homosapien
Published by Happy Hemp Music (ASCAP)
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www.funkyhomosapien.com
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"I'm Destroying the World
Written and Performed by Guttermouth
Published by Guttermouth/Uncomfortably Humid Music
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"I'm A Swing It"
Performed by House of Pain
Written by E. Schrody, L. DiMant
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(p) 1994 Tommy Boy Music
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Performed by KRS-One
Written by Kenny Parker
Published by Kenny Parker Music (ASCAP) as adminstered by Zomba Music
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"Pulse"
Performed by The Mad Capsule Markets
Written by Takeshi Ueda
Originally Published by YUI Music Publishers & Speedstar Music, INC (JASRAC) for Asia and Japan.
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www.palmpictures.com
www.madcapsulemarkets.com

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Performed by Motorhead
Written by Edward Clarke, Ian Klimister, Phillip Taylor
Published by MotorMusic Ltd. as administered by EMI Intertrax Music
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Courtesy of Sanctuary Records Group
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"Amongst Madness"
Performed by Nextmen
Written by C.J. Wiggins, D. Betmead, B. Ellis
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"Cut Chemist Suite"
Performed by Ozomatli
Written by Chali 2na, Wil-Dog, Cut Chemist and Ulises Bella
Published by Ozomatli Music (ASCAP)
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"Blitzkrieg Bop"
Performed by the Ramones
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"Check"!
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"Time For Some Axion"
Composed and Performed by Kareem Campbell and Shaquil "Star" Rashad

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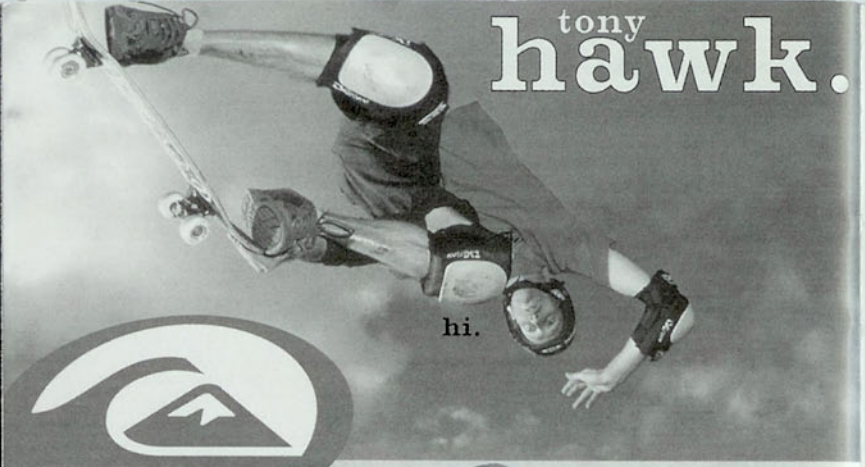

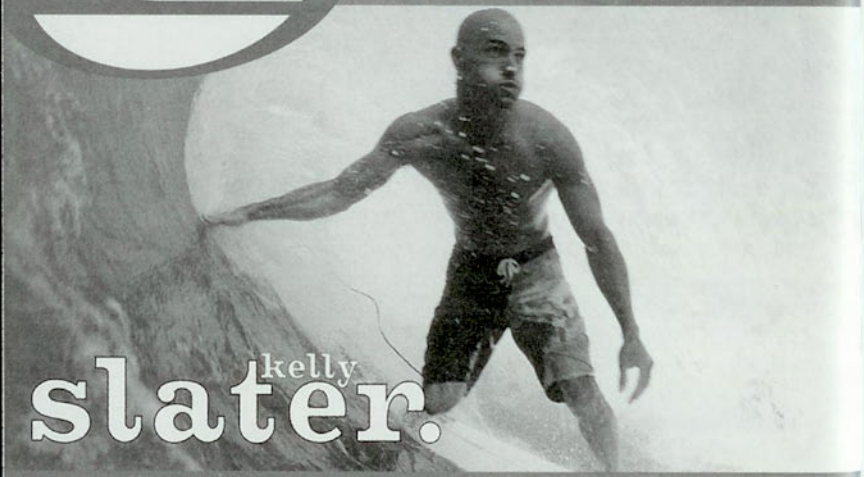

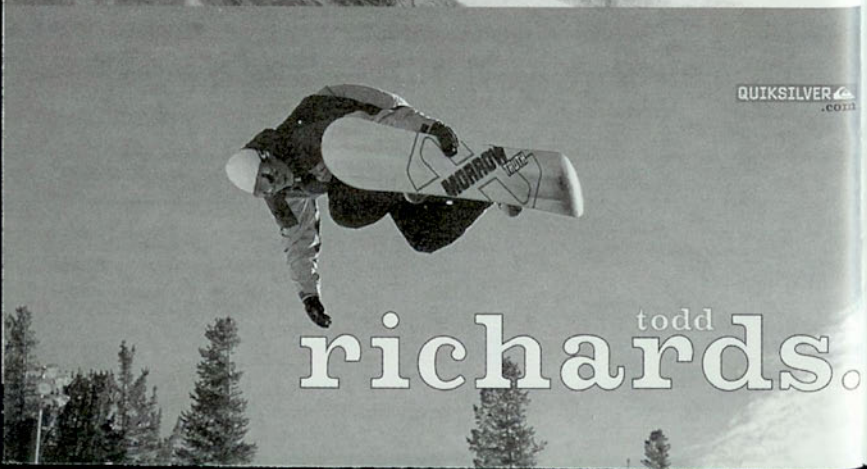

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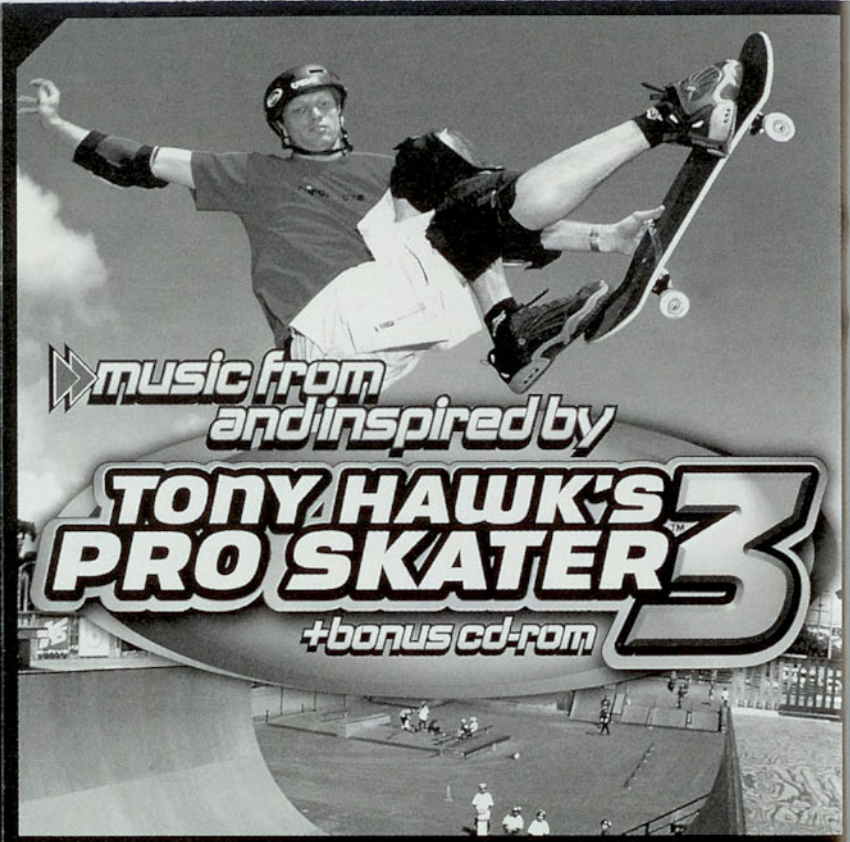

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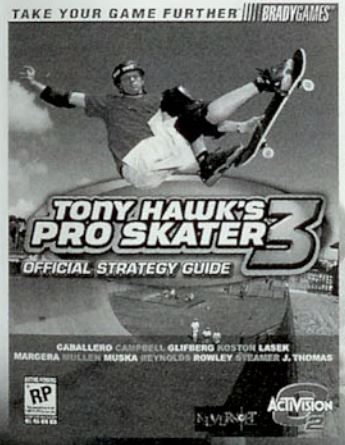

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