



NO
LOADING
↔

HOLLYWOOD

TONY HAWK'S AMERICAN WASTELAND

TEEN
T
CONTENT RATED BY
ESRB

NEVERSOFT

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.

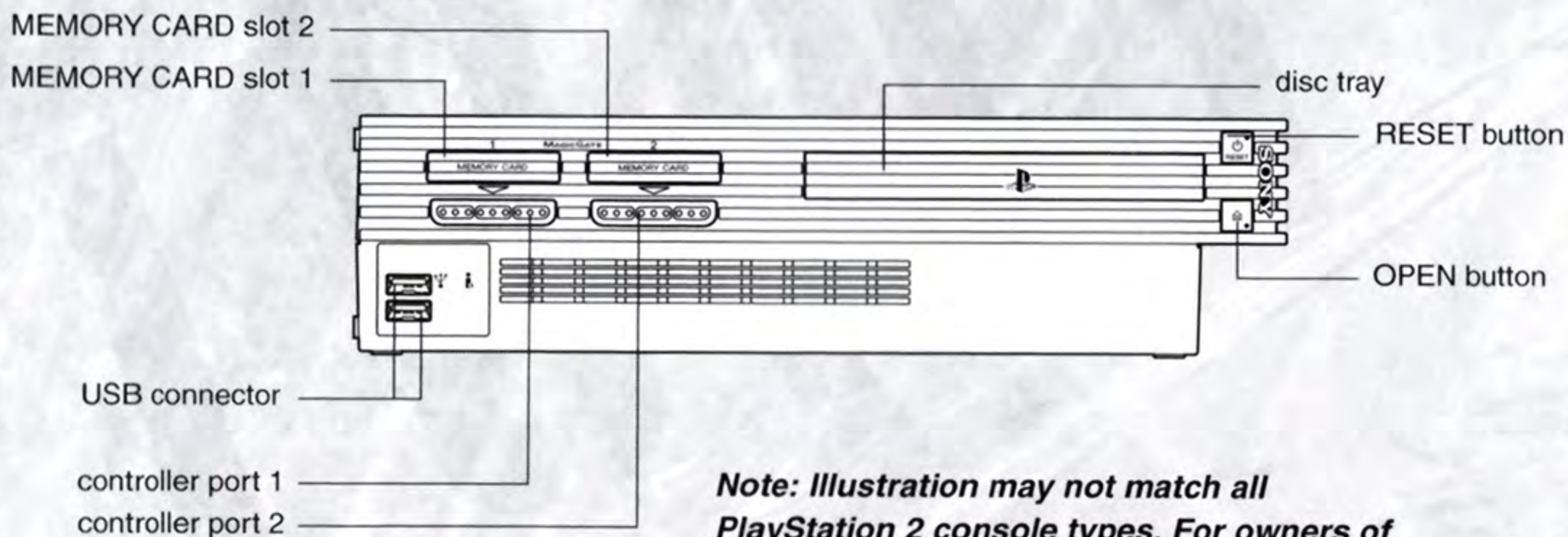
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

TABLE OF CONTENTS

Getting Started	2
Controls	2
Starting Up	3
The Game Modes	8
Multiplayer Games	10
Create-A-Mode	11
Online Play & Setup	17
Game Options	22
Credits	23
Customer Support	27
Software License Agreement	29

GETTING STARTED




Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 American Wasteland* disc on the disc tray with the label side facing 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 playing the game.


CONTROLS

Basic Controls


Crouching


To crouch, press and hold the  button.

Ollie (or Jump)


To ollie, press and release the  button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

Grab Tricks



To perform a grab trick, you 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 performs a different grab trick.

The longer you hold the  button down during a grab trick, the longer you'll "tweak" the trick. The score for the trick increases over the length of the grab.

Flip Tricks

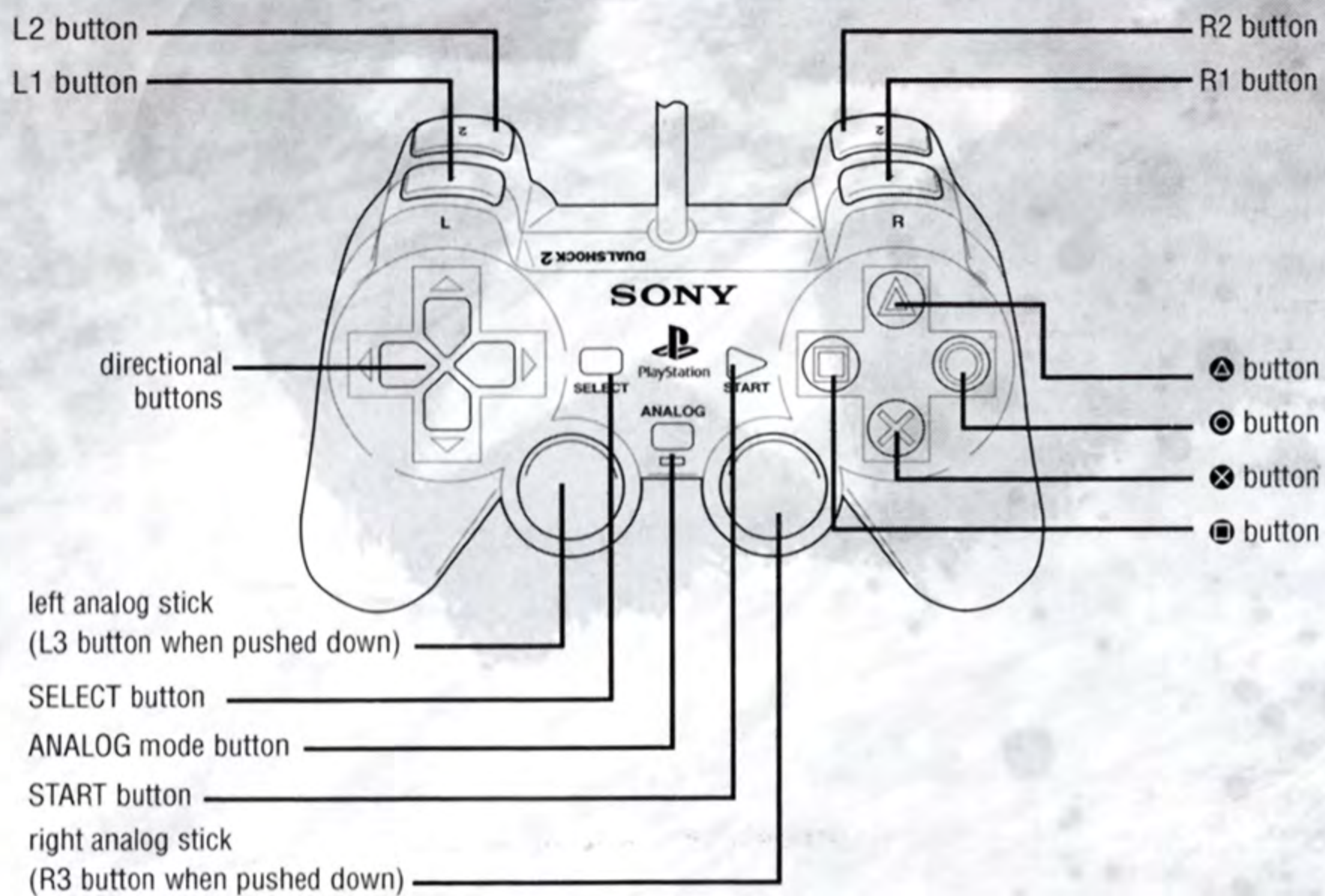
To perform a flip trick, you must first be in the air. Once in the air, press the  button in combination with one of the directional buttons. Each direction on the directional buttons performs a different flip trick.

Grind Tricks

To perform a grind trick, you must be near a rail or a grindable surface (like a ledge). First ollie (press and release the  button), then press the  button when near the rail or ledge to perform a grind trick.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the **↑** and **↓** directional buttons to navigate. 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. *Tony Hawk's American Wasteland* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

- **50-50**—When parallel to a rail, press and hold the **△** button.
- **Nosegrind**—Press the **↑** directional button and the **△** button.
- **5-0**—Press the **↓** directional button and the **△** button.
- **Boardslide/Lipslide**—Rotate the board perpendicular to a rail and press the **△** button.
- **Noseslide/Tailslide**—Press the **←** or **→** directional button and the **△** button. Rotate the part of your board you want to slide on into the rail.
- **Smith/Feeble**—Press the **↙** or **↘** directional button and the **△** button.
- **Overcrook/Crooked**—Press the **↖** or **↗** directional button and the **△** button.

Lip Tricks

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

Manualls

To perform a manual, quickly press the **↑** then **↓** directional buttons. You can also nose manual by quickly pressing the **↓** then **↑** directional buttons. Press the **↑** and **↓** directional buttons during a manual to balance.

Reverts

To revert when landing back onto a ramp, press the **R2** or **L2** button when you hit the ramp surface coming out of an aerial maneuver.

No Comply

To perform a no comply, quickly tap the **↑** directional button just before tapping or releasing the **⊗** button.

Boneless

To perform a boneless, quickly tap **↑**, **↑** on the directional buttons and release the **⊗** button. The boneless allows you to ollie higher and farther than a regular ollie.

Advanced Controls

Focus Mode

When your special meter is filled, press the **L3** button to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in Focus mode. Focus mode is limited in two ways:

- You can only use it for 15 seconds at a time (maximum).
- You may not execute Focus mode in the same combo more than three times.

Pressure Flips

Press and hold the **L2** button once to move your feet into pressure flip position. Press the **⊗** button to jump and the **□** button plus either the **↑**, **↓**, **←** or **→** directional button to execute a pressure flip.

Nollie

To perform a nollie, first press the **L2** button to get into nollie position, then press the **⊗** button. Nollie flip tricks follow from nollie stance. You can also toggle between regular, pressure and nollie positions by pressing and holding the **L2** button while grinding or in a manual.

Switch Stance

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, press the **R2** button. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

Wallrides

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the **△** button. Press the **⊗** button to wallie. Press the **↑** directional button and the **⊗** button to wallieplant. To do a vert wallplant, launch off a quarterpipe and press the **↑** directional button and the **⊗** button on the way up.

Wallplant/Sticker Slap

To wallplant, jump straight into a wall and press the **↓** directional button and the **⊗** button to plant your foot on the wall and kick off in the opposite direction. To sticker slap, jump straight into a wall and press the **⊗** button.

Wallpush

Skate or manual straight into a wall and hold the **△** button to push off the wall.






Spine Transfers

To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **R2** or **L2** button when launching off one side of the spine.







Skitching

To skitch (get pulled behind a vehicle), press the **↑** directional button when directly behind a vehicle.




Flatland Tricks

All flatland tricks stem from the manual. Once in a manual, tapping twice on the  button,  button,  button or any combination of those buttons produces a variety of flatland tricks. You must balance during a string of flatland combos using the  and  directional buttons.







Double-Tap Flips and Grabs

Press , ,  or  on the directional buttons and double-tap the  or  button twice to bust a double or more advanced version of the base (single-tap) trick. These tricks score more points than base tricks.



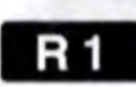
Grind/Lip Branching

In the middle of a grind or lip trick, tap twice on the ,  or  button or any combination to change your trick.

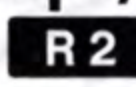
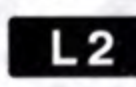
Flips/Rolls

When performing a flip or grab trick, you can customize your move in mid-air by using the directional buttons. While holding the  or  buttons in the air, double-tap the  directional button to do a backflip, double-tap the  directional button to do a front flip and double-tap the  or  directional button to do a frontside or backside roll (depending on which way your body is facing).


Powerslide

Press ,  on the directional buttons then tap the  button to do a quick 180°.

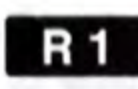



Acid Drops/Bank Drops

Press the  or  button while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See the Walking section below.)

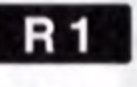


Tantrums

When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by quickly tapping the  button. If you throw a tantrum, you'll earn a small Freak Out bonus score you can use to start your next combo.

Bert Slide

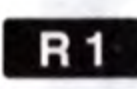

To perform the Bert slide, press the  button and  or  on the directional buttons. This trick can be modified by pressing the  button while in the Bert slide animation.

Natas Spins



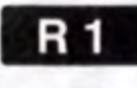



To perform a Natas Spin, jump onto a pole or fire hydrant, and land on it while pressing the  or  button and the  button.

Off-Board Controls


Walking

To switch from skating to walking, press the  and  buttons at the same time. While in Walk mode, use the directional buttons to control your skater. Holding down a directional button for an extended period of time makes the skater run instead of walk.



Climbing/Hanging

Jump (using the ) near a wall or hanging wire and press the  directional button and the  button to grab the ledge. While hanging, press the  and  directional buttons to move your position and press the  directional button to climb up onto the ledge surface.



Wall Run

While facing a wall, press the  directional button toward the wall, then press the **R1** button.

Wall Flip


Perform the Wall Run command, and press the  directional button and the  button while running up the wall.

Tagging

Walk over to a wall and lay down a tag by pressing the  button while you're facing a flat surface. You can also tag the ground by pressing the  button while away from a wall surface. Learn how to customize your tag by using the Create-A-Graphic feature (see page 13).

BMX Controls


Biking

To switch from skating (or walking) to riding a bike, press the  button when next to an available bike. To switch from the bike back to skating, press the **R1** and **L1** buttons at the same time. You must be standing still for this to work.


Control and Balancing

The **left analog stick** controls the rider's weight, steers the bike and balances the rider while in any wheelie or grind trick.


Pedaling

Press and hold the  button to pedal and gain speed on the bike.





Braking (Front and Rear)

The BMX has two different brakes, front brakes and rear brakes. To use the front brakes, press the **L1** button. Pressing the **L1** button while holding the  button will perform the Endo trick which is a stationary nose manual. To use the rear brakes, press the **R1** button. This helps the BMX to stop. When pressing the **L1** and **R1** buttons (front and rear brakes), your BMX stops much faster than when using only one.

Bunny Hop

Press and release the  button to perform a bunny hop (or small jump) while on the ground or at the top of a ramp.

Bike Tricks

- **Table Top**— Press the  button while in the air. This helps you clear higher obstacles.
- **Grind**— Bunny hop then land on a rail or ledge while holding the  button.
- **Fast Flip**— Press and hold the **L2** button while in the air. Using this trick while rotating gives your BMX extra speed and allows you to perform more rotations in the air, faster.
- **X-UP**— Press the  button while in the air. This trick is a modified bar spin.
- **Acid Drop**— Press the **R2** button when riding out over a halfpipe, quarterpipe or bank.
- **Bike Whip Tricks**— To perform a whip trick, push the right analog stick up, down, left or right. Each direction that's pushed on the analog stick performs a different whip trick.
- **Stalls**— To perform a stall, you must be near a rail or other grindable surface. First bunnyhop, then press the **R2** and  buttons at the same time to stall.

- **Lip Tricks** — To perform a lip trick, ride up a ramp and press the **R1** or **L1** button to perform a Tail Tap or Nose Pick. Press the left analog stick up and down to maintain balance.
- **Riding Backwards** — When coming down a ramp and landing fakie (facing backwards down the ramp), you'll have the ability to continue your combo by riding backwards. Press the left analog stick left and right to maintain balance. Move the balance meter all the way to the right or left, or press the **R2** button to do a 180° and ride normally.
- **Wall Plant/Tail Tap** — To perform a wall plant, jump straight into a wall and press the **X** button. To tail tap, jump into a wall while riding backwards and press the **X** button.
- **Wallrides** — Wallrides are performed the same way as when on a skateboard: approach a wall at a 45° angle and bunnyhop into the wall while holding the **△** button. Press the **X** button while wall riding to wallie hop. Wallrides can also be performed while riding backwards.
- **Spine Transfers** — To transfer over a spine, press the **R2** button when launching off one side of the spine.
- **Other Tricks** — Once in a wheelie or endo, tapping the **○** button or any direction on the right analog stick produces a variety of tricks. While in a wheelie or endo, the **R2** button can be used to pivot.

Special Meter & Special Tricks

As you score points in *Tony Hawk's American Wasteland*, your Special Meter (the meter in the top left corner of the screen in game) fills up. When the meter is glowing and pulsing in color, you can perform special tricks that you normally cannot. The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo. By default, you start with four special tricks. You can earn extra special trick slots by completing special tasks in Story mode. Special tricks are performed using multiple direction presses on the directional buttons with the corresponding face button. Try playing through Story mode to earn more 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 like, push down on the right analog stick (the R3 button) and lock the camera into place. Press the right analog stick down again to release the camera back to the default position. Alternately, press the **SELECT** button to switch between different camera positions. Continue pressing the **SELECT** button to return to the default camera position. When walking, tap the **L2** button to re-center the camera behind the skater.

Edit Tricks

While you're skating in the game, you can always edit your tricks. To change a trick assignment:

- Select the trick category you want to edit: grab tricks, flip tricks, lip tricks or special tricks.
- Select the trick you want to assign to a trick slot.
- Select the button combination you want to assign to that trick.
- Swap tricks until you find a perfect trick setup for you.

THE GAME MODES

Story Mode

Missions

You are presented with story-specific missions throughout Story mode. To progress through the game and see all the city and skate spots, you need to complete these missions. Missions are presented to you by various characters located in and around the city. A character that's ready to give you a mission has a pink dialogue bubble over their head, indicating you can talk to them and receive your next mission. If you wish to start a mission, skate or walk up next to the character and press the **○** button.

Shops (Create-A-Skater)

Throughout the city of Los Angeles are various shops where you can purchase clothing, skate decks and tattoos and customize your skater in-game as you would normally using the Create-A-Skater mode. To enter a store, make sure you're off your skateboard.

Cash Goals (Earn Cash)

To earn cash to buy items in the various shops, you must first complete some cash goals located throughout the city. These goals can be found by locating characters with cash symbols (the dollar sign) floating above their heads. To start a cash goal, get close to the character and press the **○** button. These goals are persistent, meaning they're always available for you to locate and complete.

Sponsor Challenges (Earn Stats)

To increase your skating abilities, you must earn stat points. Stat points are awarded in the story through Sponsor Challenges. These challenges can be found at the skate shops located throughout the city. Walk up to a skate shop, and from the outside of the shop press the **○** button to see the current Sponsor Challenges. If you choose to accept these challenges, you'll need to complete them within one day (game time) of accepting them. Once you have completed a challenge, you'll be awarded stat points to increase your abilities.

Tagging Spots (Create-A-Graphic)

There are graffiti artists located throughout the city who can help you with your tagging skills. To locate one of these artists, look for the characters with the spray paint can floating above their heads. Walk up to the character and press the **○** button to talk. You'll then be able to customize your tag in-game as you would normally through the Create-A-Graphic editor.

Inspiration Spots (Create-A-Trick)

If you feel like being creative and inventing your own skate tricks, find an inspiration spot located throughout the city that allows you to use the trick editor in-game as you normally would through Create-A-Trick. Find an inspiration spot and press the **○** button to start the trick editor.


Compass and Maps

On the top of the in-game screen is a compass, which helps you locate all the various things to do in Story mode throughout the city. The compass shows you where the following items are located: available missions, shops, cash goals, tagging spots, inspiration spots, bicycle placement and directional arrows for moving from one area of the city to the next. There are also maps of each area located on the Pause menu, so if you need to look at an entire area at a glance, use the map.

City Buses

There are buses located throughout the city you can use to transport yourself back to areas you've already been to. This allows quicker movement from one side of the city to the other.

View Missions

At any time during the story, you can visit the Pause menu and select View Missions. The View Missions screens show you which missions are available to you, and which Sponsor Challenges are currently active for you to complete. Get more information about a mission by selecting the mission with the  button and viewing the details of that mission.

Text Messages

Occasionally throughout your journey, you'll receive a text message. These messages can also be found in the Pause menu under Text Messages. These messages provide further information about the story and your mission objectives.

Classic Mode

What's Classic?

Classic mode is the traditional way players learned to play the *Tony Hawk's Pro Skater*[®] games. There's a two-minute timer and a list of ten goals, including: High Score, Pro Score, Sick Score, Skate Letters, Combo Letters, Secret Tape and more! Skate through memory lane as we bring back levels from previous classic games!

Co-Op Classic Mode

New to *Tony Hawk's American Wasteland*! Co-Op Classic mode allows you to grab a friend and play two-players simultaneously throughout the entire Classic mode progression.

Note: To select Co-Op Classic mode, two controllers must be plugged into the PlayStation[®]2 computer entertainment system.

High Score/Free Skate

Choose a level or city area and practice your skating skills. If you're up to the challenge, start a high score run and try to score your best within two minutes. You can set high scores and new records in this mode. To earn access to all the areas and levels in the game, you must play through Story and Classic modes first.

2-Player

When you and a friend are ready to go head-to-head, this mode offers up many different 2-player games. Please see Multiplayer Games on page 10 for further explanation of the available games.

Note: To select 2-Player mode from the Main Menu, two controllers must be plugged into the PlayStation[®]2 computer entertainment system.

Online Play

Take your gaming skills online! Get ready to battle players all over the world in up to eight-player games! Check out the Online Play and Setup section (see page 17) to learn more about how to connect *Tony Hawk's American Wasteland* to the Internet. See Multiplayer Games on page 10 for further explanation of the games available to play.

Create-A-Modes

If you want to customize the game, these are the modes for you! You can customize your skater, make your own skate parks, edit your graffiti tags and create your own tricks. Please see the Create-A-Mode individual sections (starting on page 11) for more details on customizing your game.

MULTIPLAYER GAMES

Online Play vs. 2-Player

You can play most of the available multiplayer games in either Online Play or 2-Player mode. There are some games that are specific to one or the other (mentioned below). To play in Online Play, you'll need to connect to the Internet following the Online Play & Setup section (on page 17). To play in 2-Player mode, you will need to connect two controllers and then you can play against a friend in split-screen action.

The Games

Trick Attack

The player with the highest score at the end of the time limit wins! You can specify the amount of time.

Graffiti

The player with the most "tagged" objects wins! Obstacles are tagged with your player color by tricking off them. A trick with a higher score will tag an object and steal it from the previous player. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Elimiskate (Online Only)

It's similar to Trick Attack, although this time you have multiple stages per game with a variable time limit. In the first stage, the time counts down and the lowest-scoring player at the end of that round gets eliminated from the game. This continues until only one skater's left standing and proclaimed the winner! Elimiskate can be scored by points or tags.

Score Challenge

Similar to Trick Attack, except the match ends when the first skater reaches the target score. The score can be set as points or tags.

Combo Mambo

The player who busts the biggest single combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match. Combo Mambo can be played with either points or tags.

Slap!

The player who slaps the most wins! When two skaters collide, the faster player remains standing. So bust some tricks to fill your Special Meter, then start slapping the other skaters around!

Pot O' Gold

New to *Tony Hawk's American Wasteland*! The player that holds the Pot O' Gold can score while it's in his or her possession. Other players will try to grab the gold away by smacking the player (going faster in a collision). Once one player has scored enough points with the Pot O' Gold, or has the most points when time runs out, that player wins the match!

Capture the Flag (Online Only)

Form teams and then try to capture each other's flag. Find the other team's flag, grab it and return it to your base for a capture. Your team's flag must be at your base for you to capture the rival team's flag. If your flag is not at your base, an arrow will point to its location. Find the person who has your flag and slap him or her to get the flag returned!

King of the Hill

There's a crown out there somewhere, and the first player to find it becomes King. While you're King, you'll have the crown above your head and your time will start to rise. 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!

Scavenger Hunt

Each player places five coins throughout the level. Be the first one to pick up all the coins, including your own five, or be the one to pick up the most coins before the time limit runs out, and you win!

Fire Fight

Suspend disbelief for a moment... You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs with the **↑** or **↓** directional button and the **■** button. Keep tapping the **■** button for double, triple and even quadruple fireballs! The skill level determines how high of a combo score it takes to launch a massive fireball. (Network only: 1 is easy, 5 is hard).

Goal Attack (Online Only)

Play the Classic mode goals in Goal Attack. Compete against each other to see who can complete all the goals first! The server player selects which goals are active. The player (or team) who completes all of the goals first is the winner.

HORSE (2-Player Only)

The old classic H.O.R.S.E. (or the word of your choice—be good) returns! 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, they get a letter. First one to get all the letters is the loser!

CREATE-A-MODE

Create-A-Skater

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

A Note on the Story Skater

In *Tony Hawk's American Wasteland*, the Story skater you customize cannot be used in any other mode of play, and the same goes for a skater created outside of Story mode—it cannot be used in the Story. All customization of your Story skater should be done inside Story mode (within the shops located throughout the city of Los Angeles), and all customization of a skater for Classic mode, 2-Player, High-Score or Online Play should be done within the Create-A-Skater option from the Main Menu. Story mode Create-A-Skater shops are broken into sections of customization, (e.g., hair options in the Barbershop, clothing options in the Clothing Shop).

Creating Your Skater

You can create nearly any kind of skater. Create a unique look for your skater, then go online to show off your new look. From the Main Menu, select Create-A-Mode and then Create-A-Skater. You can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created.

Note: Some items or customization options are not compatible with other options.

Piece Categories

The available piece categories when creating a new skater or editing your current skater are:

Information, Head Options, Torso Options, Leg Options, Tattoo Options, Scale Options, Deck Options, Sticker Options and Pad Options

Available Pieces

At the start of the game, some pieces will be unavailable to you until you've purchased the item from within Story mode. To unlock more pieces to customize your skater with, you'll need to play through Story mode and purchase these items.


Face Mapping

Note: Face downloading requires an Internet connection for your PlayStation®2 computer entertainment system.

Get Your Face in the Game

You can take a digital photograph of your face, e-mail it in, download it into the game and apply it to your Create-A-Skater! By following a few simple steps, you'll be in the game! Alternately, you can use your EyeToy® USB camera for PlayStation®2 to take a picture of your face and apply it to your skater as well.

Using the EyeToy®

Make sure your EyeToy® USB Camera (for PlayStation®2) is connected and pointed in the appropriate direction. Select Face Mapping from the Create-A-Skater Menu. Scroll down to section 2, part b): Grab with EyeToy® USB Camera (for PlayStation®2). Position yourself and the EyeToy® USB Camera (for PlayStation®2) in such a way that your face is centered in the box on-screen. Press the  button to capture your picture! Read below for information on how to apply that picture to your Create-A-Skater.

Using the Internet to E-Mail Your Photo

Follow these steps to quickly get your face in the game:

- Take a digital photograph of yourself. Make sure it's taken straight from the front and has even, flat lighting (no shadows).
- Save your picture as a JPEG file.
- E-mail the picture as an attached JPEG file to faces@tonyhawksonline.com. You'll get a reply e-mail with your personal password.
- In the game, select Download Your Face from the Face Mapping menu.
- Enter your password and select Done to retrieve your face from the Internet.

You have now successfully downloaded your face into the game. You can proceed to edit the mapping of your face, as well as facial tone, color or skin (instructions in the next section).

Editing Your Face

Follow these steps to edit your downloaded face:

- Select Edit Points from the menu. Edit the points at which your face is mapped onto the Create-A-Skater by following the on-screen instructions. You can continue to edit the points of your face mapping until you're satisfied.
- Further match the color of your face to the surrounding skin by selecting Match Your Face from the menu. Three bars represent Hue, Saturation and Value of the color of your face. You can tweak the color of your skin in the next step.

- Adjust or recolor your skin color by selecting Color Your Skin from the menu. Again, three bars represent Hue, Saturation and Value of the color of your skin.

You are now done editing your downloaded face.

Troubleshooting

- Make sure you've attached a picture that has a legitimate picture extension file name. (Example: JPG, GIF or BMP).
- Make sure you've attached your file to the e-mail. Do NOT embed the file into the e-mail.
- Visit www.tonyhawksonline.com for more information on uploading a face texture.


Face Mapping Terms of Use

By utilizing the face mapping technology provided, you understand and agree that the face mapping technology is provided solely for the purpose of providing you the ability to insert your own face or likeness in *Tony Hawk's American Wasteland* for your own personal use. You are not permitted to use the face or likeness of any other person including, but not limited to the face or likeness of any celebrity, public or historical figure, without that person's (or the person's authorized agent's) prior written authorization. Any such use of another person's face or likeness may constitute a violation of state and federal privacy, rights of publicity and/or other intellectual property laws, which may subject you to civil and/or criminal penalties.


Create-A-Graphic

Use this new tool to layer and combine all kinds of different graphic elements, shapes and text to create your own personal logo. Then, use that graphic as your graffiti tag, deck graphic or even a logo for your skater clothing.

Graphic Editor Options

From the Main Menu, select **Create-A-Mode** and then **Create-A-Graphic**. You can choose to create a brand new graphic, edit the current graphic, load a previous graphic or save your graphic. You can also select from a list of premade graphics you can use or customize and make your own. Once you've entered the editor, there are ten layers to choose from. Pick a layer and then choose **Select Graphic** to choose from a wide variety of graphics, illustrations, logo shapes, backgrounds, odd shapes, sponsor logos or even enter your own text! Once you've chosen a graphic element for that layer, press the  button to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- **Modify Graphic/Text** — This allows you to go back and pick a new graphic for that layer.
- **Erase Layer** — Wipe that layer clean and start over.
- **Transform Layer** — You can rotate, scale and move the graphic on that layer.
- **Flip Horizontally** — Flip the layer left to right to see its mirror image.
- **Flip Vertically** — Flip the layer top to bottom to see its mirror image.
- **Swap Backwards** — Move the selected layer behind the other layers.
- **Swap Forwards** — Move the selected layer in front of each of the other layers.
- **Copy to Open Layer** — Create a new layer with a copy of the current layer.
- **Color Palette** — Choose a color from one of the 16 boxes to change the color of the graphic element on that layer. Also, use the Hue, Saturation, Value and Fade sliders below to customize your color selection.




When you're satisfied with each layer, press the  button to return to the list of layers on the left side. Use up to ten layers to create your graphic. When you're satisfied with your graphic, select Done at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can select your graphic and use it in the game!

Create-A-Park





Tony Hawk's American Wasteland features one of the most advanced level editors created, allowing you to design your own level to skate in!

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

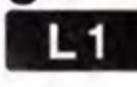
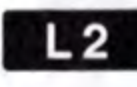

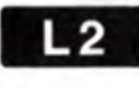
Basic Controls

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 erases any pieces intersecting with the current piece.

Changing Pieces

Use the directional buttons to select pieces. The  and  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  and  directional buttons scroll through the pieces available in that category. The name of the selected piece is listed above the piece.

Raising and Lowering Ground

Use the  and  buttons to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, then press the  or  button to raise and lower large sections of your park at once.




The Clipboard

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the directional buttons to select the Tools category and find the Area Selection cursor. Place the cursor at the desired area. Press the  button to start the selection, use the left analog stick to make your selection (shaded in red) and then press the  button to complete your selection. The selection menu will appear:

- **Continue** — Return to the Editor.
- **Copy** — Make a copy of the selected area to be stored in the Clipboard category for later use.



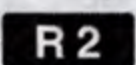

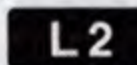

Note: If your park is low on memory, you may not be allowed to copy large sections.


- **Cut** — Remove the selected area and store it in the Clipboard for use in a different area.
- **Delete Pieces** — Clear the selected area.

After making a selection and using the Copy or Cut function, use the directional buttons to select the Clipboard category. Scroll using the  or  directional buttons to view all your saved selections. You can then move the saved item around the park and use the  button to place it.


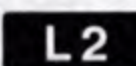
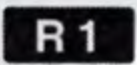





The Gap Tool




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. 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 gray, wireframe "wall" attached to the piece. 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 rotates the gap poly to a different side of the piece. The , ,  and  buttons modify the dimensions of the currently selected gap. Press the  button to access that gap's Gap menu.

Note: You can always get back to the Gap menu by placing the Gap Tool over a piece shaded blue and pressing the  button.

The Rail Tool

The freeform rail tool allows you to make complex layouts that go up and over any piece in your park. The Rail Tool allows you to "draw" rails any way you like. When you first highlight the Rail Tool, you'll be in Free Movement mode. Use the left analog stick to move the cursor around your park. Use the  and  buttons to raise and lower the cursor. The  and  buttons and the right analog stick control the camera. Pressing the  button will "snap" the rail cursor to the nearest existing rail or to the nearest point on an object. Press the  button to put down a post and start making a rail. As you move the cursor around, you'll see a rail link connecting your initial point to the cursor. Keep pressing the  button to put down rail links. Press the  button when you're finished with a rail and the cursor will return to free movement.

The rail tool can also be used to edit existing rails. Move the cursor over a rail or rail link until it starts blinking. Press the  button to delete the blinking sections. Press the  button to "grab" the nearest rail point. Once grabbed, the rail point can be raised or lowered and dragged in any direction. Press the  button to place a rail in the new position and return to free movement.

Note: You can only grind around corners that are 45 degrees or less. As you make rails, links that cannot be continuously skated will appear as red. A green link indicates the rail transition will work.

Create-A-Park Menu

While building a park, press the  button to access the Park Editor Menu.

- **Continue** — Continue where you left off in the Editor.
- **Test Play** — Land in your created park to test your construction.
- **Switch Theme** — There are various themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.
- **Resize Park** — Adjust the size of your park. You can manipulate each side of the park independently.
- **Nuke Park** — This will clear the park so that you can start over.
- **Set Max Players** — Important! Decide how many players will be allowed to play in your park at one time (via Online Play). The fewer players you allow, the more memory you'll have to work with. The default number of players is two, so if you want to take your park online, make sure to set your max players accordingly. You can change the max players at any time, but if your park's memory meter is full, you may need to delete pieces and lower the ground until you make enough room for the desired number of players.
- **Save Park** — Save your park. The name you save under will become the name of your park.
- **Load Park** — Load a previously saved created park.
- **Load Pre-Made Park** — Load a pre-built park included with *Tony Hawk's American Wasteland*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and save them as your own!

- **Quit** — Takes you back to the Main Menu. Be sure to save your latest changes, otherwise they'll be lost once you exit the Editor.

Restart Points

The following is a list of restart points that are required in the created parks, especially if you plan to use your park for online play:

- **Player 1 Start** — The green object marked "1P" marks the starting point for player 1. Only one start point per player can be placed in a level.
- **Player 2 Start** — The red object marked "2P" marks the starting point for player 2.
- **H.O.R.S.E. Start** — These mark the starting positions in a H.O.R.S.E. game (2-player). The player 1 start point also doubles as a H.O.R.S.E. start point. Only six H.O.R.S.E. start points can be placed in a park.
- **Crown Start** — This 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 park.
- **Flag Start** — These indicate where the team flags will be placed in Capture the Flag games (a multiplayer game available in Online mode).

The Memory Meter

As you add pieces to your park, the memory meter at the bottom of the screen fills up. When the entire meter is red, you can't add anything more to your park.





Note: Decreasing/increasing the Max Players allowed in the park gives you more or less memory to work with.

Create-A-Trick

Combine skate animations to make your own custom tricks! Select Create-A-Trick from the Main Menu to start making a trick. If this is your first time, choose Create New Trick to enter the trick lab. Or, choose from a variety of pre-made tricks to see how they were created.

The Trick Interface






When you first enter the Create-A-Trick editor, you'll be presented with the main "timeline interface." In the upper right, you'll see your skater, and across the bottom, a timeline of the current trick. Build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and continues through to the end of the last component you've placed.

Start by pressing the  button to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, the duration of the animation and other trick-specific details. When navigating the timeline, use the  and  directional buttons to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press the  button to modify options associated with that component.

Some of the options you may see:

- **Duration** — How long this trick component will last, in seconds.
- **Start/Stop** — For a trick with an animation, you can use these parameters to effectively "chop off" the first or last part of the animation. For example, if you want to put a kickflip in your trick that only

flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.

- **Hold Time (grabs only)** — You can force a grab trick to hold itself for this amount of time.
- **Holdable (grabs only)** — Change this to Yes if you want the player to hold or “tweak” this grab by holding either the  or  button during the trick. You are limited to one holdable grab per created trick.
- **Backwards (some tricks only)** — Set this to On if you want the trick animation to play backward instead of forward.
- **Points** — The length and complexity of your created trick determines the trick score.
- **Rotation** — Use the **R2** button to toggle player-controlled rotation On or Off for the duration of the trick. Turning rotation Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate. When you’re finished adding and modifying components and you want to test the trick, press the  button to return to the Create-A-Trick menu.
- **Back to Editor** — Head back to the timeline to change your created trick.
- **Preview Trick** — Try your new trick in a level to see how it performs. The trick will be temporarily assigned to the  directional button plus the  button to make testing easy.
- **Name Trick** — Name the trick whatever you like.
- **Save Trick** — Save the trick to a memory card (8MB) (for PlayStation®2).
- **Done** — Return to the current game mode. You’ll be asked if you want to keep your created trick when you exit. At any one time, you can keep up to ten created tricks active. All ten tricks will be saved with your skater if you save to a memory card (8MB) (for PlayStation®2). Additional tricks can also be saved individually to memory cards (8MB) (for PlayStation®2). See Save Trick above for more info.

Note: After you make a trick and decide to keep it, you’ll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign to the trick and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

ONLINE PLAY & SETUP

This software uses “DNAS” (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. (“SCEI”). “DNAS” retrieves information about a user’s hardware and software for authentication, copy protection, account blocking, system, rules or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. **A Publisher can combine this information with information from the Publisher’s records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher’s privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America (“SCEA”) and their affiliates cannot guarantee the continuous operation of the “DNAS” servers. SCEA shall not be liable for any delay or failure of the “DNAS” servers to perform. If you receive a message during login identifying a “DNAS” authentication

error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS," visit www.us.playstation.com/DNAS. In the event of a system's incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates or licensed Publishers shall not be liable for any delays, system failures, authentication failures or system outages, which may, from time to time, affect online gameplay or access thereto.

Note: By joining an online session, you must leave the Activision-controlled environment in Tony Hawk's American Wasteland. The game's content has been rated for Teen audiences, but 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. Please read the terms of use for online play at th-american-wasteland.com/terms/.

Online Setup

Are you ready to go online and play against opponents around the world? To play *Tony Hawk's American Wasteland* online, you'll need a Network Adaptor (Ethernet/modem) (for PlayStation®2). You'll also need an Internet service provider.

First, set up a Your Network Configuration file by using the Network Adaptor Start-Up Disc. If you already have a Your Network Configuration file, select Online Play, choose your skater, then select Online Preferences. Select Network Configuration to load your setting from a memory card (8MB) (for PlayStation®2). You'll be prompted to choose a valid Network Configuration. If no Your Network Configuration file is present, create one using the Network Adaptor Start-Up Disc.

USB Network devices are not supported for the PlayStation®2 computer entertainment system. If you wish to play this title online, you will need to use an official Network Adaptor (Ethernet/modem) (for PlayStation®2) SCPH-10281 or later model.

Getting Into the Game

Once your hardware is connected and properly configured, you're ready to go online. Select Online Play from the Main Menu. Next, select the skater you want to use. Next, you can Edit Tricks or change your Online Preferences. Select Ready to continue. Please review the Online Terms of Use and select Accept or Decline. Finally, your PlayStation®2 computer entertainment system will attempt to verify your network settings and connect.

Note: If you can't get past the Main Menu, your network is not configured properly. Check your hardware, cables and network settings and try again.

If you connect successfully, your PlayStation®2 computer entertainment system will attempt to retrieve the Message of the Day. If you see the Message of the Day, congratulations! You're online with *Tony Hawk's American Wasteland*!

After you receive the Message of the Day, you'll see a message asking you if you wish to establish a GameSpy® profile. *Tony Hawk's American Wasteland* uses GameSpy (www.Gamespy.com) for its online matchmaking. By establishing a profile and providing GameSpy with your e-mail address, you'll be able to track friends online via *Tony Hawk's American Wasteland's* Homie List and post your stats online. Visit www.gamespy.com for details on GameSpy profiles.

Online Options

Select Play Online from the Internet Options menu to play a game.

The GameSpy Region List shows the available GameSpy areas that hold *Tony Hawk's American Wasteland* servers. The number to the right of the region name indicates how many servers are online in that particular region.

Note: Expert servers may require you to achieve a certain player ranking before you can enter them. Once you enter a region, you'll see a list of servers on your right. To the left is the user list, and at the bottom is the chat window. In the middle is the Action menu.


You'll have the following options to choose from:

- **Host Game** — Start a server of your own.
- **Join Game** — Join one of the servers shown on the right.
- **Observe Game** — Join a server as an observer.
- **Refresh** — Update the server list on the right of the screen.
- **User List** — Change to the User List where you can scroll through the list of players in the lobby. If you've logged in with a GameSpy profile, you can select users to add to your Homie List. The skateboard icons next to the usernames indicate their online ranking. If the skateboard icons are empty, those players have not posted their stats online. The more red the icon, the higher the online ranking.
- **Homie List** — Select this option to see the status of friends already added to your Homie List. This list shows currently online friends and where they're playing. Join their current game by selecting Join, or select Observe to watch.
- **Type Message** — Select this option to enter a chat message that will appear in the chat window in the lower left.
- **View Messages** — Select this option to view text messages sent from a friend on your Homie List.

Joining a Game

When you select Join in the Online menu, the highlight cursor moves to the Server List. As you highlight each server, pertinent information about that server is shown:

- **Ping Time** — The time it takes to send data from your PlayStation[®]2 computer entertainment system to the server. The lower the ping time, the faster the connection to the server.
- **Mode** — The game that's being played or will be played by the server.
- **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 beginners; 5 is for hardcore players only!
- **Level** — The game level of the selected game (Hollywood, etc.).
- **Players** — The number of players currently in the game is listed at the top left (eight is the maximum). Player names appear below the number of players.

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!

Hosting a Game

When hosting a game, you'll see the Server Options menu. Once your server is up, the other players will see your game in the Server List and can attempt to join it. When starting a server, you'll get the following options:

- **Name**—Set the name of your server as it will appear in the server list to other players.
- **Level**—The level you plan to host in (can be changed at any time once you're in the game).
- **Players**—The highest number of players you'll allow on your server. Please see the Bandwidth Limits and Max Players section below for more details.
- **Observers**—The highest number of people you'll allow to watch your server.
- **Teams**—How many teams you want to play with. You can change this once you're in the game.
- **Skill Level**—Rate your skill level: 1 is for beginners, 5 is for high-scoring vets.
- **Rank Restriction**—Limit the players who are able to join your server by setting a maximum GameSpy ranking.
- **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 anyone to be able to join.
- **Ready**—Select this when you're ready to start hosting a game.

Firewall Note: In order to host (or serve) a Tony Hawk's American Wasteland game from behind some brands of routers with NAT (Network Address Translation), or firewalls, you may need to enable Port Forwarding. You'll need to route, or forward, all data on port 5150 UDP (User Datagram Protocol) to the IP address assigned to your PlayStation®2 computer entertainment system.

Bandwidth Limits and Max Players

When you host a game, the maximum number of skaters who can join your server is limited by your bandwidth, or speed, of your Internet connection. Each player who joins your game will use a portion of your available bandwidth.

On a high bandwidth connection, *Tony Hawk's American Wasteland* has a maximum of eight players plus one observer. Note that bandwidth restrictions on cable modems and DSL vary depending on your Internet service provider and you may need to set your Players setting to a lower number.


When you host games, if you have problems with laggy gameplay, jerky movement or if users seem to disconnect for no reason, try reducing the Players number before you host the game. Each new skater who joins the game will hurt networking performance, so if you have a slow Internet connection while hosting many skaters, your gameplay may suffer.

Playing in a Network Game

A *Tony Hawk's American Wasteland* server is hosted by one of the players and can hold a maximum of eight players and one observer. If you selected Join Game, you are considered a "client" to that server. If you selected Host Game, you're considered the "server" (or "host") player.

After joining, you'll most likely be dropped into Free Skate mode. During free skate, you can skate 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 the game, you'll be notified and the game will start. After the game is completed, you'll be shown the final rankings screen and then return to free skate.

Client Pause Menu

Once you're a client in a game, it's up to the server player to start the game. By pressing the  button you can access the Client Pause Menu. There are several options listed:

- **Continue**—Return to the game.
- **Game Options**—Brings up a sub-menu and allows you to change Screen mode, Sound Options and Display Options.
- **Score Display Mode (Teams Only)**—Toggle the scoring display to show individual scores or just team totals.
- **Auto Brake**—By default, when you pause the game or type a message, your skater will stop skating—this is called Auto Braking. You can turn this off to maintain control of your skater when menus are up. For example, if you're playing and a friend is typing.
- **Set Restart/Go to Restart**—Set a point to return to and then warp back to that point later. This is only available while in free skate.
- **Edit Tricks**—Change your trick setup or load your own created tricks. You can only view your tricks—not edit them—if a game is in progress.
- **Player List**—See who's in the game and add them to your Homie List (requires a GameSpy profile).
- **Chat Message**—Select this option to send a message.
- **Observe**—This option will drop you into Observer mode. You will not be able to return to the game without first quitting and then rejoining.
- **Quit**—Exit the server at any time. You will return to the Server Lobby.

Tip: Tony Hawk's American Wasteland 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.

Server Pause Menu

As the server player, you're hosting the game, so it's up to you to decide which game is played and what the options are. You'll be given the same Pause Menu options as the game clients with the following added options:

Start Game—Brings up a sub-menu:

- **Game Type**—Select the game you want to play.
- **Time Limit**—Decide how long you want the game to last.
- **Stop at Zero**—By selecting Yes, the game will stop all players when the clock hits zero and the game ends. When you select No, players who are in a combo when the time runs out have a chance to complete their combo before the game ends.
- **Server Options**—Nearly identical to the options listed when you started the server. From here, you can turn teams on and off, change the name of the server, add a password to it and control whether player-to-player collision is on or off.
- **Advanced Options**—Here you can set gamewide preferences such as No Manuals or No Walking. Any option you choose applies to every player in your server. Some cheats from Story mode even appear here after you unlock them.

- **Change Area** — Change to a different level. All players in the game will move with you to the new level.
- **Player List** — Select a player to add to your Homie List. Or, if they're acting up, select Kick to boot them from your game or Ban to boot them and not allow them to ever rejoin.

Tip: You can only serve on levels you've already unlocked. Unlock additional levels by playing offline in Story mode and Classic mode. As a client, you can join a game being played in any type of level—even secret ones!

Team Play

If the server has teams turned on, you can team up and combine scores. There can be up to four teams. You can have any number of players on any number of teams—play 2-on-2 or 7-on-1—you decide. When teams are created on the server, you'll see up to four team flags in the level. Skate into a flag to join that team or skate into a different flag to change teams. You can't change teams once a game has started.

Neversoft Online Vaults

Tired of *Tony Hawk's American Wasteland's* built-in levels and tricks? Then go online and download something new! In addition to playing online with *Tony Hawk's American Wasteland*, you can also trade parks, tricks, skaters and graphics you've created via the Neversoft Online Vault. The vault holds all the great files people have contributed.

Scroll through the various types of downloadable content and select an item in the list to download it to your PlayStation®2 computer entertainment system. You'll be prompted to save to a memory card (8MB) (for PlayStation®2).

Note: Activision and Neversoft reserve the right to refuse to display or make available your content at any time and for any reason at their sole discretion.

Uploading Content

Got something you've created and want to share? Choose the desired type of uploadable content from the list on the left (i.e., Parks, Tricks, Skaters, Created Graphics). Then select the particular saved file you want to post on the Neversoft Online Vault. Enter a concise description of your file and select Done to upload. Within minutes, you should see your content available for download in the Download Content section.

Note: Players are restricted to one file each in the five different categories. Your newest file will always replace the previously uploaded file in a category.

GAME OPTIONS

Save Game/Load Game

To save a game, you'll need at least 134KB 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. To load a previously saved game, select Load Game from the Options Menu.

The Story/Skater file requires 134KB. This file contains both your skater and any progress through Story mode as well as any unlockables you may have earned.

The Online preferences file requires 20KB. This stores your Homie List and GameSpy profile. After you log into GameSpy or add a new homie, make sure to save your online preferences.

The Park file requires 50KB. The park file contains the layout of the park you created.

The Tricks file requires 49KB and contains a single trick that can be traded with friends or uploaded to the online trick vault.

The Graphic file requires 48KB depending on the complexity of your image.

Other Options

- **Game Settings:** Controller settings, sound options (The Sirius Satellite Radio[®] Music Hub with Tony Hawk's Demolition Radio[®]—Pick the songs just like Tony does on Tony Hawk's Demolition Radio show on Sirius Satellite Radio), screen modes and display settings, taunt options, cutscene subtitles, and blood.
- **Game Progress:** How much you have completed of the game.
- **High Scores**
- **Cheat Codes**
- **Movies**

CREDITS

*DESIGNED AND
DEVELOPED BY*
**NEVERSOFT
ENTERTAINMENT**

Development Team

Kristina Adelmeyer
Nassim Ait-Kaci
Ron Alpert
Jon Bailey
Ted Barber
Ben Bell
Jacob Biegel
Ari Bilow
Brian Bright
Ted Brown
Brad Bulkley
Clive Burdon
Matt Canale
Anthony Carotenuto
Michael Carr
Jun Chang
Tyler Chiochio
Dan Chisholm
Jacque Choi
Pat Connole

Anna Contessa
Dave Cowling
Ralph DiAmato
Lisa Davies
Max Davidian
Peter Day
Dana Delalla
John Dobbie
Zac Drake
Karl Drown
Mike Esposito
Chad Findley
Andy Firth
Alan Flores
Allen Freese
Mike Friedrich
Steve Gallacher
Jake Geiger
Andy Gentile
Chris George
Olin Georgescu
Jason Greenberg
Rock Gropper
Kurt Gutierrez
Aaron Habibipour

Mike Hall
Kendall Harrison
Tom Hess
David Hind
Kristin Ingram
Gary Jesdanun
Joel Jewett
Sandy Jewett
Henry Ji
Garrett Jost
Ryan Juckett
Andrew Kalmbach
Hari Khalsa
Daryl Kimoto
Joe Lamas
Scott Lawlor
Allan Lee
Ed Li
Aaron Limonick
Greg Lopez
Sanjay Madhav
Ryan Magid
Andy Marchal
Jason Maynard
Tim McGrath

Ismael Medrano
Randy Mills
Jeff Morgan
Kevin Mulhall
Daniel Nelson
Nolan Nelson
Gilbert Ngo
David Nielsen
Josh O'Brien
Stephen Okasaki
Brian Oles
Johnny Ow
Jeremy Page
Chris Parise
Chris Peacock
Scott Pease
Anthony Pesch
Cody Pierson
Rulon Raymond
Avi Renick
Jeremiah Roa
Paul Robinson
Mike Roloson
Lee Ross
Dave Rowe

Jon Rush
Matt Russell
John Sahas
Beth Sanborn
Anthony Saunders
Stuart Scandrett
Davidicus Schacher
Mark Scott
Aaron Skillman
Gideon Stocck
Damian Stones
Todd Sue
Carlo Surla
Jeff Swenty
Darren Thorne
Lucy Topjian
Thai Tran
Jason Uyeda
Todd Wahoske
Fred Wang
Chris Ward
Sam Ware
John Webb
Mark Wojtowicz
Tao Zheng

**ADDITIONAL PROGRAMMING,
ARTWORK, AND SUPPORT**

Chris Ashbaugh
Yung-Lo Chang
Travis Chen
Lisa Edmison
Jaime Egerton
Robert Espinoza
Adam Ghering
Mark Guidarelli
Pat Griffith
Ricardo Hernandez
Aaron Hill
Paul Lee
Adam Lippman
Ioan Lungocchia
Anthony Lu
Dana Mackenzie
James Mayeda
Genna Parker
Michelle Pierson
Carl Schnurr
Chauwa Steel
Sonia Tabilang
Trevor Walker
John Walter

**ADDITIONAL PROGRAMMING,
ARTWORK AND
LEVEL DESIGN BY
SUPERVILLAIN STUDIO**

Brian Warmack
Chris Glenn
Chris Rausch
Corey Pelton
Derek Johnstone
Jason Hasenauer
Joe Cesario
Pravin Wagh
Steve Ganem
Steve Martin
Thomas Horwath
Thomas Rolfs
Tim Campbell
Victor Rodriguez

**Panel Artwork by
Jimbo Phillips**

**ADDITIONAL ARTWORK
AND LEVEL DESIGN BY
SHABA GAMES**

**PUBLISHED BY
ACTIVISION
PUBLISHING, INC.**

**Executive Producer
Steve Ackrich**

**Producer
Jennifer Oneal**

**Associate Producers
Doug Heder
Brian Diggs
Chris Scaglione**

**Production Coordinators
Randy Guillote
Mimi Vu
Kop Tavornmas**

**Production Testers
Joshua Gill
Phil Rilatos**

**Music Supervision
Brandon Young
Tim Riley**

CENTRAL TECHNOLOGY

**VP of Technology
Steve Pearce**

**Sr. Art Director
Alessandro Tento**

**Technical Art Director
Kevin Chu**

**Intro Movie
Creative Domain**

**Bails Videos
411 Video Productions**

**STORY WRITTEN BY
Rob Hammersley**

**VOICEOVER CASTING
AND DIRECTION**

**WOMB MUSIC
Margaret Tang**

**VOICEOVER RECORDING
AND EDITING**

**WOMB MUSIC
Rik Schaffer**

V.O. Actors

Adam Jennings
Adam Wylie
Andrew Kishino
Bradley Pierce
Carlos Ferro
Cree Summer
Darren Carter
Ed Cunningham
Greg Sims
Joey Camen
Josh Blake
Kevin Linehan
Khary Payton
Nicholas Wilde
Steve Van Wormer
Will Friedle
Zan Passante

Athletes

Tony Hawk
Andrew Reynolds
Bam Margera
Bob Burnquist
Daewon Song
Mat Hoffman
Mike Vallely
Paul Rodriguez
Rick Thorne
Rodney Mullen
Ryan Sheckler
Stevie Williams
Tony Alva
Tony Trujillo

Cameos

Billie Joe Armstrong
Jason Ellis
Lhotse Merriam
Lil Jon

**Marketing/Licensing
Consultant
Lisa Hudson**

ACTIVISION STUDIOS

**President,
Activision Publishing
Kathy Vrabec**

**VP, North American Studio
Giancarlo Mori**

**VP, Global Brand Mgmt.
Will Kassoy**

**Director, Global Brand Mgmt.
Jeff Kaltreider**

**Global Brand Manager
Mike Fulkerson**

**Associate Brand Manager
Joanne Wong**

**Manager,
Corporate Communications
Peter Binazeski**

**Publicist,
Corporate Communications
Kehau Rodenhurst**

**Junior Publicist
Megan Korn**

**VP, Creative Services
& Operations
Denise Walsh**

**Director, Creative Services
Matthew Stainer**

**Manager, Creative Services
Jill Barry**

**Assistant Manager
Creative Services
Shelby Yates**

**Creative Agency
Creative Domain**

**Business Development
Paula Cuneo
Tina Kwon**

Activision Legal

Greg Deutsch
Kap Kang
Phil Terzian
Danielle Kim
Mike Larson
Lee Lawson

Activision Special Thanks

Irwin Chen, James Mayeda
Jason Dalbotten, Ken Fox
Kragen Lum, Nicole Willick
Mike Ward, Simon Ebejer
Stacey Ganem, Wade Pottinger

**QUALITY ASSURANCE/
CUSTOMER SUPPORT**

**Project Lead
Alex Coleman**

**Senior Project Lead
Jason "Fox" Potter**

**Night Shift Lead
José Juan Ornelas**

**Night Shift Senior
Project Lead
Anthony Korotko**

**Third Shift Lead
Randolph L.S. d'Amore**

**Third Shift
Senior Project Lead
Henry Peter Villanueva**

QA Managers

John Rosser
Matt McClure

TEST TEAM

Floor Leads

Christopher Shanley
Will Rubin
Jon Swart
Clint Baptiste
André Nutter
Andrew Christy
Carey "Khaz" Stansfield
Monica Beizaie
Josh Mast
Tim Scholefield

Database Managers

Chad Dyke
Trevor Page

Testers

Aaron Sedillo
Adam Ringel
Akshay Dhalwala
Alex Hirsch
Ameen Missoumi
Andrew Christy

Andrew Mockett
Anthony Dominguez
Anthony Kyle
Anthony Pavelich
Austin Tittle
Barrett Blake
Bernard Bryan
Brandon Charles
Brandon Preciado
Brian Wilson
Brian Splain
Bruce James
Chris Lambie
Christopher Baca
Christopher Summers
Danny Luna
Danny Waps
David Finzi
David Hong
David Hernandez
David San
Dee Kevin Gibson
Dustin Green
Elliott Ehlig
Emilio Rossal
Eric Berry
Fabian Tuason
Gerardo U. De Jesus
Gregg Sheran
Guy Selga Jr.
Herman Starks
Huy Nguyen
Jamaal Thomas
James Martin
James Park
Jason Livergood
Jason Valdez
Jeffrey Plaza
Jeremiah Stafford
Jimmy Doss
John Mahan
John Martin
Jon Luce
Jon Tung
Joshua Mendoza
Justin Wildhorn
Keith Dator
Kenny Treantafilos
Laurence Carrido
Leviticus Davis
Lisa Perez
Loren Kinsella
Matt Gugg
Maurice Blake
Megan Miller
Menas Kapitsas
Michael Daly
Michael Hsiao
Mike Juarez
Mike Tarr
Michael Winte
Nathan Jordan
Patrick Camangian
Patrick Duhaney
Ramon Ramirez
Rashawn Hollaway
Renee Brousseau
Robert Keating
Rodney Foster II
Ron Bonoan
Ross Davidson
S.M. Foster
Sean Coleman
Sean Peotter
Shane Calnan
Steven Pastore
Steven Rivadeneira
T'Challa Jackson (Dion)
Tara Pleker
Terence Latimer
Todd Langley

Tony Henderson
Trent A. Warren
Tria Thao (Hmong)
Victor Flores
Viet Pham
William Camacho

**Manager, QA Night Shift
Adam Hartsfield**

**Manager, QA Third Shift
Jason Levine**

**Sr. Manager, Technical
Requirements Group
Marilena Rixford**

**Sr. Lead, Technical
Requirements Group
Siôn Rodriguez y Gibson**

**Project Lead, Technical
Requirements Group
Aaron Camacho**

**Testers, Technical
Requirements Group**

Brent Toda
Christopher Keithley
Dan Nichols
David Wilkinson
Jason Harris
Josh Chandler
Keith Kodama
Kyle Carey
Marc Villanueva
Robert Lara
Sasan Helmi
Teak Holley
Tomohiro Shikami

**Sr. Lead, Network Lab
Chris Keim**

**MIS Technician
Network Testing
Francis Jimenez**

**Customer Support Leads
Gary Bolduc — Phone Support
Michael Hill — E-mail Support**

CS/QA Special Thanks

Jim Summers, Jason Wong
Tim Vanlaw, Nadine Theuzillot
Ed Clune, Thom Denick
Brad Saavedra, Glenn Vistante
Evan Button, Indra Yee
Joule Middleton, Todd Komes
Nicholas Westfield
Vyente Ruffin, Chris Keim
Neil Barizo, Chris Neal
Willie Bolton, Chad Siedhoff
Jennifer Vitiello, Jeremy Shortell
Peter McKernan, Sarah Pepin
Mike Rixford, Dylan Rixford
Tyler Rivers, Sara Button
Leo Bravo, Sarah Swart
Joshua Swart

Sponsors

5 boro Decks
Adio/Hawk Shoes
Almost Skateboards
Tensor
Alva
Anti Hero Skateboards
Arnette
Baker Skateboards
Birdhouse
Blind
Burnquist Organics
DC Shoes (The DC Star Logo is the registered trademark of DC Shoes, Inc., Vista, California)
DGK
DVS Shoes
Electric Visual
Element Skateboards

Emerica
eS
Etnies
Famous Stars and Straps
Free Agent Bikes
Globe Shoes
Hawk Designs
Hurley
Independent
Matix
Nike
Nixon
Plan B
Powell & Peralta/Bones
Pro-tec
Quiksilver
RDS
Sessions
Tensor
The Firm
Transworld SKATEboarding
Vans/Pre TecVolcom Von Zipper
Wahoo's Tacos
World Industries
Zumiez

Video

Jerry Holt
Kenny Ceron
Michael Grudziecki
Obey Giant Art, Inc.

Graffiti Artists

7Dee
AYA
Biser
BLEEK CBS
CAB LOD
Chad Watt
Colt 45 TKO OTR LOD
Dana Woulfe
Deas CBS WAI
Drast CBS TBG
DUCE
Elika
Esel CBS
Fly UFK
Gabe 88
Galo Canote
Gamo One
Gregory Maxim Budett
Hael-TKO
Hazel
James Arena
Kevin Clifford
Knef TBG
Leonard Cohen
Mers CBS
Never NTS
Plex 6F
Poncho One
Revok
Saberone
Shaun Gucklan
Size One
Toomer TKO
Unit TBG CBS
Vertone Ska UTI
Yume oner

Location

118 Boardshop Hollywood
Needle Pushers Tattoo & Piercing
Non Factory
Rip City Sports



This product contains software technology licensed from GameSpy Industries, Inc. ©1999-2005 GameSpy Industries, Inc. GameSpy and the

"Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved.

The Hollywood Sign and Walk of Fame™ & Design © 2005 Hollywood Chamber of Commerce. Licensed by Global Icons, LLC. All Rights Reserved.

Butterfinger® is a registered trademark of Société des Produits, Nestlé S.A., Vevey Switzerland.

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

The ratings icon is a registered trademark of the Entertainment Software Association.

Corporate Sponsors

© 2005 SIRIUS Satellite Radio Inc. SIRIUS, the SIRIUS dog and the Faction name and logo are trademarks of SIRIUS Satellite Radio Inc. All rights reserved.

© 2005. Nokia Mobile Phones. All rights reserved. Nokia and Nokia Connecting People are registered trademarks of Nokia Corporation.

The Jeep Division of DaimlerChrysler

POWERade, ADVANCE by POWERade, and the design of the stylized P are trademarks of The Coca-Cola Company.

MUSIC

Dove Tongued Aggressor
Performed by Spirit Caravan. Written by Gary Isom, Dave Sherman and R. Scott Weinrich
Taken from the release of *The Last Embrace*
©2003 MeteorCity
Courtesy of Meteor City

Filthy/Gorgeous
Performed by Scissor Sisters.
Written by Scott Hoffman, Ana Lynch, Jason Sellards. Courtesy of Artificial Music. Published by Artificial Music.
©2003 Polydor Ltd. (UK).

Watch it Fall
Performed by The God Awfuls.
Written by Kevin de Franco.
Courtesy of Kung Fu Records Inc.

Put Your Quarter Up
Performed by Molemen
featuring Slug from Atmosphere, Aesop Rock and MF Doom.
Produced by PNS for Molemen Inc.
Courtesy of Molemen. Published by Sugaroo, Lord Dihoo Music (ASCAP).

Devilution
Performed by High on Fire.
Written by Desmond Kensel, Matthew Pike. Courtesy of Relapse Records. High On Fire Music (ASCAP)/Relapse Release Publishing (ASCAP). All rights for North and South America controlled and administered by Rykomusic, Ltd. (ASCAP). All rights for the rest of the World controlled and administered by Rykomusic, Ltd. (PRS). Courtesy of Relapse.

Iron Tusk

Performed by Mastodon.
Written by Troy Sanders, Brent Hinds, Bill Kelliher, Brann Dailor.
Courtesy of Relapse Records.
Relapse Release Publishing (ASCAP). All rights for North and South America controlled and administered by Rykomusic, Inc. (ASCAP). All rights for the rest of the World controlled and administered by Rykomusic, Ltd. (PRS).

Gravedancer

Performed by Pig Destroyer.
Written by J. Scott Hull, Brian Harvey, JR Hayes.
Courtesy of Relapse Records.
Release Relapse Publishing (BMI). All rights for North and South America controlled and administered by Pubco (BMI). All rights for the rest of the world controlled and administered by Rykomusic, Ltd. (PRS).

California Uber Alles

Performed by Dead Kennedys.
Written by Biafra, Greenway and Dead Kennedys. From "Give Me Convenience or Give Me Death."
Courtesy of Decay Music.

Peace Frog

Performed by The Doors.
Written by John Densmore, Robert Krieger, Raymond Manzarek, Jim Morrison.
Courtesy of Elektra Entertainment Group by arrangement with Warner Music Group Video Game Licensing. Published by Doors Music Company.

Little Girl

Performed by Death From Above 1979. Written by Sebastian Granger, Jesse Keeler. Courtesy of Last Gang Records Inc. Exclusively licensed for the United States to Vice Recordings. By arrangement with Warner Music Group Video Game Licensing. © 2004 Last Gang Records Inc. Exclusively licensed for the United States to Vice Recordings. Published by Vice. ©

Black Metal

Performed by Venom. Written by Tony Bray, Jeff Dunn, Conrad Lant.
Courtesy of Sanctuary Records Group. Published by Venomlaw, Notting Hill Music Inc., BMI. All rights reserved. ©

Sniper Picnic

Performed by Rob Sonic
(Featuring Creature and Hangar 18).
Album *Telicatessen* - Cat#: DJX95
Rob Sonic (R. Smith) Skypimps Music/SESAC; Creature (S. Booker) Insomniac Dream Entertainment/BMI; Alaska (T. Baker) I Know a Lot of Good Writers/ASCAP; Windnbreeze (I. McMullin) Polyconceptaroid/ASCAP
Courtesy of Definitive Jux.
Published by Rob Sonic, Hangar 18

Unconditional

Performed by The Bravery. Written by Sam Endicott. Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises. Published by Universal Music Publishing Group. © 2004 The Island Def Jam Music Group.

Borstal Breakout

Performed by Sham 69. Written by David Parsons, James Pursey.
Courtesy of Sanctuary Records Group. © Maxwood Music Limited.

Who Do You Want to Be

Performed by Oingo Boingo.
Written by Danny Elfman. Courtesy of Geffen Records under license from Universal Music Enterprises.
Published by Little Maestro Music, BMI. © 1983 Geffen Records

Los Angeles

Performed by Frank Black. Taken from the album "Frank Black." GAD 3004CD. Written by Frank Black. Courtesy of The Beggars Group. Published by Spime Songs BMI. ISRC No: GB-AFL-93-00016. © 1993 4AD Limited

Organism

Composed and performed by Tommy Guerrero. Taken from the Tommy Guerrero album "Soul Food Taqueria." Courtesy of Mo'Wax records through Beggars Film and TV Music. Published by FO Traques ANA Monkey Music (BMI). ISRC No. GB-CPY-01-00106. © 2003 Mo Wax Labels Ltd

Question the Answer

Performed by Strike Anywhere. From the album *To Live In Discontent*. Written by Strike Anywhere (Five Kings/SESAC). Courtesy of Jade Tree. Published by Jade Tree.

One Word Extinguisher

Performed by Prefuse 73.
Written & produced by Scott Herren.
Licensed courtesy of Warp.
Published by EMI Virgin Music, Inc.
©2003 Warp Records Limited

Duke Kerb Crawler

Performed by Pest. Taken from the album "Necessary Measures" (ZEN 74/CD74). Courtesy of Ninja Tune. Published by Just Isn't Music. © Ninja Tune.

Search & Destroy

Performed by Emanuel.
Written by Iggy Pop, James Williamson. Courtesy of Columbia Records. By arrangement with Sony BMG Music Entertainment. Published by Bug Music, Fleur Music Limited, SCREEN GEMS-EMI MUSIC INC., Strait James Music and James Osterberg Music. ©

Couch Slouch

Performed by D.R.I. (Dirty Rotten Imbeciles). Written by Kurt Brecht (Music), Pete Cassidy (Lyrics).
Beer City Records. Courtesy of Dirty Rotten. Published by Bug Music A/C Bloody Skull Music. ©

Champ

Performed by Breakestra. Produced by That Kid Named Miles for Om Grown Productions, Recorded at The Tilt, Topanga Canyon, CA. Executive Produced by Peanut Butter Wolf. Written by Harry Palmer. © 2000 Stones Throw Records. Licensed courtesy of Stones Throw Records. Published by Embassy Music Corp. (BMI)

Jukie Skate Rock

Performed by El P. Album, *Collecting the Kid*. Cat. # DJX99. J. Meline for Definitive Jux Music (SESAC); T.Smith for Million Dollar Buildings (SESAC). Courtesy of Definitive Jux.

Burnt

Performed by Del Tha Funkee Homosapien. Courtesy of Elektra Entertainment Group. By arrangement with Warner Music Group Video Game Licensing. © 1991 Elektra Entertainment Group. Published by Souls of Mischief Music (BMI).

What's Up Fatlip

Performed by Fatlip.
Written by Derrick Stewart.
Courtesy of Delicious Vinyl, Inc.
By arrangement with Warner Music Group Video Game Licensing. © 2000 Delicious Vinyl, Inc. © EMI Music Publishing.

We're Gonna Fight

Performed by 7 Seconds.
Courtesy of BYO Records. Published by Better Youth Organization.

Better Homes and Gardens

Performed by SNFU. Courtesy of BYO Records. Published by Better Youth Organization.

I Disappear

Written and performed by The Faint. From the album *Wet From Birth*. © 2004 Grammeroutofcontext (SESAC), administered by Universal Music Publishing Group.

Hey! Hey! Hey!

Performed by the Riverboat Gamblers. From the record "Something to Crow About." RPM 043. Written by Rookie Sensation Mike Wiebe, Freddy Castro, Mr. Lillard, Ian MacDougal. Used with permission by Gearhead Records. Published by Rookie Sensation Music

Burn Hollywood Burn

Performed by Public Enemy.
Written by Keith Boxley, George Clinton, Jr., Antonio Hardy, Shea Jackson, Carlton Ridenhour, Eric Sadler. Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises. Published by Bridgeport Music Inc., Reach Global Inc., Songs of Universal Inc. © 1995 The Island Def Jam Music Group.

Live Wire

Performed by Motley Crüe.
Written by Nikki Sixx.
Courtesy of Universal Music Enterprises under license from Universal Music Enterprises. © 1999 Masters 2000 Under exclusive license to Universal Music Enterprises, a division of UMG Recordings, Inc. Published by Mars Mountain Music, Sixx Gunner Music, Tommyland Music, administered by Warner/Chappell Music, Inc.

Warlord

Lair of the Minotaur.
From the album "Carnage. Written by Steven Rathbone, Larry Herweg and Donald Barraca. Lyrics by Steven Rathbone. Courtesy of Southern Lord Recordings.
Recorded: July 2004 at Volume Studios/Chicago by Sanford Parker.

30 Day Wonder

Performed by Good Riddance
Written by L. Pabich, R. Russ
Courtesy of Fat Wreck Chords
Published by Wixen Music Publishing

Astro Zombies

Performed by My Chemical Romance.
Written by Glenn Danzig.
Produced by riotkids.
Engineered by Josh Jakubowski.
Mixed by Daniel Korneff.
Recorded and Mixed at Citadel Recording Studio in Belleville, NJ.
My Chemical Romance appears courtesy of Reprise Records.
Published by Evilive Music (ASCAP), administered by Reach Global Inc.
Used by permission.
All rights reserved.

Ever Fallen In Love

Performed by Thursday
Written by Pete Shelley
Produced, Recorded and Mixed by D. James Goodwin at the Clubhouse.
Published by Lipservices Publishing obo Incomplete Music Inc. (BMI)

Everyone Is Someone In L.A.

Performed by Felix da Housecat
Written by Felix Stallings Jr., Tommie Sunshine, Chris Kelly and Danny Blumfenfeld.
© 2004 Zeka Music (ASCAP) / Petty Larceny Music (ASCAP) / Blumolius Music (BMI) / Bueno Y Malo Music (ASCAP)
Recording courtesy of Emperor Norton Records/Rykodisc and Rude Photo Inc.
By arrangement with Big Sounds International.

Fix Me

Performed by Rise Against.
Written by Greg Ginn.
Produced and mixed by Bill Stevenson and Jason Livermore
Publishing: © 1978 Cestone Music/SST Records

Get Off My Back

Performed by The Casualties.
Courtesy of SideOneDummy Records.
Published by The Casualties

Holiday

Performed by Green Day.
(Billie Joe Armstrong, Frank Wright, Michael Pritchard).
Produced under license from Reprise Records by exclusive arrangement with Warner Music Group Video Game Licensing.
Published by Green Daze Music WB Music Corp (ASCAP), administered by Warner/Chappell Music Inc. Used by permission.
All rights reserved.

House of Suffering

Performed by The Bled.
Written by Doctor Know, Earl Hudson and Daryl Jenifer.
Produced by The Bled and Chris Cosgrove.
Engineered and Mixed by Chris Cosgrove at Blacklodge Recording—Eudora, KS
© Bad Brains Publishing

I like Dirt

Written by Alan Flores.
Performed by The Thunderlords.

Image

Performed by Thrice.
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises. Music by Thrice.
Lyrics by Dustin Kensrue.
Taken from the album *Artist in the Ambulance*.
© 2003 Sceptor of Malice Music

Institutionalized

Performed by Senses Fail.
Written by Mike Muir and Louiche Mayorga.
Produced by The Legion of Doom.
Recorded and Mixed by The Legion of Doom.
Published by Bug.

Let's Have A War

Performed by
From Autumn To Ashes.
Written by Philo Cramer and Lee Ving.
Produced, Engineered and Mixed by Brian McTernan.
Recorded at Salad Days.
Published by Toxic Tunes (BMI) and No Such Luck Music (BMI).

Like Eating Glass (Tony Hawk Mix)

Performed by Bloc Party.
Courtesy of Witchita Records.
Courtesy of Bloc Party under exclusive license to Vice Music, Inc. by arrangement with Warner Music Group Video Game Licensing.
© 2005 Bloc Party under exclusive license to Vice Music, Inc..
© EMI Music Publishing

Live Near Death

Performed by USSR. Written by USSR.
Recorded at Brian Keegan Studios

Penalty Box

Performed by Bobot Adrenaline.
Written by Pepper Berry.
Produced by Tommy Stinson.
Courtesy of Bobot Adrenaline.

Rawhide

Performed by Nassim.

Rise Above

Performed by Black Flag.
Courtesy of SST Records.
Written by Greg Ginn.
© 1981 Cestone Music (BMI)

Seeing Red/Screaming At A Wall

Performed by Thrice.
Written by Ian MacKaye and Minor Threat.
Produced by Teppei Teranishi & Thrice.
Engineered by Teppei Teranishi.
Recorded at New Noise Studios in Orange County, CA.
Published by Minor Threat obo Dischord Records.

Skate Afrikkana

Performed by Ungh!.
Written by Stevie Ungh! Dread.

Sonic Reducer

Performed by Saves The Day.
Written By Stiv Bators, Johnny Blitz, Cheetah Chrome, Jeff Magnum, David Thomas, Jimmy Zero.
Produced by Eric Stenman and Saves The Day.
Engineered and Mixed by Eric Stenman.
Recorded at a practice room in Chico, CA.
© 1978. CBGBs Music Corp. c/o Larry Spier, Inc. (ASCAP), New York, NY and Blue Disque Music c/o Warner-Chappell Music (ASCAP), Los Angeles, CA. All Rights Reserved.

Start Today

Performed by Fall Out Boy.
Written by Gorilla Biscuits.
Produced, Engineered and Mixed by Machine.
Recorded at Electric Lady Studios, New York City.
© 1989 Gorilla Biscuits

Suburban Home/I Like Food

Performed by Taking Back Sunday.
Written by Tony Lombardo/Bill Stevenson.
Produced by Taking Back Sunday and Mike Sapone.
Recorded and Mixed by Mike Sapone.
Taking Back Sunday appear courtesy of Warner Bros Records.
Published by New Alliance Music (BMI).

Teenagers From Mars

Performed by The Network.
Courtesy of Adeline Records by exclusive arrangement with Warner Strategic Marketing.
Written by Glen Danzig.
Published by Evilive Music (ASCAP), administered by Reach Global Inc.
Used by permission.
All rights reserved.

Time To Escape

Performed by Hot Snakes.
Written by Government Issue (John Schroeder, Thomas Ostrow, Mike Fellows, Mark Albersstadt).
Produced, Engineered, and Mixed by Gar Wood.
Recorded at Strange Sounds.
Published by Semblance Music (BMI)

Vendetta

Performed by Mike V And The Rats.
From their CDEP The Days.
Lyrics: Mike Vallely.
Music: Jason Hampton.

Wash Away

Performed by Alkaline Trio.
Written by TSOL.
Produced by Brett Gurewitz.
Engineered by Pete Martinez.
Mixed by Matt Hyde.
Recorded and Mixed at Sound City Van Nuys, CA.
Published by And There It Is There (BMI) administered by Wixen Music Publishing and TSOL.

We're Only Gonna Die

Performed by Bad Religion.
Written by Greg Graffin.
Courtesy of Epitaph Records.
Published by Warner-Tamerlane Publishing Corp on behalf of Polyterus Music.

Who Is Who

Performed by Dropkick Murphys.
Written by The Adolescents (Frank Agnew, Tony Brandenburg, Steve Soto).
Produced by Dropkick Murphys.
Recorded by Dave Bianco at Q Division, Boston, MA.
Additional recording by Raymond Jeffrey.
Mixed by Jim Siegel at the Outpost, Stoughton, MA.
Published by Bug Music on behalf of itself, American Lesion Music and Adolescents publisher designee (BMI).

Wild In the Streets

Performed by the Circle Jerks.
Written by Garland Jeffreys.
© 1973 Castle Hill Publishing, Ltd. (ASCAP)/Black And White Alike, Inc. (ASCAP)/Administered by Bug.

Sun of Pearl

Performed by An Endless Sporadic.
Written by Andy Gentile and Zach Kamins.
Courtesy of andyTHPS Apartment Studios.

Search and Destroy

Performed by Emanuel.
Written by Iggy Pop and James Williamson.
Produced, Engineered and Mixed by Kevin Ratterman.
Recorded at The Funeral Home—Louisville, KY.
© 1973 James Osterberg Music/Strait James Music (BMI)/Administered by Bug and EMI Music Publishing.

CUSTOMER SUPPORT

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

Internet: <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 submit a question/incident to us using the online 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 support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

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.

**Register your product online at www.activision.com
so we can enter you in our monthly drawing
for a fabulous Activision prize.**

Send correspondence for Tony Hawk to:

Tony Hawk Fan Club
1116-A Melrose Drive, # 362
Vista, CA 92081
or visit: www.tonyhawk.com

**No levels. No load times.
Just never-ending
action...**



**THE ONLY OFFICIAL
SOURCE FOR:**

- Maps
- Walk-throughs
- Hints

**The sky's the limit with the
Official Strategy Guide.**



BRADYGAMES
TAKE YOUR GAME FURTHER

© 2005 Activision Publishing, Inc. Activision is a registered trademark and THAW is a trademark of Activision Publishing, Inc. All rights reserved. Tony Hawk is a registered trademark of Tony Hawk, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trade names are the property of their respective owners.



ACTIVISION

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.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

© 2005 Activision Publishing Inc. Activision is a registered trademark and THAW is a trademark of Activision Publishing Inc. All rights reserved. Tony Hawk is a registered trademark of Tony Hawk, Inc. All rights reserved. Developed by Neversoft Entertainment, Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

Activision, Inc., P.O. Box 67713, Los Angeles, CA 90067
Printed in U.S.A

81311.226.US