

CONTENTS

Game Controls	.2
Main Menu	.4
Options Menu	.6
The Skaters	.7
Spot Check—The Game Levels	.12
Gameplay Tips	.14
Trick Controls	.15
Special Tricks	.16
Credits	.17
Customer Support	.21
Software License Agreement	.22

MAIN MENU

Choose from the following options to begin playing **Tony Hawk's Pro Skater**. Using up/down on the directional buttons, choose the type of game you want to play. Press X to start that game. Two controllers must be plugged into the PlayStation to play a two Player game.



ONE-PLAYER GAMES

Career Mode: As a pro skater you've got to hit the local spots and try to get your best sessions on videotape. Collect videotapes by attaining the goals shown on the loading screen. These tapes will unlock levels, equipment, and competition invites as the game progresses.

Single Session: Choose a single level and skate an all out two-minute session in an effort to set new high scores. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

Free Skate: No time limits, no high scores, no cops, no pressure. Choose a single level and skate as long as you like. Work the obstacles over and over again until your tricks are tight. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

In order to save a new game, be sure to have one block of free space available on your memory card, since the game will not allow you to overwrite an existing career. To check the status of your memory card and/or delete existing games, use the PlayStation's internal Memory Card Manager. Continue Career will allow you to update on the same block.

TWO-PLAYER GAMES

Graffiti: A split screen race to see who can hit more tricks in the environment. "Tag" obstacles with your color by tricking off of them. Steal your opponent's obstacles back with a bigger trick. Whoever tags the most objects in the two-minute session, wins. Tag pipe and pool lips by tricking on them from inside the ramp or pool.

Trick Attack: It's a two-minute free-for-all to see who can skate the best line and rack up the most points. Try introducing your opponent's face to the concrete by running into them.

HORSE: It's a one-on-one best trick contest. Bust a single trick, then watch as your opponent tries to beat your score at the same spot. If he or she matches your score, play passes back and forth until somebody bails. Whoever slams gets a letter—first player branded with all letters, loses!

OPTIONS

Choose this to go to the Options menu.

VIEW VIDEOS

Select this option to load a previously saved replay from a memory card or to view the videos that you've unlocked in the game. From this menu you can also see the game and music credits.

OPTIONS MENU

PLAYER 1/PLAYER 2 CONTROLS

Use the left/right/up/down directional buttons to customize the controller setup.

Vibration: Toggles DUAL SHOCK™ analog controller vibration on or off.

Auto Kick: Select **On** for automatic acceleration of the skater. Select **Off** for manual acceleration. If turned off, use ☐ to kick.

Sound Levels

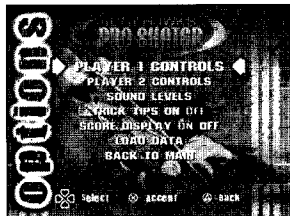
Sound FX Volume: Use the left/right directional buttons to adjust the sound effects volume.

Music Level: Use the left/right directional buttons to adjust the music volume.

Trick Tips: Select **On** to view helpful pop-up hints during gameplay. Select **Off** to disable these hints.

Score Display: Select **On** to view trick names and scores as you pull them. Select **Off** to turn them off.

Load Data: You must have a memory card loaded to open previously saved Options preferences.



THE SKATERS

Tony Hawk

The father of two and husband of one, Tony Hawk is arguably the single most influential skateboarder of all time. Born and raised in the hazy daze of Southern California, Tony has forgotten more tricks than most people learn in a lifetime. His contributions to the sport are endless—most recently, unearthing skateboarding's holy grail by becoming the only person to successfully land a 900°.



Ollie	/ / /
Speed	/ / / / / / /
Air	/ / / / / / /
Balance	/ / / /
Age	31
Born	USA
Hometown	Carlsbad
Years Pro	16
Stance	Goofy
Height	6'2

Bob Burnquist

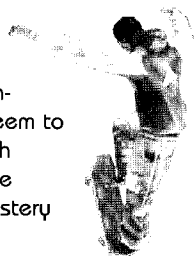
Brazilian-born Bob Burnquist snuck onto the scene six years ago (winning the first pro contest he entered) and has been puzzling onlookers ever since. His unique style and switch-stance tendencies make Bob one of the most exciting and original skaters to come down the pike in decades.



Ollie	/ / / /
Speed	/ / / / / / /
Air	/ / / / / / /
Balance	/ / / /
Age	22
Born	Brazil
Hometown	Encinitas
Years Pro	7
Stance	Regular
Height	5'11

Kareem Campbell

Kareem Campbell was born in New York City and grew up in Los Angeles—breaking down any East vs. West barriers that his predecessors may have set up for him. His dual coast citizenship has led Kareem to develop a smooth metropolitan style based on the mastery of "real" street settings.



Ollie	/ / / / / / /
Speed	/ / / /
Air	/ / / /
Balance	/ / / / / /
Age	25
Born	USA
Hometown	Los Angeles
Years Pro	6
Stance	Regular
Height	6'0

Rune Glifberg

Originally from Copenhagen, Denmark, Rune Glifberg now hails from Huntington Beach, California. He's skilled on all terrain, comfortably dominating wherever he chooses to ride. But, while it's not uncommon to see him sessioning a backyard pool or cruising the streets, his true talent shines in the wide-open, trick-to-trick arena of vertical skateboarding.



Ollie	/ / / /
Speed	/ / / / / / /
Air	/ / / / / / /
Balance	/ / /
Age	25
Born	Denmark
Hometown	Costa Mesa
Years Pro	7
Stance	Regular
Height	5'11

Bucky Lasek

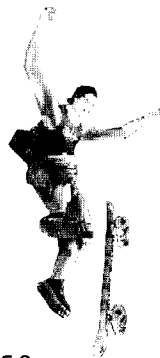
Weaned on the characteristically rough structures of the East Coast scene—skills hardened and honed to perfection in Baltimore, Maryland—Bucky Lasek is easily half a step ahead of skateboarding's norm. Recently, he relocated all his power, originality, and style to Carlsbad, California to show the entire world where he's from and where he's at.



Ollie	/ / / / /
Speed	/ / / / / / /
Air	/ / / / / / /
Balance	/ / /
Age	26
Born	USA
Hometown	Carlsbad
Years Pro	9
Stance	Regular
Height	5'11

Chad Muska

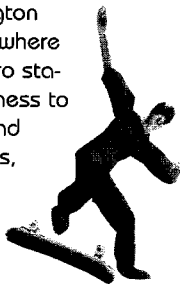
From the boulevards of his native Las Vegas, to any of his adopted urban havens, Chad Muska is at home. This self-styled professional has taken his brand of street level promotions and skate-and-relate creativity to another level, delivering tons of it to Everytown U.S.A. Muska expresses an enthusiasm for the sport of skateboarding that is only equaled by his on-board skills.



Ollie	/ / / / / /
Speed	/ / / /
Air	/ / / /
Balance	/ / / / / / /
Age	22
Born	USA
Hometown	Los Angeles
Years Pro	5
Stance	Regular
Height	5'10

Andrew Reynolds

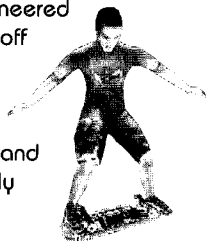
Andrew Reynolds has only been pro for three years, but that's all he's needed to turn the heads of everyone who even remotely cares about skateboarding. Turtle Boy hails from Huntington Beach, California where he holds superhero status for his willingness to toss himself off and over gigantic gaps, big sets of stairs, and airplane hangars. Wheeeee!



Ollie	/ / / / /
Speed	/ / / /
Air	/ / /
Balance	/ / / / / /
Age	20
Born	USA
Hometown	Huntington Beach
Years Pro	3
Stance	Regular
Height	6'2

Geoff Rowley

A precision-engineered English import, Geoff Rowley is one of those smooth-operating skateboarders from England who runs exclusively on handrails, huge staircases, and vegetables. Geoff made his way over to Huntington Beach, California a few years ago, and the young lad from Liverpool has been speeding around the streets ever since.



Ollie	/ / / / / /
Speed	/ / / /
Air	/ / /
Balance	/ / / / / /
Age	23
Born	UK
Hometown	Huntington Beach
Years Pro	5
Stance	Regular
Height	5'8

Elissa Steamer

Ft. Myers, Florida's own Elissa Steamer is the first female to have a pro model street board with her name on it. How's that? Well, in the last six all-girl events she's entered Elissa has gone undefeated. In this year's spring-time classic, The Skatepark of Tampa Pro Contest, she made the cut skating against the big boys.



How ya' like her now?	
Ollie	/ / / / / /
Speed	/ / / /
Air	/ / / / /
Balance	/ / / / / /
Age	Undisclosed
Born	USA
Hometown	Fort Myers
Years Pro	1
Stance	Regular
Height	5'4

Jamie Thomas

Alabama transplant Jamie Thomas goes big. A current resident alien of Encinitas, California, this fledgling alpha male has been pro for six of his twelve years of skateboarding. During that time he's directed and edited six videos while skating everyday—breaking off hundreds upon thousands of the world's longest and biggest handrails—his way.



Ollie	/ / / / /
Speed	/ / / / /
Air	/ / / /
Balance	/ / / / / / /
Age	24
Born	USA
Hometown	Encinitas
Years Pro	6
Stance	Regular
Height	5'10

SPOT CHECK—THE GAME LEVELS

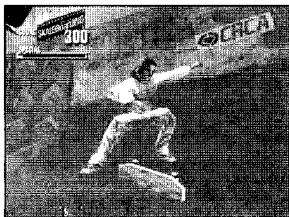
Warehouse: Woodland Hills—Practice up in an abandoned warehouse full of ramps, pipes, rails, and gaps. This is the best place to get the basics down before rippin' it up in the rest of the game.

School: Miami—Dumpsters, lunch tables, and long rails. Ahhh... paradise can be found in this deserted school! And don't forget to carve up the pools for some huge air and sweet transfers! Anybody for a game of hoops in the gym?

Mall: New York—Take a little after-hours stroll through the indoor/outdoor mall. This place is filled with huge stair sets and escalators just beggin' to be cleared. Check out the upper level for some killer gaps!

Contest 1: Skate Park, Chicago—You've got three runs to take it out on all of the other pro skaters in the "Windy City Slam" contest. Five judges will score each run based on variety, difficulty, and style. When all is said and done, the top three finishers will receive shiny new medals to wear around their necks.

Downtown: Minneapolis—Dodge traffic and air it out over the fountain in the center court. This is a nice wide-open scene with lots of kicker ramps and fire escapes that make for some insane grind combos. And who said you have to stick to the streets? Rip up everything in sight and try to make it to the roof tops for some serious gaps.



Downhill Jam: Phoenix—Speed. Air. Speed. Air. Speed. Air. Get the picture? This crazy downhill run, set in a river gorge, is the place to be if you're looking for over-the-top speed and air. Grab the high rails and paths overhead for the scores that'll have even the big boys scratchin' their heads. Did we mention speed and air?

Contest 2: Burnside, Portland—This is the final contest before you make your way to the skate mecca that is San Francisco. The rules are the same as the first contest. Five judges, three runs, ten competitors, three medals. This familiar spot under an Oregon bridge has some killer lines that make for huge points, so get creative and bust out the combos that'll get you that gold.

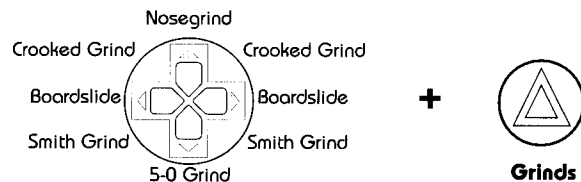
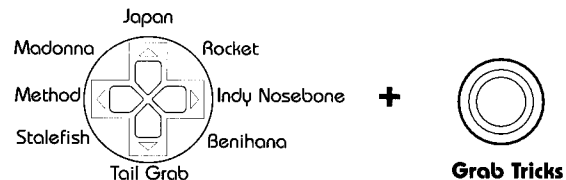
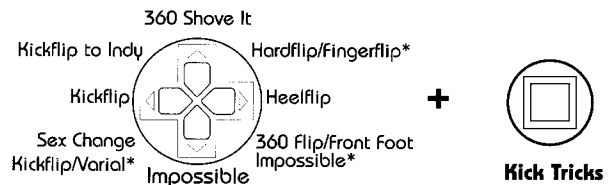
Streets: San Francisco—Skaters will recognize spots like Hubba Hideout and EMB (R.I.P.) while tourists can stick to Lombard Street and Chinatown. Grind anything and everything and be sure to hit the long rails and tons of gaps along the way. Only the best can tear it up enough to get a final mystery invitation to an enigmatic, not so far off land. Hmmm...

Contest 3—Have you seen him? Yup...and if you thought that thing was cool ten years ago, you ain't seen nothin' yet!



GAMEPLAY TIPS

- Hold X to crouch and go faster.
- Release X at the top of ramps for big air.
- Land straight to avoid bailing.
- Earn tapes by completing level goals.
- Tapes unlock new levels and decks.
- Hold Down X to crouch, release it to jump (ollie). Press X and tap \uparrow to nollie. Press X and tap [up] twice to fastplant.
- The longer you crouch, the higher you will ollie.
- To grind, hold down \blacktriangle when in the air near a rail, edge, or lip.
- Hold \uparrow to get over a pool lip.
- Press \blacktriangle near rails to grind.
- Use the directional buttons to balance while grinding.
- Ollie out of grinds by pushing X.
- When in the air, Tap \bigcirc or \square plus a direction on the directional buttons to do tricks. (Example: $\square + \leftarrow$ does a kickflip.)
- Vary your tricks for higher scores.
- Score points to boost your power.
- Attempt special tricks when powered up.
- Spin tricks with the directional buttons for huge multipliers.
- Use R1 and L1 to spin faster.
- Ollie into a wall and hit \blacktriangle to wallride.



50-50 Grind: Head straight for the rail and press \blacktriangle .

*Trick depends on the skater.

SPECIAL TRICKS

SKATER	TRICK	KEY COMBO
Tony Hawk	360 Flip to Mute	↓→□
Bob Burnquist	One Footed Smith	→→▲
Geoff Rowley	Dark Slide	←→▲
Bucky Lasek	Fingerflip Airwalk	←→○
Chad Muska	360 Shove it Rewind	→→□
Kareem Campbell	Kickflip Underflip	←→□
Andrew Reynolds	Heelflip to Bluntslide	↓↓▲
Rune Glifberg	Christ Air	←→○
Jamie Thomas	540 Flip	←↓□
Elissa Steamer	Judo Madonna	←↓○

Note: Key combinations listed here reflect the default controller configuration.

CREDITS

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 Christer Ericson

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 Mike Day

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