

Disney's EXTREME SKATE ADVENTURE



Disney • PIXAR
Toy
STORY
AND BEYOND!



EVERYONE
®
E
CONTENT RATED BY
ESRB

PIXAR
ANIMATION STUDIOS

ACTIVISION®

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 peripherals 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.

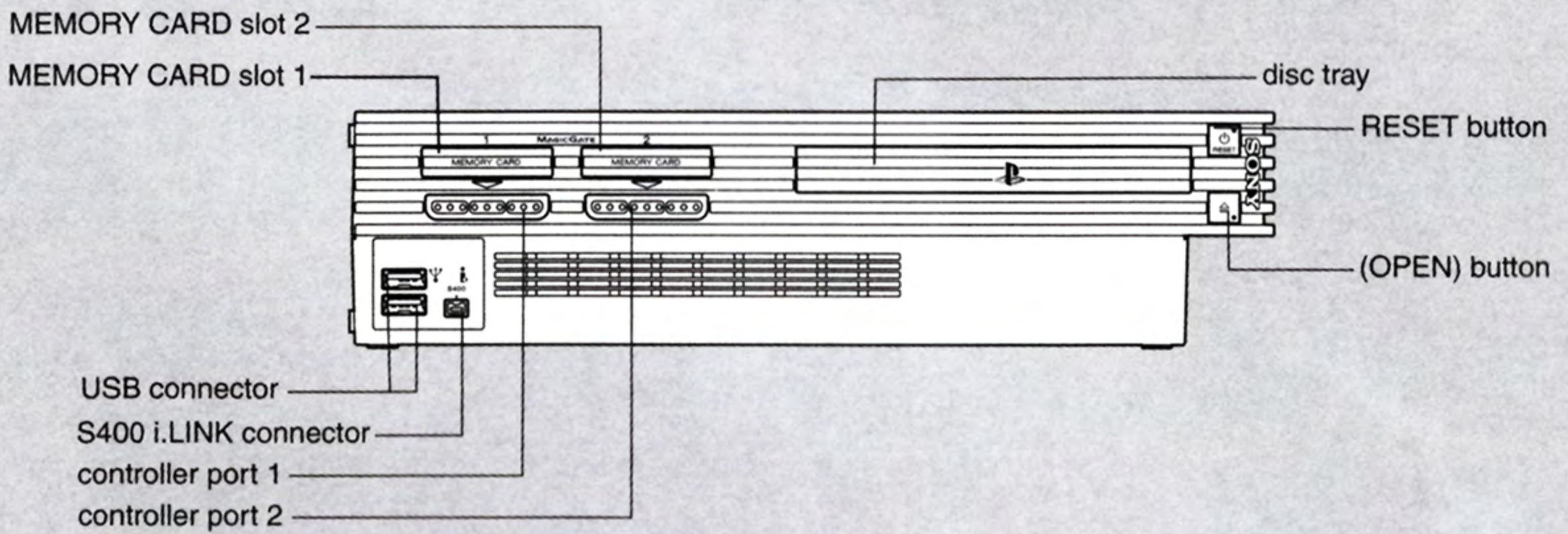
Handling your PlayStation®2 format disc:

- 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.

Contents

Getting Started	2
Starting Up	3
Game Controls	4
Controlling the Skater	6
The Skate Stage	11
Options Menu	14
Single Player Games	15
Two Player Games	15
Saving and Loading	16
The Worlds	17
The Levels	18
Characters	22
Create-A-Skater	26
Credits	27
Customer Support	33
Software License Agreement	37

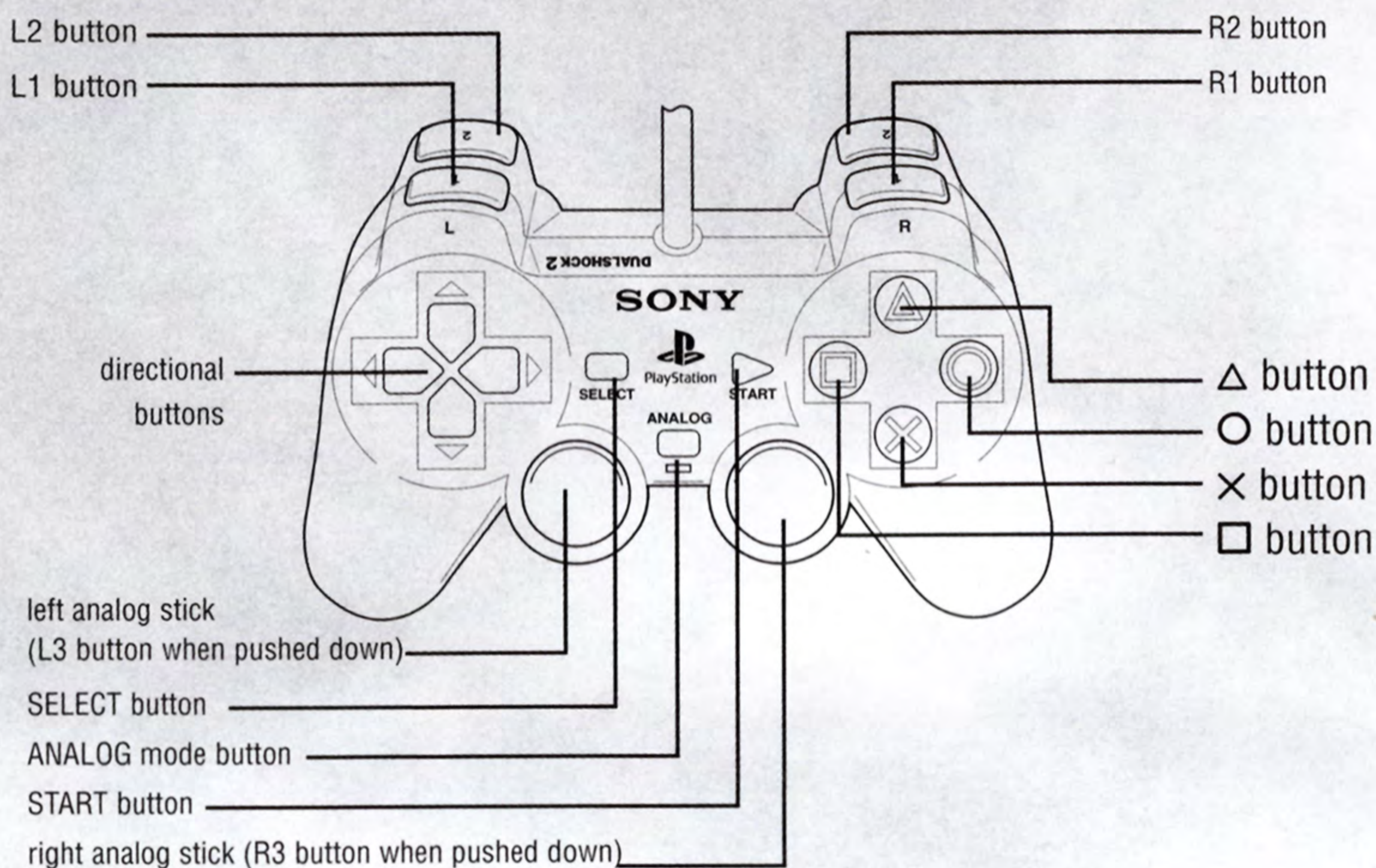
Getting Started



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 *Disney's Extreme Skate Adventure* 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.

Starting Up

DUALSHOCK®2 analog controller



To select menu options, use the directional buttons $\uparrow/\downarrow$ to navigate the menu options. Highlight the desired option and press the $\times$ button to accept. To select a menu option, follow the on-screen button prompts and press the $\times$ button to accept and the Δ button to go back to navigate through the menu options.

Disney's Extreme Skate Adventure supports the DUALSHOCK®2 analog controller. When the mode indicator is on, the left analog stick works the same as the directional buttons.

Game Controls

Move Character	↑, ↓, → or ← / Left Analog Stick
Move Camera	Right Analog Stick
Crouch/Ollie/Spine Transfer	X Button
Perform Basic Tricks/Speak to Another Character	O Button
Perform Basic Tricks	□ Button
Perform Basic Tricks	△ Button
Fast Spin	L1 or R1 Button
Revert	L2 or R2 Button

Basic Tricks

Flip Tricks

(while in the air)

Flip 1	[No Direction] + Trick
Flip 2	↓ + Trick

Grab Tricks

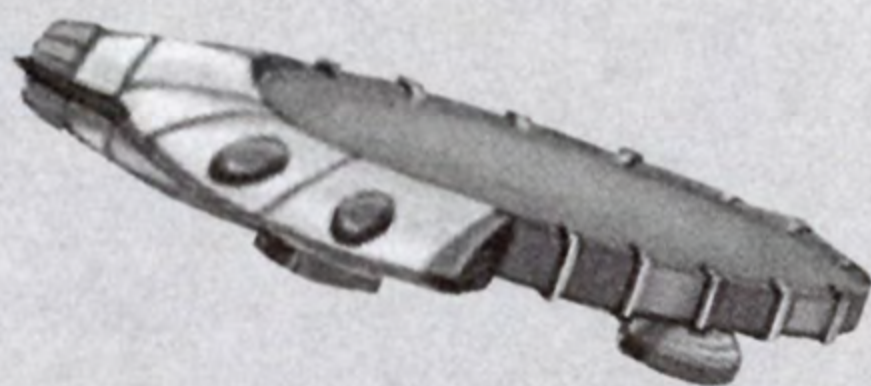
(while in the air)

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

Manuals

(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 X 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 X 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 ↓ directional button.

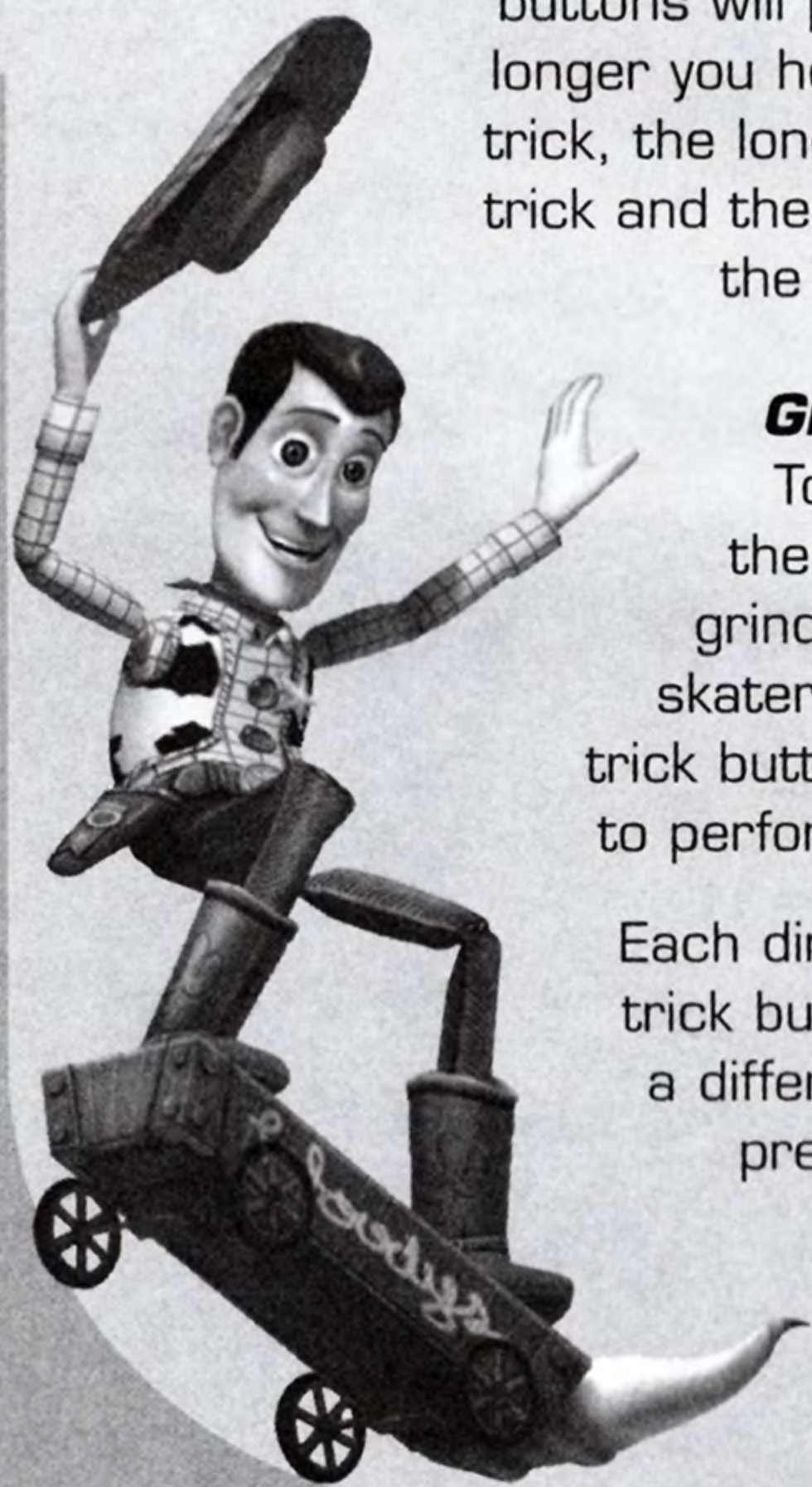
Grab Tricks

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 the ↑, → or ← button. Each of these directions on the directional buttons 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 (X button) and then press a trick button when near the rail/grindable surface to perform a grind.

Each directional button, when pressed with a trick button on a grindable surface, will perform a different grind trick. Once you are grinding, press ← and → on the directional buttons 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 directional button at the lip (or top edge) of the ramp. Press ← and → on the directional buttons to balance.

Manuals

To make the skater perform a "Manual," press a trick button by itself or along with one of the directional buttons. Press ↑ and ↓ on the directional buttons during a manual to balance.

Reverts

To make a skater "Revert" when landing back down onto a ramp, press the R2 button or L2 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 X button to launch off of one side of the "spine," and then press the X button again to do the spine transfer.

Switch Stance

To get into "switch" stance, press the R2 button.

The Pro Controls

Crouching

To make the skater crouch, press and hold the X 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 X 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 **O** button in combination with one of the directional buttons. Each direction on the directional buttons will perform a different grab trick. The longer you hold the **O** 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 **□** button in combination with one of the directional buttons. Each direction on the directional buttons 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 (**X** button) and then press the **△** button when near the rail/grindable surface to perform a grind. Each directional button, when pressed with the **△** button on a grindable surface, will perform a different grind trick. Once you're grinding, press **←** and **→** on the directional buttons to balance.

Lip Tricks

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

Manuals

To make the skater perform a "Manual," quickly press **↑** then **↓** or **↓** then **↑** on the directional buttons or the **O** button. Press the **O** button and a directional button to perform different manuals. Press **↑** and **↓** on the directional buttons during a manual to balance.

Reverts

To make a skater "Revert" when landing back down onto a ramp, press the **R2** button or **L2** 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 R2 button or L2 button when launching off of one side of the “spine.”

Switch Stance

To get into “switch” stance, press the R2 button.

Control Tips

- When the skater bails, tap the 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 L1 and R1 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 directional buttons with the corresponding face button. Try playing through Adventure Mode to earn your special tricks.

Camera Control

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 right analog stick (the R3 button) and lock the camera into place. Pressing the right analog stick down again will release the camera back to the default position. Continue pressing the SELECT button to return to the default camera position.



The Skate Stage

To make a menu selection, use the directional buttons to move the cursor to your selection. Press the **X** 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 PlayStation®2 computer entertainment system 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 directional buttons **←/→** to scroll through the available characters. When the character you want is on the stage, press the **X** 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 X 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 ↑/↓ directional buttons to select Create-A-Skaters. Press the X 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 the ↑/↓ directional buttons to select a boy or girl. Next you'll go to the Edit Kid menu. Use the ↑/↓ directional buttons to scroll through items to customize. You can choose the skater's name, appearance, outfit and equipment. Use the X button to select an item to customize. Continue using the ↑/↓ directional buttons to scroll through the menu and the X 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 directional buttons ·/, 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 X 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

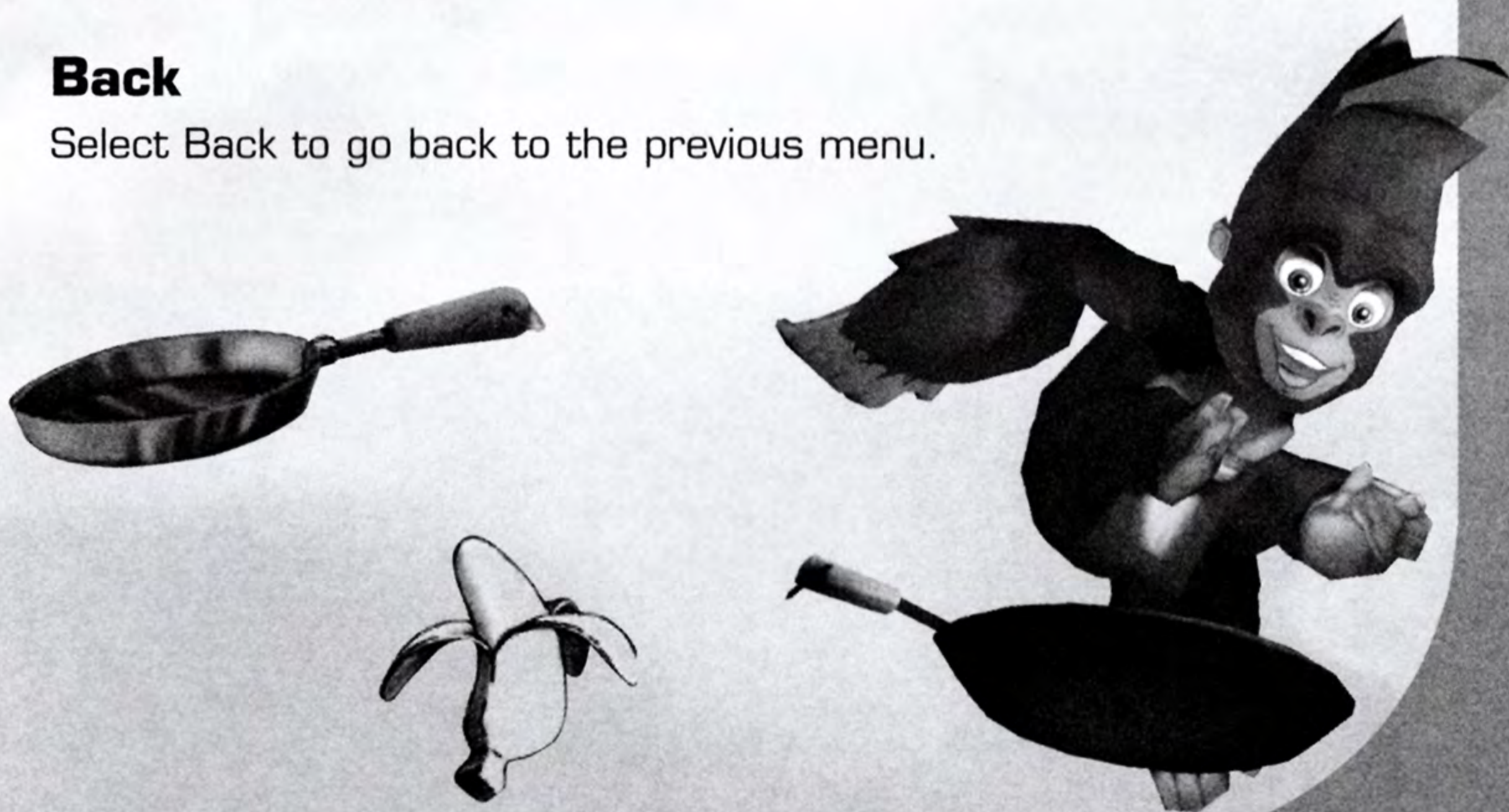
Select Create-A-Skaters to create your character from scratch. You can choose a boy character or a girl character. Select your character's outfit and gear. Then skate in the real world, Olliewood. Find the magic portals to hop from the real world to the movie worlds. You may create up to six unique skaters.

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.

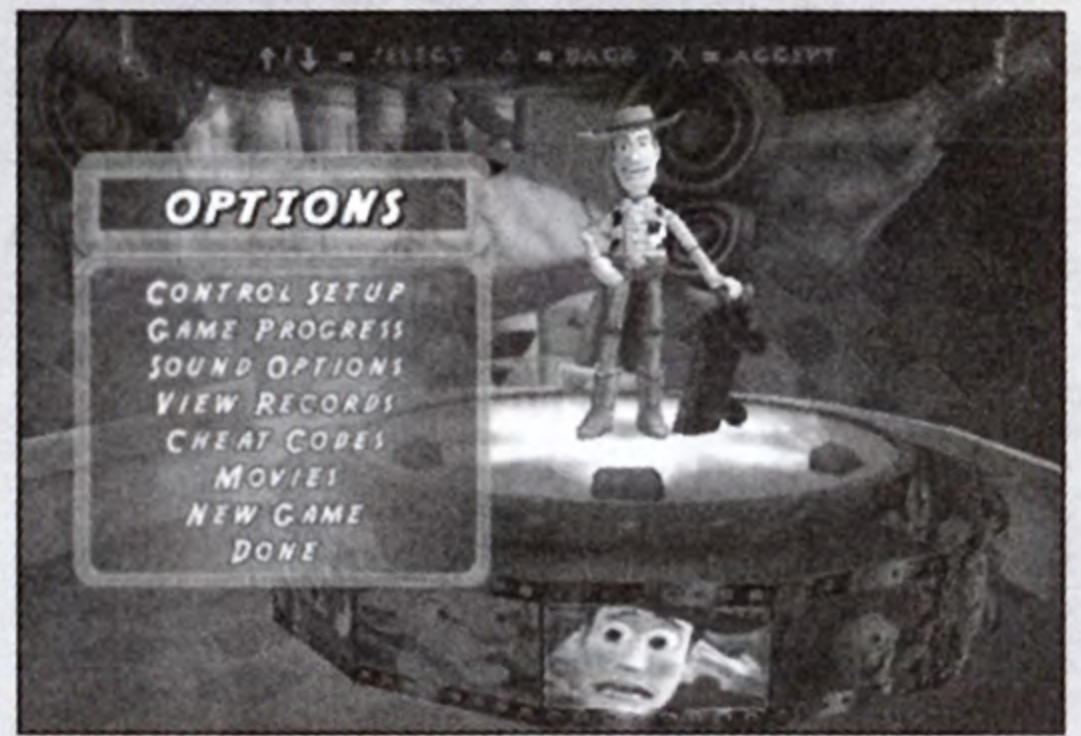


Options Menu

Select Options and press the X button to go to the Options menu.

Control Setup

Select Controls to go to the Controller Configuration menu for each player. Turn vibration on or off, 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 Cheats if you want to input a code that'll make the game a little easier. Use the directional buttons 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.

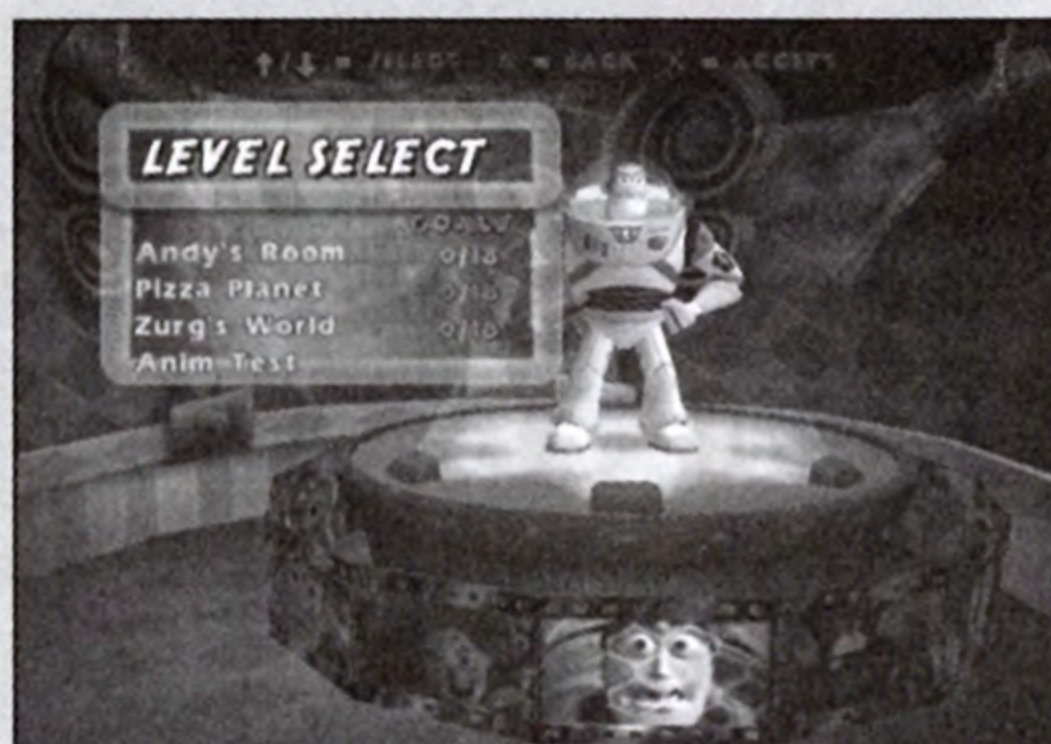
Done

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 PlayStation®2 computer entertainment system 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.

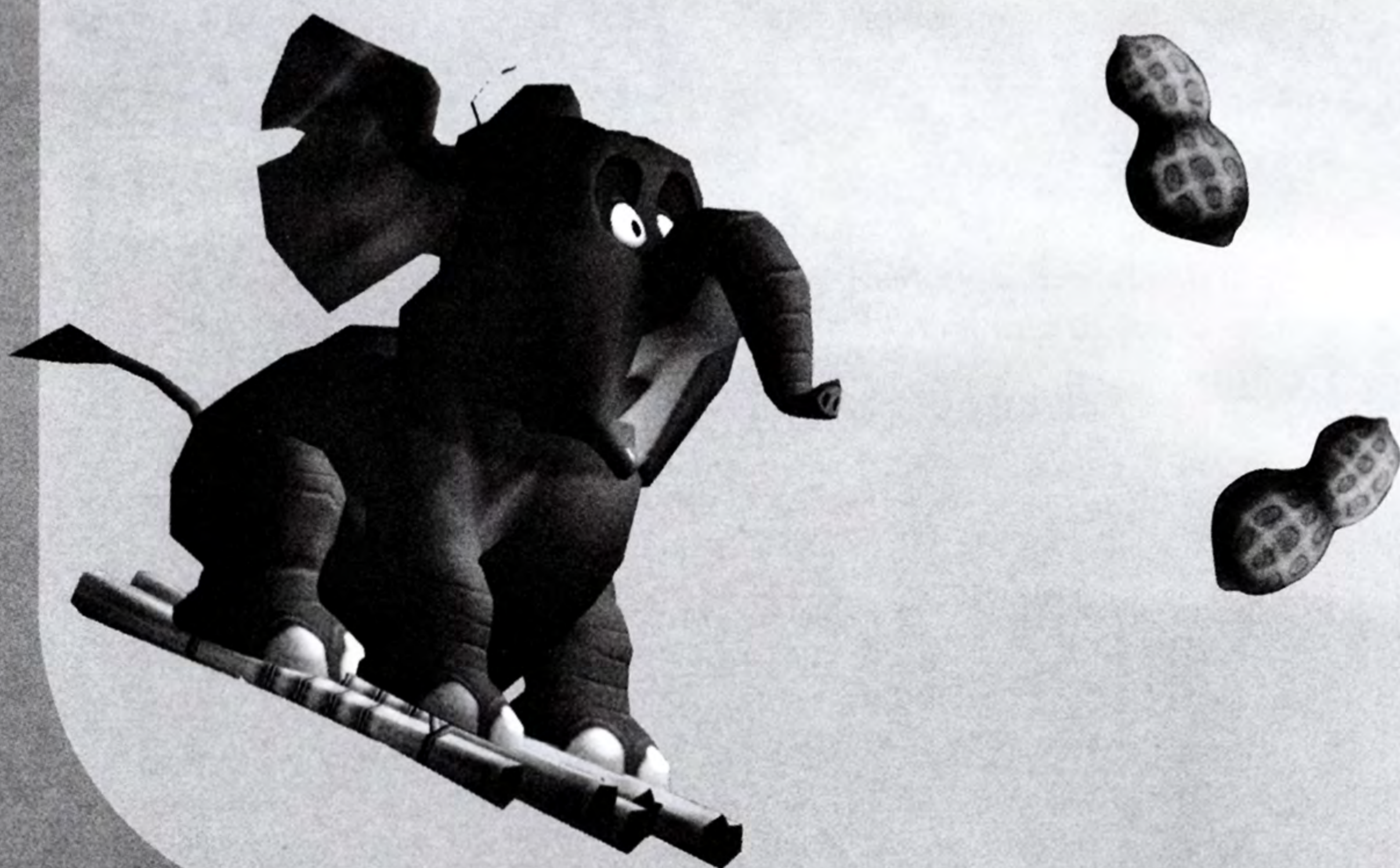
Score Challenge – Split Screen

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 110 Kb 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.

Select Save Game to save your game. Use the directional buttons 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

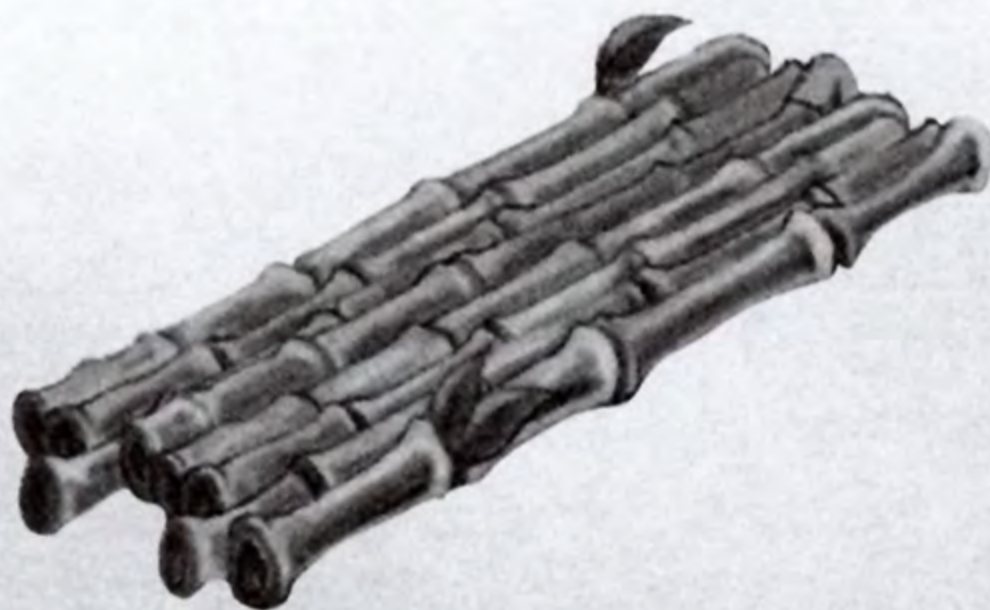
Pride Rock is the legendary center of life on the savannah. Lions sun themselves while overseeing their domain. There are miles of grass and trees with watering holes to quench summer thirst. The Pride Rock area is bordered by natural barriers: the northwest is blocked by a ravine, the northeast is blocked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

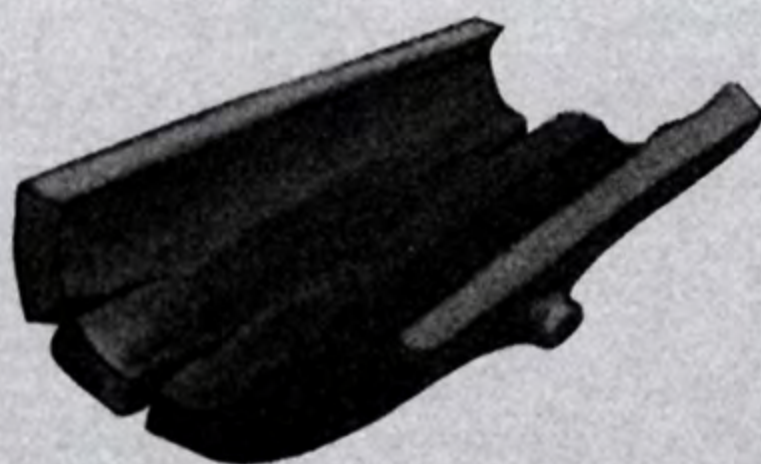
Young Simba

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.

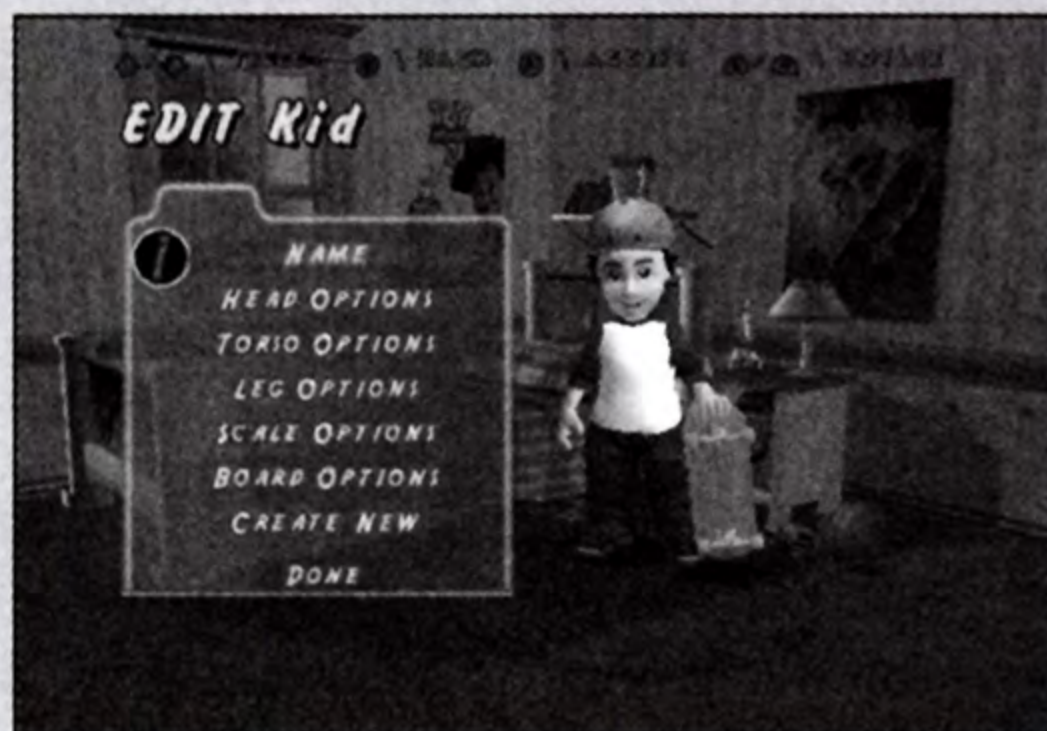
Board – Turtle Buddy

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 different options to create your skater.

Name – Name your skater. Use the directional buttons 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.



Credits

TOYS FOR BOB

Creative Director

Paul Reiche

Technical Director

Fred Ford III

Art Director

Terry Falls III

Lead Designer

Toby Schadt III

Designers

Mike Ebert III

Erol Otus III

Adi Taylor III

Artists

I-Wei Huang III

Robin Lujan III

Donald Martinez III

Sunil Mukherjee III

Animators

Will Elder-Groebe III

Steve Kongsle III

Dan Ross III

Rick Servande III

Shane Ushijima III

Jeff Weir III

Programmers

Eric Hammond III

Robert Leyland III

Peter Lipson III

Producer

Alex Ness III

Jimmy! III

ACTIVISION

PRODUCTION

Producer

Nicole Willick

Associate Producer

Simon Ebejer

Production Coordinator

Jake Biegel

Executive Producers

Adam Goldberg

Mike Ward

VP, North American Studios

Dave Stohl

Exec. VP, Worldwide Studios

Lawrence Goldberg

QA

Project Lead

Alex Coleman

Assistant Project Leads

Jon Virtes

Omari Valentine

QA Senior Lead

John Rosser

QA Manager

Joe Favazza

Floor Leads

Mike Ortiz

Alex Ortiz

Kyle Carey

Test Team

Wayne Williams

Stephen Hynding

Craig Schmidt

Josh Chandler

Justin Kaehler

Aaron Justman

Sasan Helmi

Clint Baptiste

Kimberly Marlis

Dave Padilla
Cory Rice
James Cha
Tim Toledo
Chris Coddling
James Lara
Paul Fortin
Elliot Jackson
Anthony Gordon
Gregory Garber
Derek Faraci
Alex Garcia
Justin Hannah
Robert Telmar
Laura Landolf
Carrie Webster
Mike Ryan

*Manager, Technical
Requirements Group*
Marilena Rixford

*Senior Lead, Technical
Requirements Group*
Siôn Rodriguez y Gibson

*Testers, Technical
Requirements Group*
Robert Lara
Aaron Camacho
Nicholas Weaver
Marc Villanueva

CUSTOMER SUPPORT

Sr. Manager, Customer Support
Bob McPherson

Phone Support Lead
Gary Bolduc

E-mail Support Lead
Michael Hill

*Escalation and Information
Support Lead*
Rob Lim

CS/QA Special Thanks
Jim Summers, Jason Wong,
Tim Vanlaw, Adam Hartsfield,
Nadine Theuzillot, Ed Clune,

Matt McClure, Jason Potter,
Glenn Vistante, Jason Levine,
Anthony Korotko, Indra Yee,
Marco Scataglini, Todd Komesu,
Michael Beck, Willie Bolton,
Chad Siedhoff, Jennifer Vitiello,
Nick Favazza, Mike Rixford,
Tyler Rivers

MARKETING

Global Brand Manager
Jenny Stornetta

Associate Brand Manager
Jennifer Daniels

Director, Global Brand Mgmt.
Rachel Silverstein

VP, Global Brand Mgmt.
Lisa Gaudio

*Exec. VP, Global Publishing
& Brand Mgmt.*
Kathy Vrabeck

Marketing Coordinator
Jeremy Grapner

Director, Market Research
Chris Langlois

PUBLIC RELATIONS

Mgr., Corporate Communication
Lisa Fields

VP, Public Relations
Maryanne Lataif

CREATIVE SERVICES

VP, Creative Services & Operations
Denise Walsh

Marketing Creative Director
Matthew Stainner

Creative Services Manager
Jill Barry

Assistant Mgr., Creative Services
Shelby Yates

LEGAL

Senior Counsel

Jay Komar

Paralegal

David Kay

Legal Administrative Assistant

Danielle Kim

Music Administrator

Carolina Trujillo

SPECIAL THANKS

Jack Burchfield

Tom & Di Anne Ebejer

Bonnie & Raymond Lilly

Trey Smith

Eric Koch

Jeff Poffenbarger

Brian Bright

Jenny Bright

Stacy Drellishack

Lindsey Hayes

Steve Love

Kristina Kopach, Edsel

Vi, Mosey, Racci

Jesse Smith

Kragen Lum

Nathan Lum

Tricia Bertero

Luke & Bekha Bumgardner

Jason, Justin &

Hillary Burchfield

Chuck & Dorothy Ebejer

Hadley Carpenter

Sgt. Charles A. Ross

Charles M. Ross & Louise Ross

Alphonse J. Mossé IV

Dave Stornetta

Drew & Jones

Suzy Luko

Phil Terzian

Mike Larson

Dion Brain

Marin & Damon

DISNEY INTERACTIVE

Senior Producer

Luigi Priore

Assistant Producer

Beth Glenday

Character Art Direction

Ken Christiansen

Senior Artist

Mary Ann Ramirez

Localization Manager

Sonoko Ishioka

Marketing Manager

Stephanie Yoshimoto

Marketing Director

Bob Picunko

Featuring the Voice Talents of

Dee Bradley Baker

Jeff Bennett

Gregg Berger

Susanne Blakeslee

Brian Blessed

Earl Boen

Andrea Bowen

Corey Burton

Harrison Chad

Aree Davis

Bettina Devin

Jessica Diccio

Greg Ellis

Harrison Fahn

Shaun Fleming

Pat Fraley

Robert Guillaume

Jim Hanks

Les Hedger

James Horan

Bret Loehr

Jeff Pidgeon

Joe Ranft

John Ratzenberger

Kevin Schon

Andrew Stanton

J. Karen Thomas

Audrey Wasilewski

Disney Character Voices

Randy Copping
Ben Hoppe
Renee Johnson
Brian Kahanek
Ned Lott
Bryan Monroe
Susan Ryan

Additional Voiceover Talent

Alex Ness III
Arianna Reiche III

Special Thanks to

Graham Hopper
Dan Winters
Sanjeev Lamba
Tamira Webster
Nichol Bradford
Chaun Ralls
Pat Larkin
Susie Lum
Lisa Rountree

PIXAR

Director of Marketing

Mary Conlin

Creative Resources Manager

Michele Spane

Creative Resources Coordinator

Anne Barson

Script/Voice Supervisor

Blake Tucker

Creative Resources Artist

Ben Butcher

INTRO MOVIE

Jenny Bright
for Spheric Productions

**ALL OTHER MOVIES,
VIDEO COMPRESSION
AND EDITING**

Chris Hepburn and
Kenny Ramirez at
Forward Never
Straight Productions

**SOUND EFFECTS
AND V.O. EDITING/
PROCESSING**

Burke Trieschmann for
Open Door Productions

**ACTIVISION
PARTNERS**

Airwalk
Emerica
eS
Etnies
Girl Skateboards
Hurley International
McDonald's
Nokia
Popwar Skateboards
Vallely Skateboards

**EXTREME SKATE
CREW**

Andrew Dolberg
Hayden Ferris
Lauren Filicia
Jonathon Gallagher
Ryan Holleran (Superstar)
Miles McConnell
Sam Rosenberg
Rachel Testa
Mallie Ann Torres (Superstar)
Matthew Weber

**PACKAGING &
MANUAL DESIGN**

Ignited Minds, LLC

MUSIC CREDITS

"Downfall"

Performed by TRUSTcompany
Written by Kevin Palmer,
James Fukai, Josh Moates,
Jason Singleton
Courtesy of Interscope Records
under license from Universal
Music Enterprises
Published by EMI Music
Publishing (ASCAP)

"The Energy"

Performed by Audiovent
Written by Paul Fried, Ben Einziger,
Jasmin Wilcox, Jason Boyd
© 2002 Atlantic Recording Corp.
Produced under license from Atlantic
Recording Corp. by arrangement
with Warner
Strategic Marketing
All rights on behalf of itself and
Thesmellofmacgyver Music
administered by WB Music
Corp. (ASCAP)
All rights reserved.
Used by permission.

"Get A Clue"

Performed by Simon & Milo
Written by Jason Levine
and James McCollum
Courtesy of Hollywood Records
Published by Wonderland Music
Company, Inc.

"Grow Up"

Performed by Simple Plan
Written by Charles-Andre Comeau,
Pierre Bouvier, Jean-Francois Stinco
© 2002 Atlantic Recording Corp.
Produced under license from Atlantic
Recording Corp. by arrangement
with Warner
Strategic Marketing
All rights on behalf of High-
Maintenance Music (SOCAN), Wet
Wheelie Music (SOCAN) and Stinky
Music (SOCAN) administered by WB
Music Corp. (ASCAP)
All rights reserved.
Used by permission.

"Here We Go"

Performed by Grits
Written by Teron Carter,
Stacy Jones, Otto Price,
Ric Robbins, Richard Blair,
Ivan Benavides
© 2002 Gotee Records
Published by Gotee Music, Bone &
Cof Music (BMI) administered by EMI
Christian Music Publishing,
Twelve Eighteen Music, Butter Hits
Music, Blue Mountain Music Ltd.
(PRS) administered by Rykomusic,
Inc. (ASCAP), and Universal –
Musica Unica Publishing on behalf of
Music Corp. of America, Inc.
and Lento Pero Despacio and
Gross Potential, Inc.
Contains a sample from the song
"Linda Manigua" from the album
"More Gripper" by Sidestepper,
licensed courtesy of Palm.

"Live In Stereo"

Performed by Newsboys
Written by Peter Furler
and Steve Taylor
© 2002 Sparrow Records
Published by Ariose Music (ASCAP)
administered by EMI Christian Music
Publishing, Soylent Tunes (SESAC)
administered by ICG
All rights reserved.
Used by permission.

"Pacific Coast Party"

Performed by Smash Mouth
Written by Gregory Camp, Steve
Harwell, Paul Delisle
© 2001 Interscope Records
under license from Universal
Music Enterprises
Published by Warner-Tamerlane
Publishing Corp. (BMI) & Squish
Moth Music (BMI). All rights
administered by Warner-Tamerlane
Publishing Corp. All rights reserved.
Used by permission.

"Perfect Kinda Day"

Performed by Lisa W.

Written by Amy Powers,
Marjorie Maye, Stephen Wolf,
Lukasz Gottwald

Published by Powers That Be Music
(ASCAP), Time To Fly Music (BMI),
Wolfadelic Music (BMI),
Kasz Money, Inc. (ASCAP)

"Play Like Us"

Performed by Lil' Romeo feat.
Tyron and Little D

Written by Lil' Romeo
and Master P

Produced by Da Beat Boyz

Published by LP Boyz Music (BMI)
Lil' Romeo appears courtesy of No
Limit Records

"Sell Out"

Performed by Reel Big Fish

Written by Aaron Barrett and
Scott Klopfenstein

Courtesy of Jive/Mojo Records

© 1996 ZMJO Corporation

Published by Mojoland and Piss-Off
Publishing administered by Universal
- MCA Music Publishing, a division of
Universal Studios, Inc.

"Somewhere on Fullerton"

Performed by Allister

Written by Tim Rogner and
Scott Murphy

© 2002 Drive-Thru Records

"Spinnin' Around"

Performed by Jump 5

Written by Grant Cunningham,
Mark Hammond, Stephanie Lewis

© 2001 Sparrow Records

Published by Meadowgreen Music
Company, Imagine That Music
(ASCAP) administered by EMI
Christian Music Publishing,
Mark Hammond Music (ASCAP)
administered by ICG, Zomba
Enterprises, Inc./Chalante Music
(administered by Zomba Enterprises,
Inc.) (ASCAP)

"Where's Your Head At"

Performed by Basement Jaxx

Written by Simon Ratcliffe, Felix
Buxton, Gary Numan

Courtesy of Astralwerks Records/
XL Recordings

Under license from EMI Film
& Television Music

Published by Songs of Universal, Inc.
on behalf of Universal/MCA Music
Ltd. and Universal/
Momentum Music Ltd.

Contains samples of "This Wreckage"
performed and written by Gary
Numan licensed courtesy of Beggars
Banquet Records Ltd. and Numan
Music Ltd. and "M.E." performed and
written by Gary Numan licensed
courtesy of Beggars Banquet
Records Ltd. and Universal Music
Publishing

Shell music written and performed
by EVonix

Customer Support

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/E-Mail: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can email us using the support form. A response may take anywhere from 24 – 72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

VIDEO GAME COMING SOON

PITFALL HARRY[®]

Explore over
40 challenging
and adventure-
filled levels.

Arm yourself
with cool tools,
including a
slingshot, TNT
and ice axes.

Battle enemies
at every turn—
from human
mercenaries to
piranhas and
scorpions.

HE'S NO STRANGER TO DANGER.

As the risk-taking explorer Pitfall Harry, you have to rescue a lost expedition, stop a vengeful high priest, prevent your archrival from stealing ancient treasures and help a princess fulfill her destiny. Good thing that's all in a day's work for a daring adventurer like you.

www.pitfallharry.com



Visit www.esrb.org
or call 1-800-771-3772
for more ratings
information.



ACTIVISION[®]

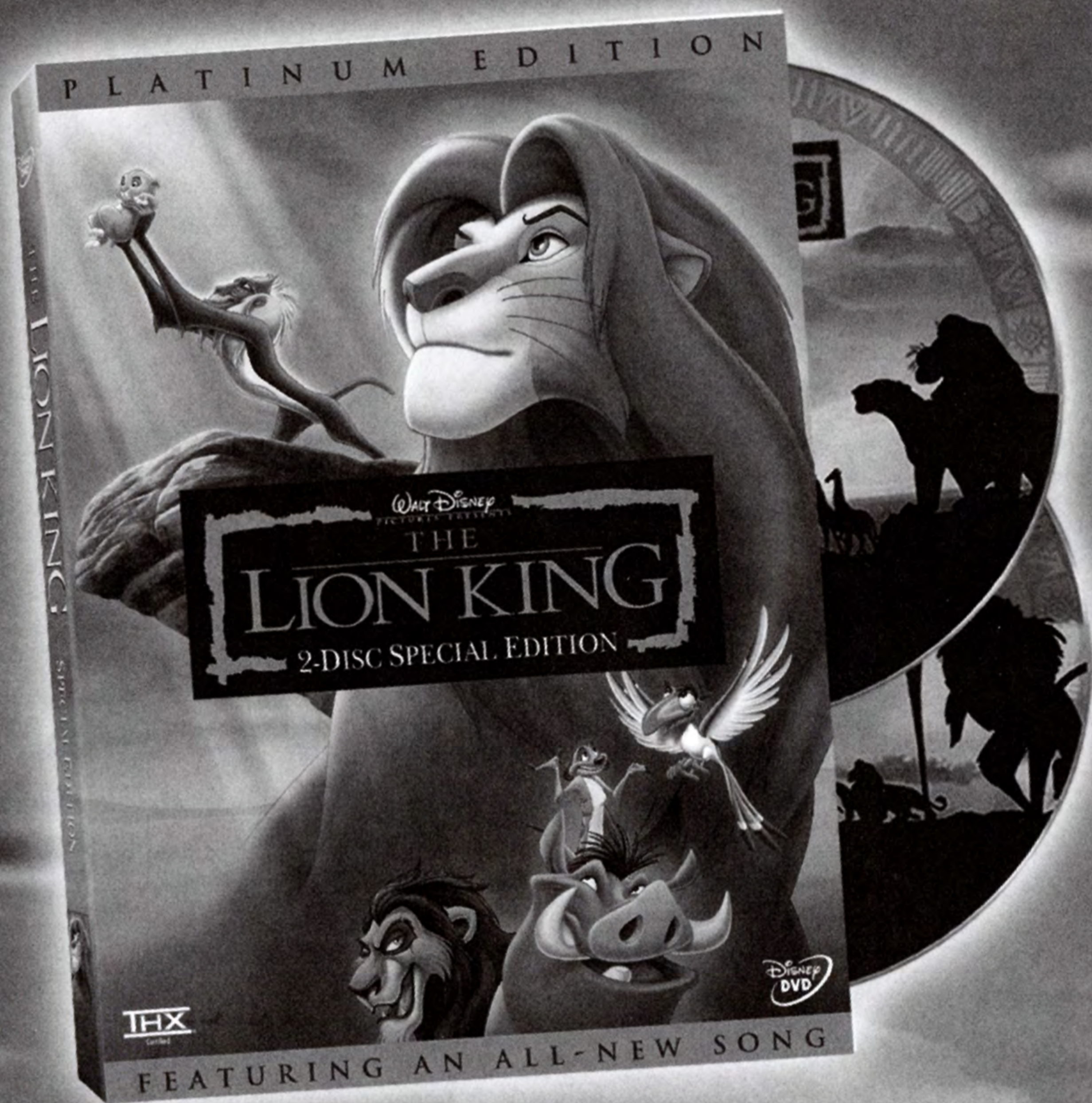
activision.com

© 2003 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision and Pitfall are registered trademarks and Pitfall Harry is a trademark of Activision, Inc. and its affiliates. Developed by Edge of Reality, Ltd. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

**i skate around
the corner...
i see the place
that
satisfies
my hunger**



FIRST TIME EVER ON DVD



OCTOBER 7

G GENERAL AUDIENCES
All Ages Admitted
For rating reasons, go to www.filmratings.com

© Disney

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

www.extremeskateadventure.com

ACTIVISION

activision.com



P I X A R
ANIMATION STUDIOS



Activision, Inc., P.O. Box 67713, Los Angeles, CA 90067

Toy Story and Beyond © Disney/Pixar. WALT DISNEY PICTURES PRESENTS A PIXAR ANIMATION STUDIOS FILM. Disney's Tarzan™ © 2003 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All rights reserved. Tarzan™ Owned by Edgar Rice Burroughs, Inc. and Used by Permission. Disney's The Lion King: © Disney. © 2003 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision and Pro Skater are registered trademarks of Activision, Inc. and its affiliates. Tony Hawk is a trademark of Tony Hawk. All rights reserved. © 2003 Nokia Corporation. All rights reserved. Nokia, Nokia Connecting People and the Nokia original accessories logo are registered trademarks and/or trademarks of Nokia Corporation. The McDonald's trademarks and logos, including the "Golden Arches" logo, and all other related intellectual property are owned and licensed by McDonald's Corporation. All other trademarks and trade names are the properties of their respective owners.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 80563.226.US