



NTSC U/C

PlayStation®

EVERYONE



SLUS-01232



SKATEBOARDING™

FEATURING ANDY MACDONALD



Featuring:
Deftones
Cypress Hill
Pennywise
System of a Down
OPM
Snapcase
Goldfinger
Pilfers
No Use for a Name
Flashpoint

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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:

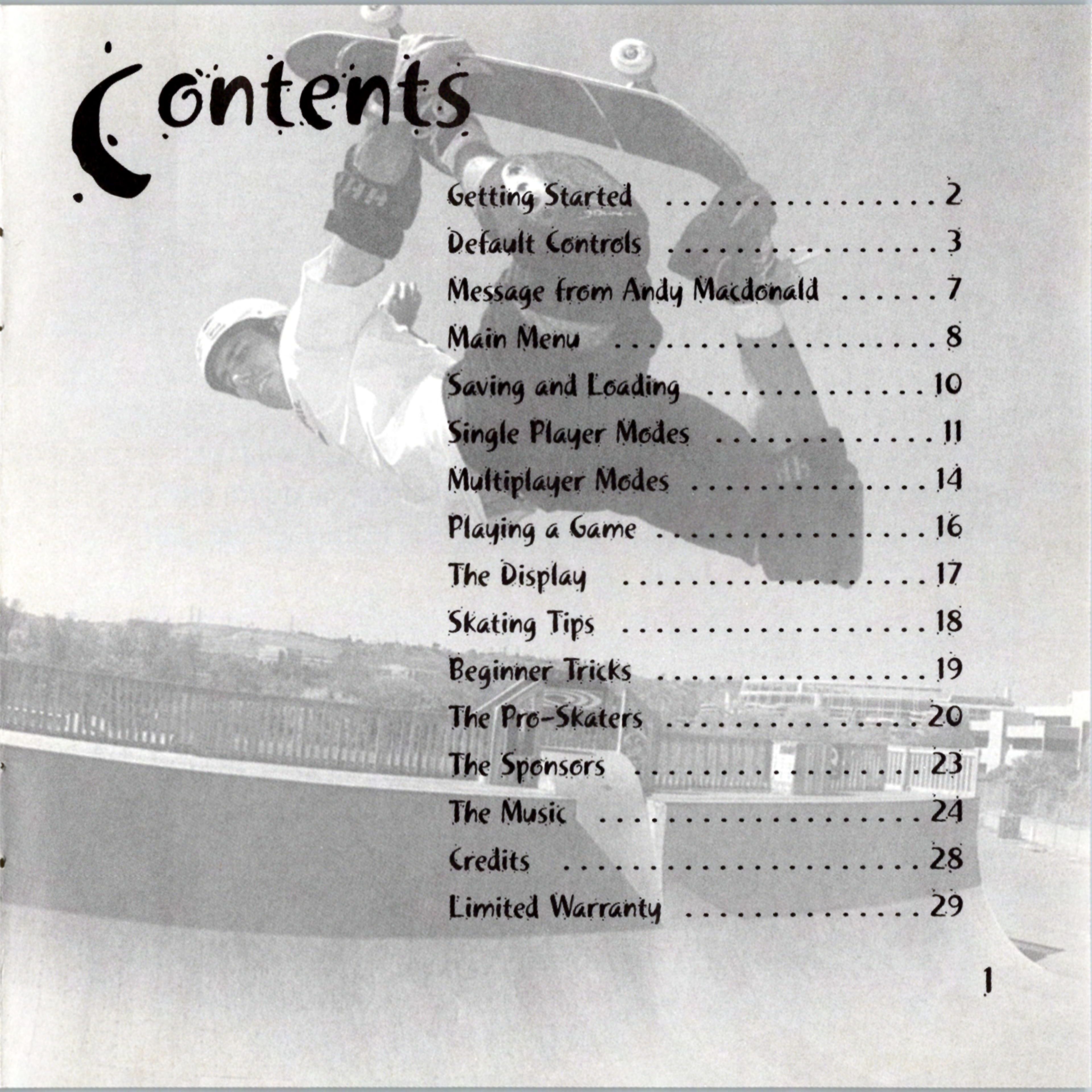
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

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



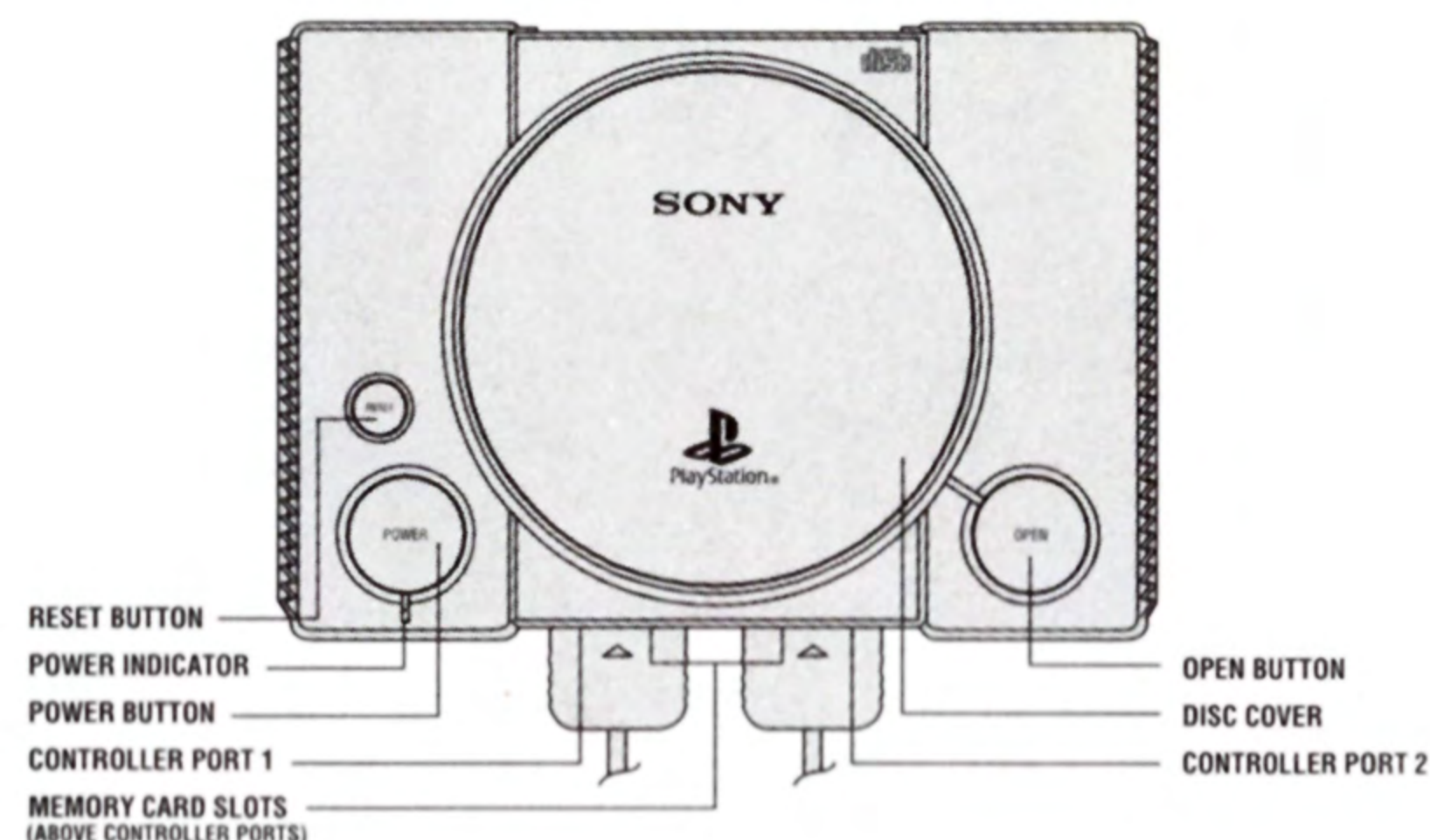
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Getting Started

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the

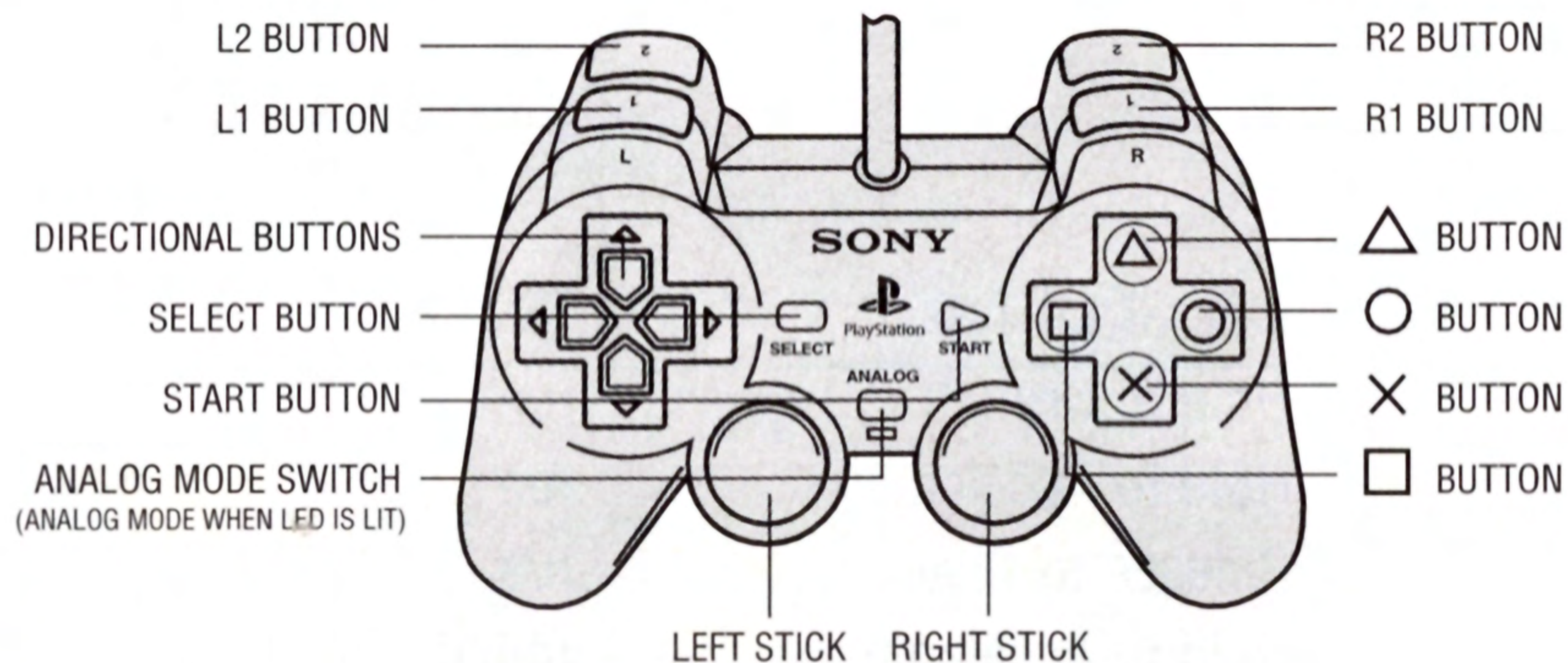
MTV SPORTS™: SKATEBOARDING™ featuring Andy Macdonald disc and close the disc cover. Insert a game controller and turn on the PlayStation® game console. Follow on-screen instructions to start a game.



Memory Cards

To save game settings and progress, insert a Memory Card into Memory Card slot 1 of the PlayStation® game console before starting play. Load your saved games from the same card, or from any Memory Card containing previously saved games. To read about how to save and load games, turn to page 10.

Default Controls



NOTE: Compatible only in Analog and Vibration mode



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

START / PAUSE / MENU CONTROLS

ACTION

START button

Start game/Pause

Directional button or Left Stick ///

Choose selection

X button

Confirm selection

 button

Get information

 button

Return to previous menu

BUTTON / COMBO

ON GROUND

IN AIR

X button

Hold to Crouch

n/a

Hold to Accelerate

n/a

Release to Ollie

n/a

 button

Hold to Accelerate

Initiate Flip Trick

 button

Hold to Accelerate

Initiate Grab Trick

 button

Initiate Flatland Trick

Initiate Grind Trick



Release Flatland Trick

n/a

/

Turn left

/

Turn right



Slow down

n/a

/

Sharp turn

L1/R1

n/a

Free rotate left/right

L2/R2

n/a

180° rotate left/right

FLATLAND TRICKS: DIRECTION BUTTON + ▲ BUTTON = TRICK

↑ + Nose Wheelie	↑ + ↑ + Waddy Flip
↗ + Casper Slide	↗ + ↗ + 2-Foot Nose Wheelie
→ + Primo Slide	→ + → + Powerslide (right)
↘ + 2-Wheel Powerslide	↘ + ↘ + Kickback
↓ + Manual Roll	↓ + ↓ + 1-Foot Wheelie
↙ + Wildthing	↙ + ↙ + Handstand
← + Primo Flip	← + ← + Powerslide (left)
↖ + 1-Foot Nose Wheelie	↖ + ↖ + Handstand Fingerflip

GRIND TRICKS: DIRECTION BUTTON + ▲ BUTTON = TRICK

↑ + Nose Slide	↑ + ↑ + One Foot Nose Grind
↗ + K-Grind	↗ + ↗ + One-Footed Smith Grind
→ + Smith Grind	→ + → + Darkslide
↘ + Feeble Grind	↘ + ↘ + Nose Grind
↓ + Tailslide	↓ + ↓ + Hurricane Grind
↙ + Bluntslide	↙ + ↙ + Nose Bluntslide
← + Boardslide	← + ← + Crail Slide
↖ + Salad Grind	↖ + ↖ + Five O Grind

GRAB TRICKS: DIRECTION BUTTON + BUTTON = TRICK (hold to prolong grab)

 + Stalefish

 + Indy Nose

 + Indy

 + Method

 + Tailgrab

 + Melanchollie

 + Japan Air

 + Mute

 +  + Dark Air

 +  + Benihana

 +  + Airwalk

 +  + Christ Air

 +  + Saran Wrap

 +  + Rocket Air

 +  + Varial

 +  + Madonna

FLIP TRICKS: DIRECTION BUTTON + BUTTON = TRICK

 + Pressure Flip

 + Pop Shoveit

 + 360 Flip

 + Back-Footed Flip

 + Heelflip

 + Impossible

 + Kickflip

 + Heelflip Shoveit/
6 Underflip (Vert)

 +  + Kickflip Indy (Vert)
Double Kick Flip

 +  + Sal Flip (Vert)/
Underflip

 +  + McTwist (Vert)/
Double Heel Flip

 +  + 360 Underflip

 +  + Casperflip

 +  + Cerio (Vert)/
Backfoot Underflip

 +  + Frontfoot Impossible (Vert)/
Chopper Flip

 +  + Hardflip

Message from Andy Macdonald

When I was about 11 years old, I had a friend who always had the newest and coolest toys of all the guys. I'll never forget the day he called me up to come check out his new "home video game system." It was called "Pong." We spent hours bouncing a little square ball back and forth across the black and white TV screen.

Skateboarding took hold of my life soon after and I've done little gaming since – until now. A few words of caution though, before you become totally addicted: Remember that it's just a video game.

Everyone skates better in the game than in real life. It's important to remember that in real life, you don't get a reset button. It's your life. Get out there and live it.

Try skateboarding for real! It's much more challenging than any video game will ever be ... Sk-8 HRD.



Andy Mac

Main Menu

Use the Directional buttons $\leftarrow/\rightarrow$ to find a game mode or option. Press the X Button to make your selection.



Single Player: Find every hidden item by skating through the Single Player mode. See page 11 for more info.

Multi Player: Two players can compete head to head. See page 14 for details.

Options: Customize the Music, Sound, and more! See Game Options on page 9.

Game Controls: View the default controls. Press $\uparrow/\downarrow$ to toggle between the Analog and Digital settings. Press $\leftarrow/\rightarrow$ to select a control configuration.

Credits: View the team behind *MTV SPORTS: SKATEBOARDING* featuring Andy Macdonald.

Load and Save: Access the Memory Card options. See Saving and Loading on page 10.

High Scores: View the best times and scores for each course.

PAUSE MENU

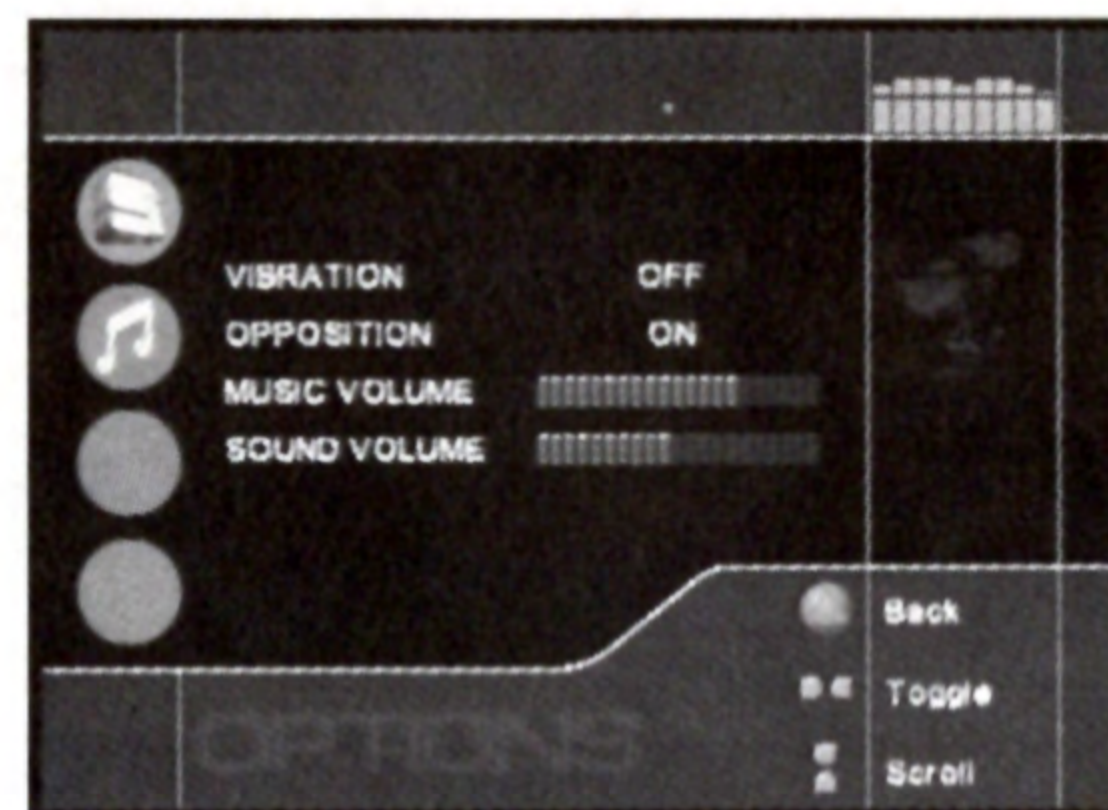
Press START to pause the game. While paused, you can change the musical selection or alter the volume controls.

- Continue:** Resume game play.
- Options:** View the in-game Options Menu.
- Restart Level:** Start over from the beginning of the level.
- Quit:** Exit the game and return to the Main Menu.

IN-GAME OPTIONS MENU

Select OPTIONS from the Pause Menu to alter the following settings.

- Vibration:** Toggle ON/OFF.
- Music Volume:** Use the Directional buttons/Left stick $\leftarrow/\rightarrow$ to increase or decrease the music.
- Sound Volume:** Use the Directional buttons/Left stick $\leftarrow/\rightarrow$ to increase or decrease the sound effects.
- Music Video:** Change the in-game music/video selection.



Saving and Loading

Be sure to insert a Memory Card into Memory Card slot 1 of the PlayStation® game console before starting play. To save your game in progress or to load a previously saved game, select LOAD AND SAVE from the Main Menu.

SAVING A GAME

Highlight SAVE with the Directional button/Left Stick and press the X Button to save your game. Do not remove the Memory Card while saving a game.

A message will confirm the save. Press the X Button to return to the Main Menu.

LOADING A GAME

Highlight LOAD with the Directional button/Left Stick and press the X Button to load a previously saved game. Do not remove the Memory Card while loading a game.

A message will confirm that your game was loaded successfully. Press the X Button to return to the Main Menu.

Single Player Modes

FREEPLAY

Practice extreme tricks and combos to perfect your skills for the real competition. First choose a Pro-Skater, then choose a course. With unlimited time, practice the tricks until you can pull 'em off in your sleep!

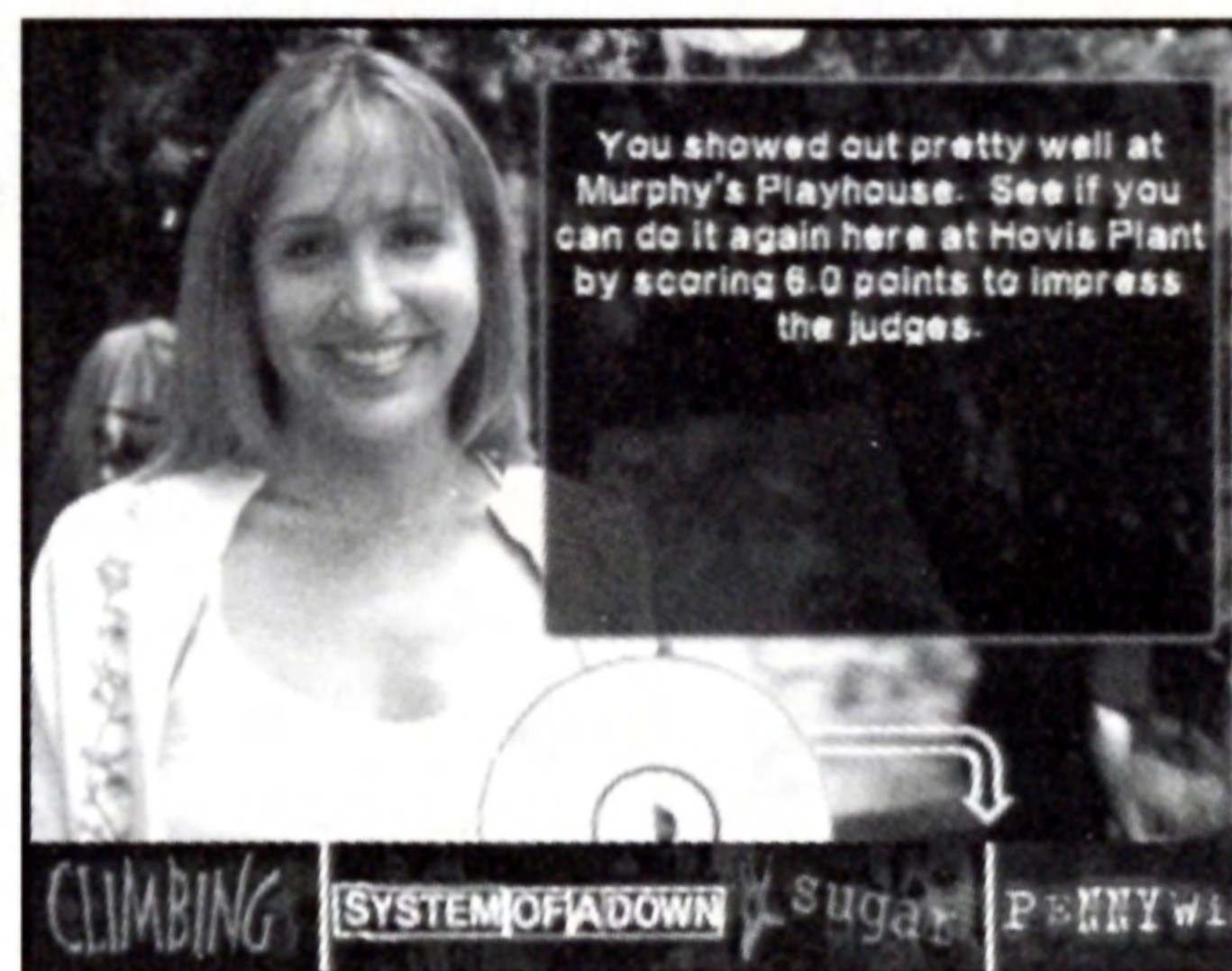


LIFESTYLE

Take a local skater from the bottom of the rankings to the championship. Participate in local, regional and international competitions to win better gear and sponsorships.

Shred the competition and make your way to the ultimate challenge – the MTV Stadium. If you're good enough, your sponsors could give you a big "push" in the industry.

Good luck!



HIGH SCORE

Pull off mad tricks and combos to beat the high score. You better hurry 'cuz you only have 2 minutes and 30 seconds to do it!



MTV HUNT

Collect the MTV Icons and Skateboard fragments before time runs out. Collect them all to unlock hidden boards.



SURVIVAL

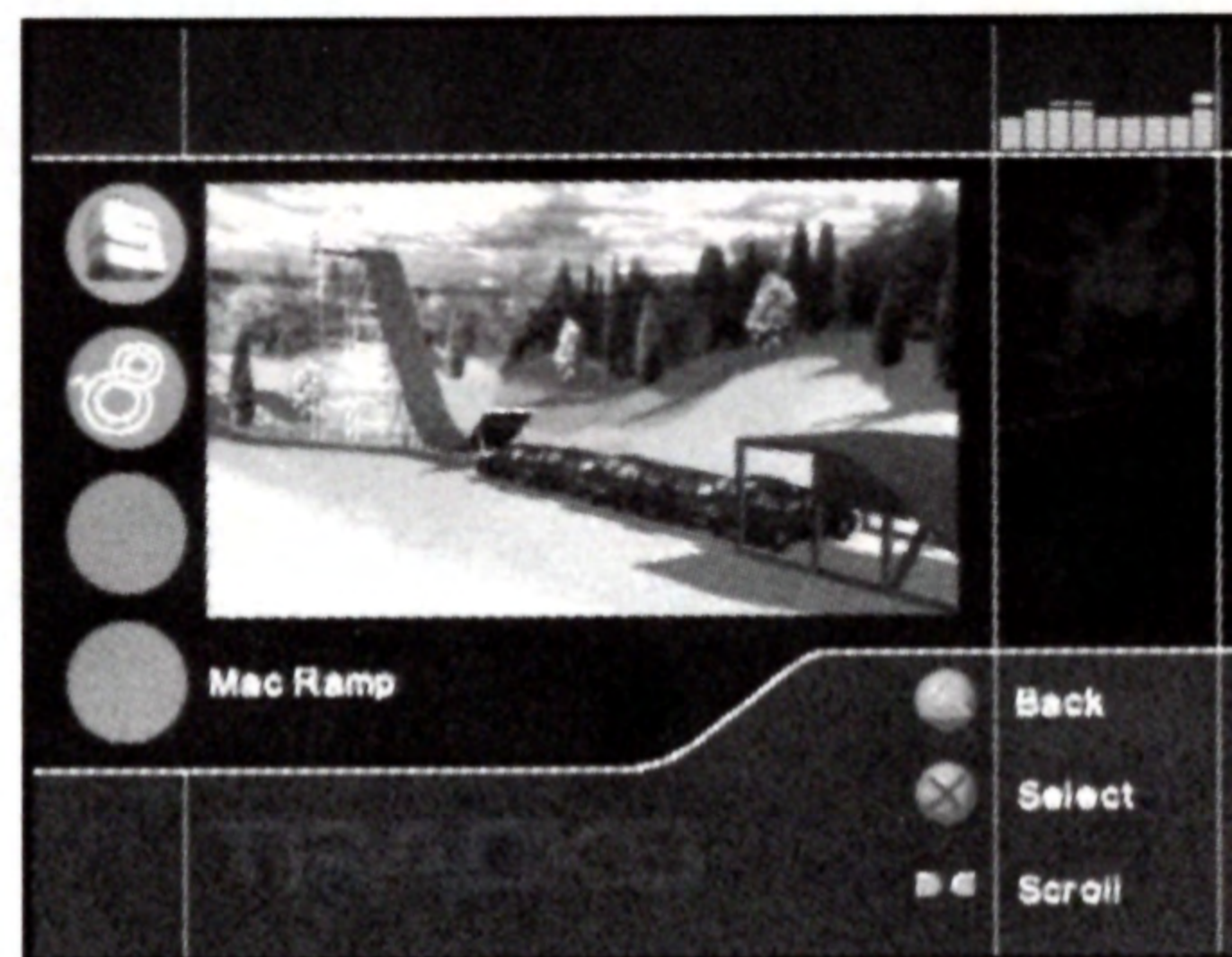
You start with 30 seconds and gain additional time by performing trick combinations.

The greater the combo, the more time you're awarded. Survive the longest to win.



STUNT MODE

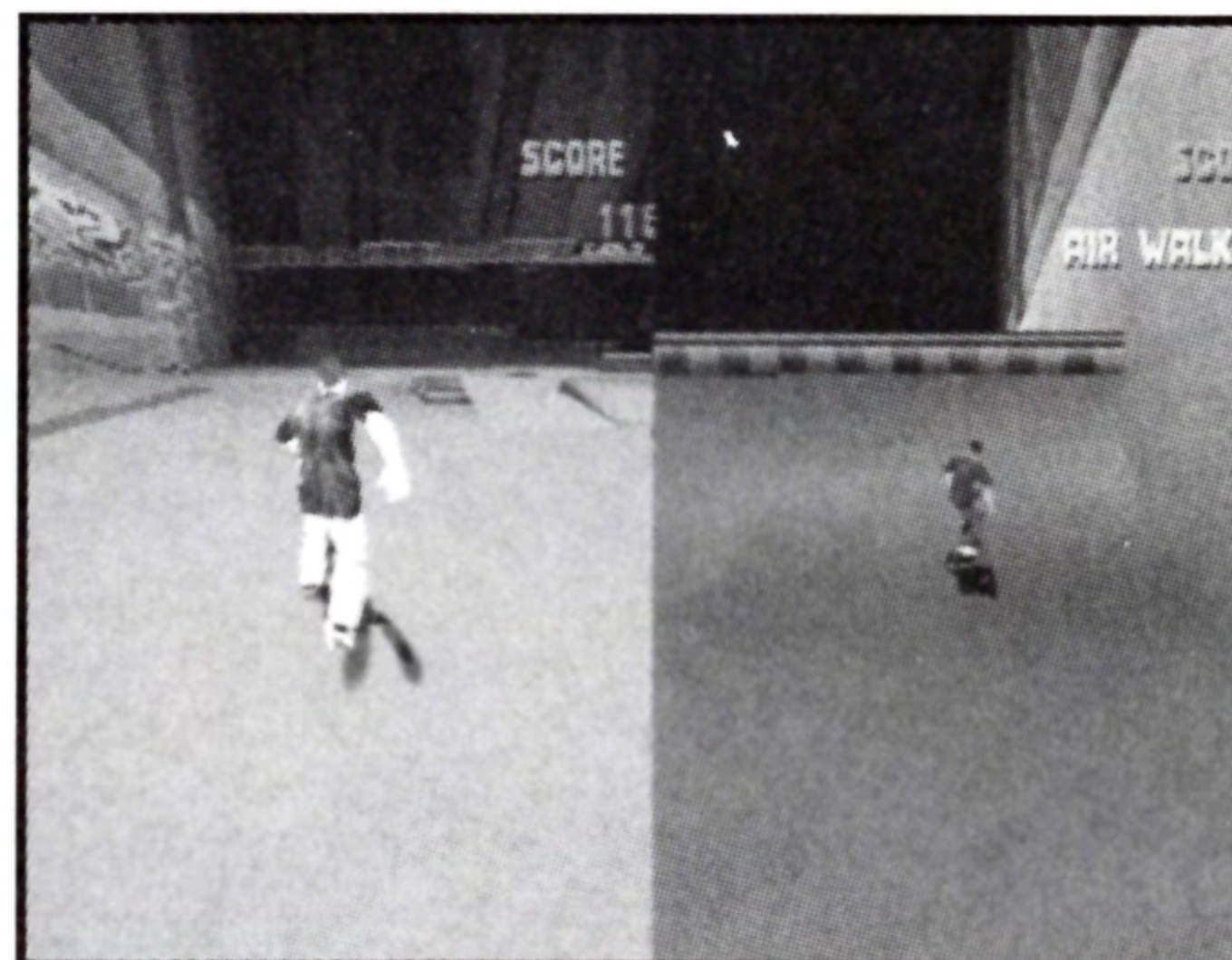
Complete a number of daredevil stunts, phat tricks and huge transfers, then make it across the finish line before time runs out!



M Multiplayer Modes

BATTLE

Two skaters compete head-to-head in a battle of tricks. Each player begins with 100,000 points. As you complete tricks, points are added to your score and removed from the opponent's score. When a player reaches 0 points, the game is over.



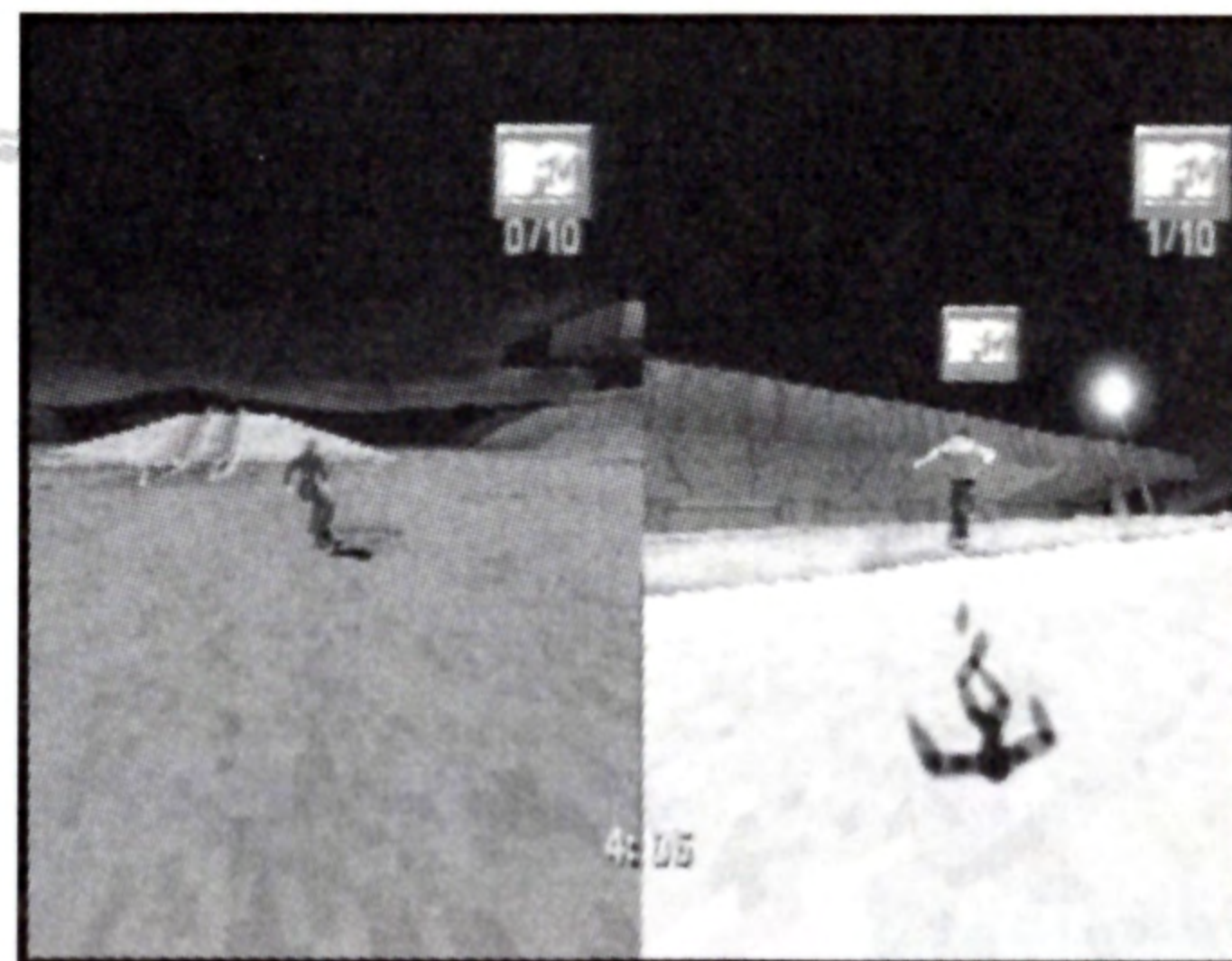
TIME BOMB

One skater begins with a bomb. The bomb has a timer of 65 seconds. Pass the bomb off to another skater before time runs out or it's "game over." The last player with the bomb loses.



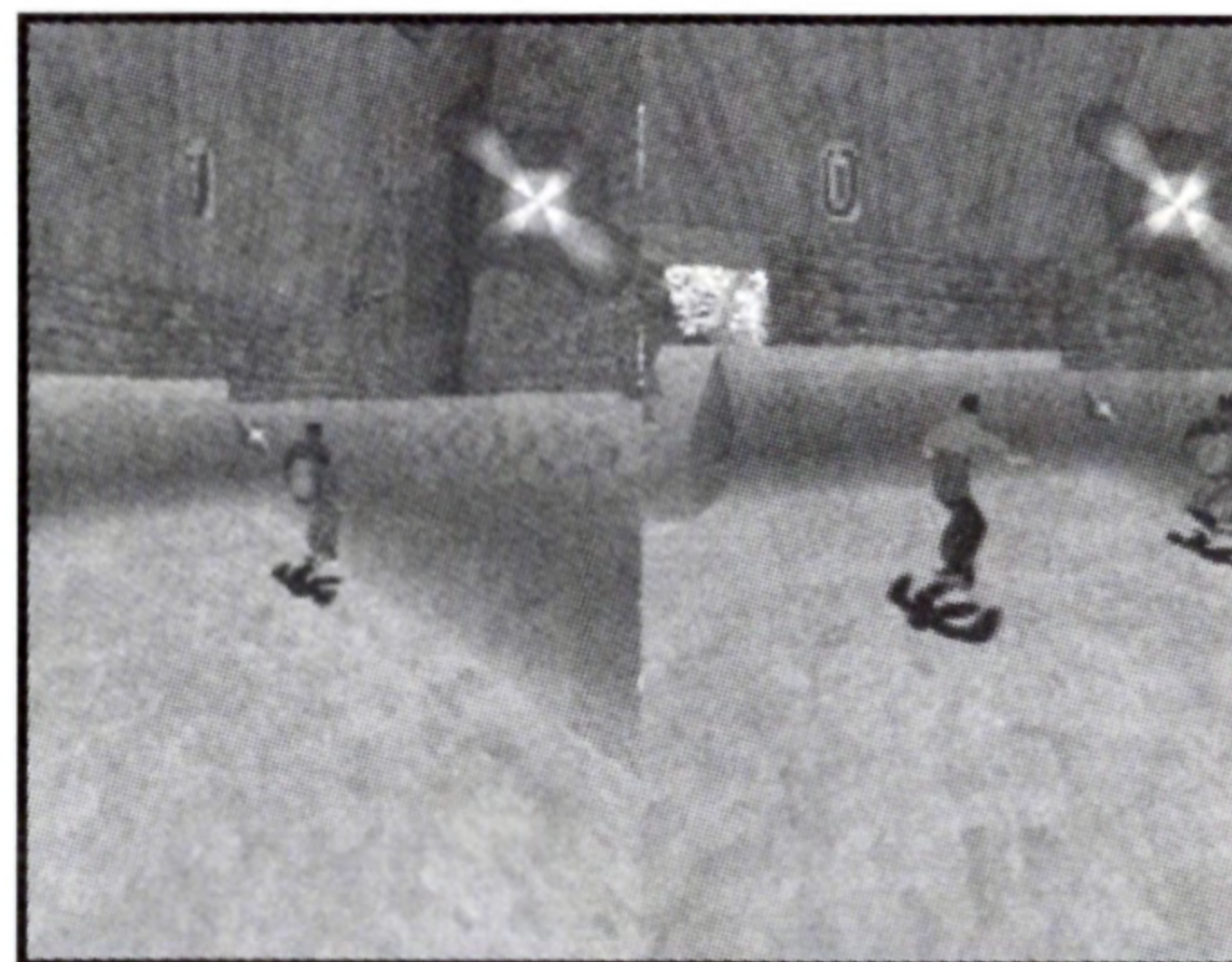
MTV HUNT

Collect more MTV Icons than your opponent, but don't bail! The player with the most Icons when time runs out is the winner.



DEATHMATCH

The object is to knock your opponent off his board more times than he can knock you down. Power-ups are scattered around the park to help each skater. ▲ Button= Launch Weapon



Playing A Game

To begin, select a game mode from either SINGLE PLAYER or MULTIPLAYER.



SKATER SELECT

Now choose a skater based on his or her statistics:

- **Acceleration** shows a skater's ability to gain speed from a standstill.
- **Maneuverability** determines each skater's ability to move through a course.
- **Balance** helps each character grind long rails.
- **Rotation** determines how much a skater will spin in the air.



TRACK SELECT

Next, select a track to skate on. In the beginning, there will only be a few tracks to choose from. As you progress through the game, more tracks will become available.

MUSIC SELECT

While the game is loading, you can choose a music track by pressing

←/→ on the Directional button/Left Stick. Select a song from the 10 available on the screen, or choose shuffle for random music play.

The Display

Along the top of the game screen is a Points Bar, showing the breakdown of your total points per trick. The items in the Points Bar are:



- Stance, displayed as REGULAR or GOOFY (dependent on which stance your skater normally uses).
- The degrees of your Rotation, shown for each trick. Use the L1, L2, R1 and R2 buttons for greater rotation.
- The name of each Trick.
- A Timer, displaying for how long you hold each trick.
- A Point Total for all the factors, added up.

Just beneath the Points Bar, your tricks for each combo will be shown in order, with a point total for that set of tricks.

Your total points and other useful information (time remaining, etc.) are shown in the bottom left corner of the display.

Skating Tips

- When you begin, complete smaller tricks to gain momentum. As you pull off more tricks, you will gain more speed to propel you into the air. You will then be able to complete the more difficult tricks.
- Don't forget about the Flatland tricks! Put some Flatland combos together for big points!
- The ability to grind a rail is just as important as being able to ollie off a vert ramp. Use the rails to your advantage.
- Press the rotation buttons while in the air for more points.

HIGH SCORES

To view the High Scores, press **↑/↓** to select a game mode and **←/→** to select a park. *MTV SPORTS: SKATEBOARDING* featuring *Andy Macdonald* stores data for each track in two categories:

- Top 5 overall scores.
- Top 5 best times.



Beginner Tricks

Before you can land the big ones, you need a good understanding of the basics. If you're really serious about skating, try the following tricks. Be sure to wear protective gear at all times!

OLLIE

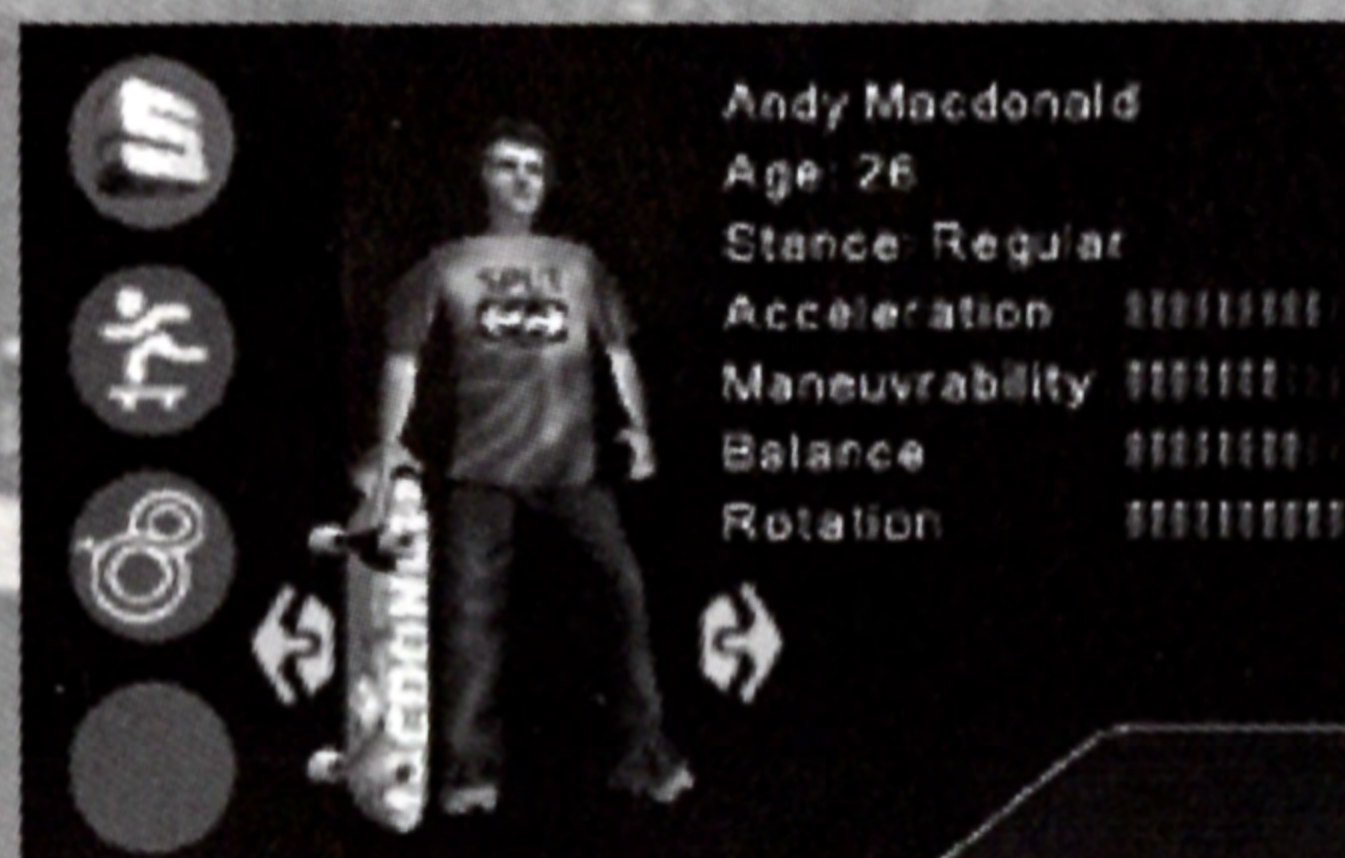
Master the Ollie first to perform other tricks. First, put your front foot on the middle of your board near the screws, with your back foot on the tail. Push down (hard) on the tail. Slide your front foot up the board just before the tail hits the ground – your board will become airborne. Keep your knees bent to land the trick.

KICK FLIP

A Kick Flip is basically an Ollie with the board flipping over once. To do a Kick Flip, position your feet the same as for the Ollie, but with your front foot at a 45° angle away from you. Push down (hard) on the tail and slide your foot up the board at an angle, so it goes off the corner of the nose. The board will flip between your legs – catch it in mid-air when the grip shows to land the trick.

After mastering the Ollie and Kick Flip, you can begin to experiment with the Heel Flip, Varial and Pop-Shoveit tricks. Performing variations of each trick will get you on your way to becoming a pro!

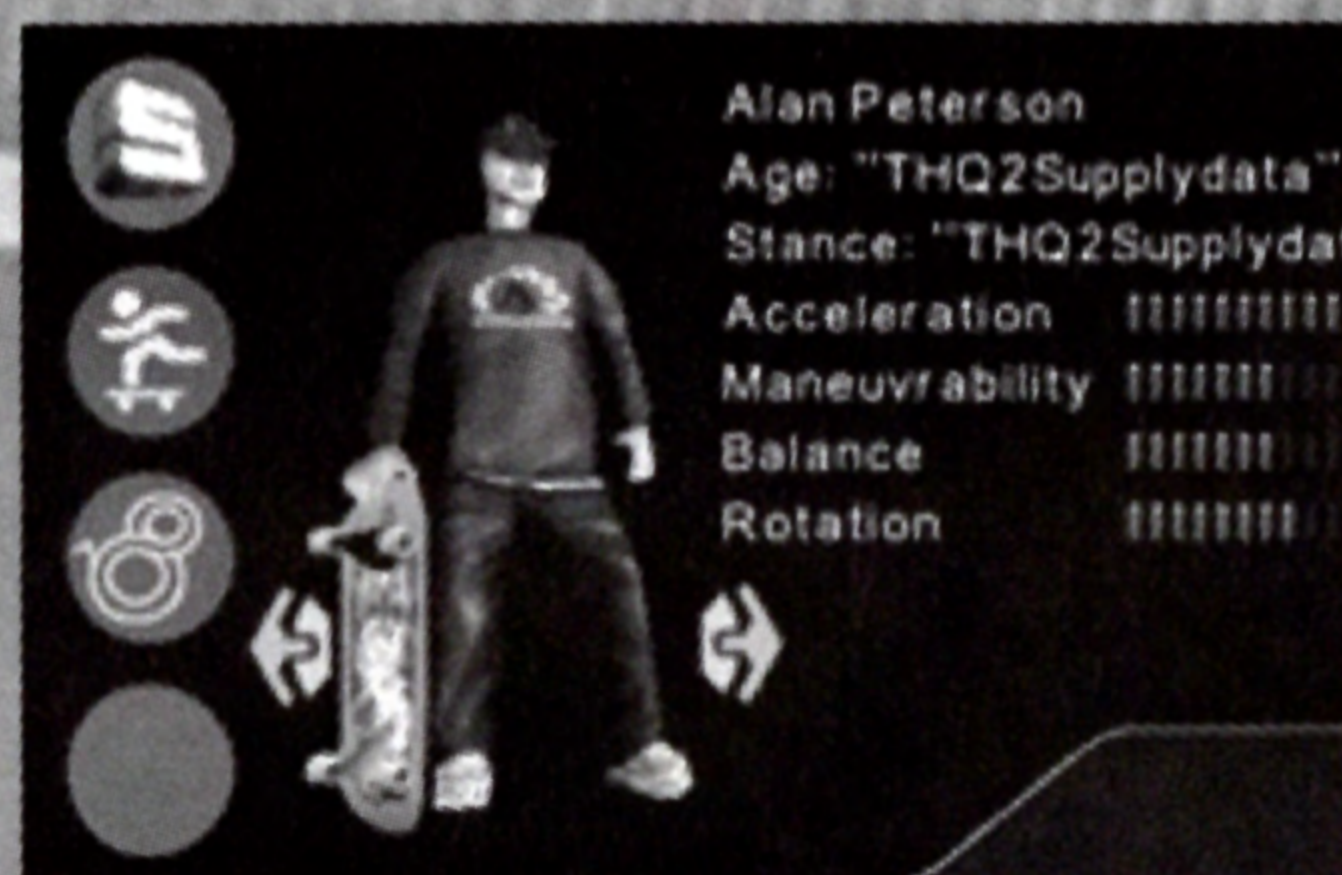
The Pro-Skaters



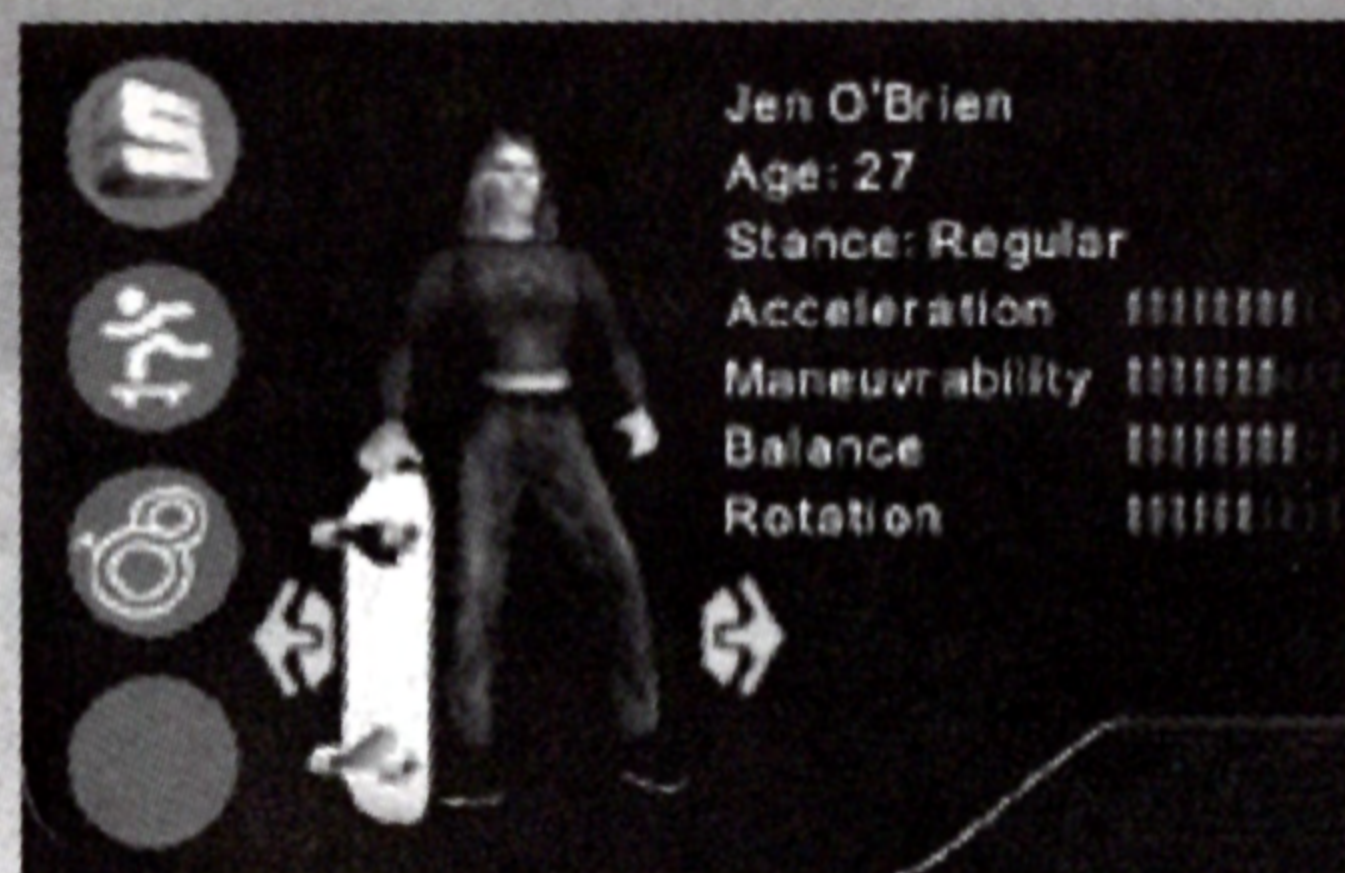
Andy Macdonald



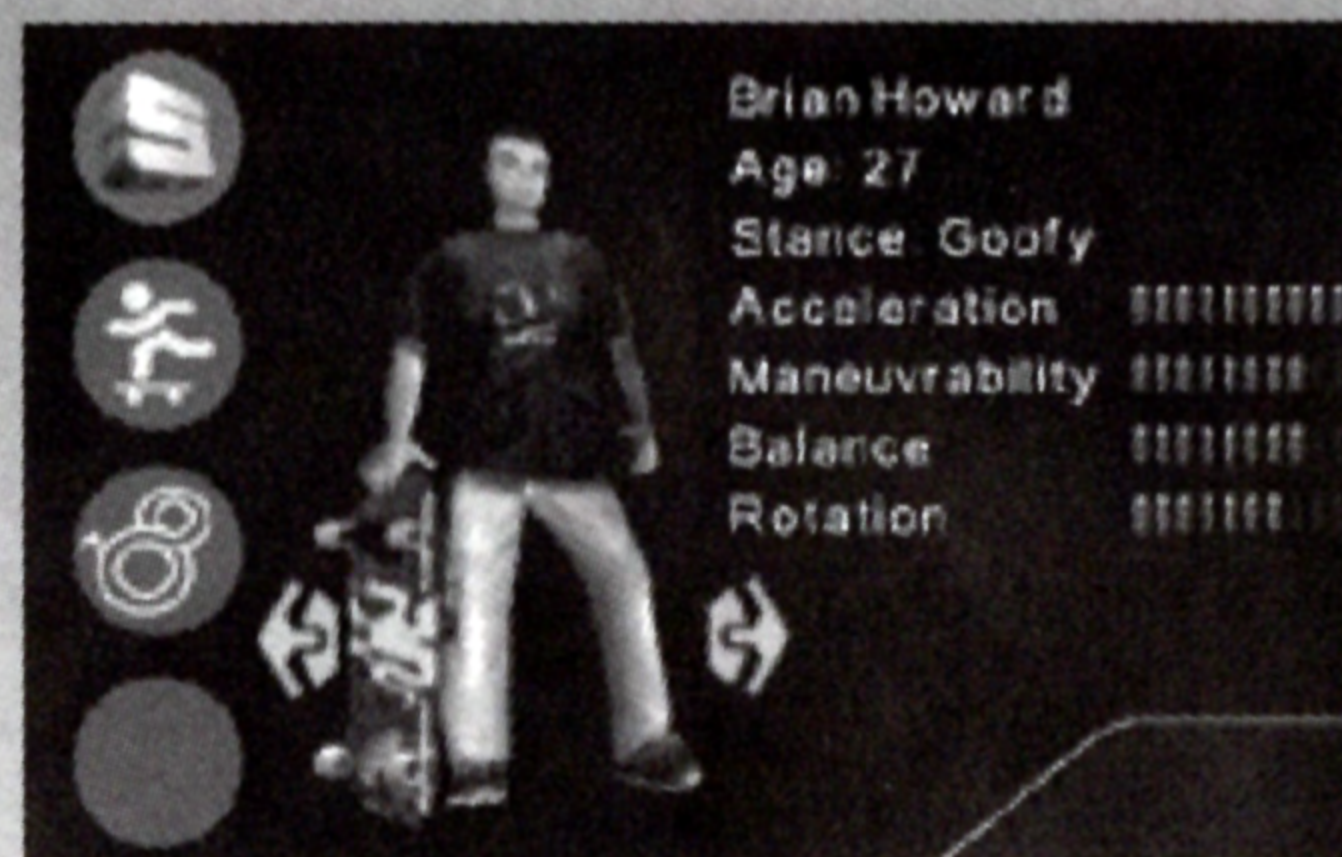
Keith Hufnagel



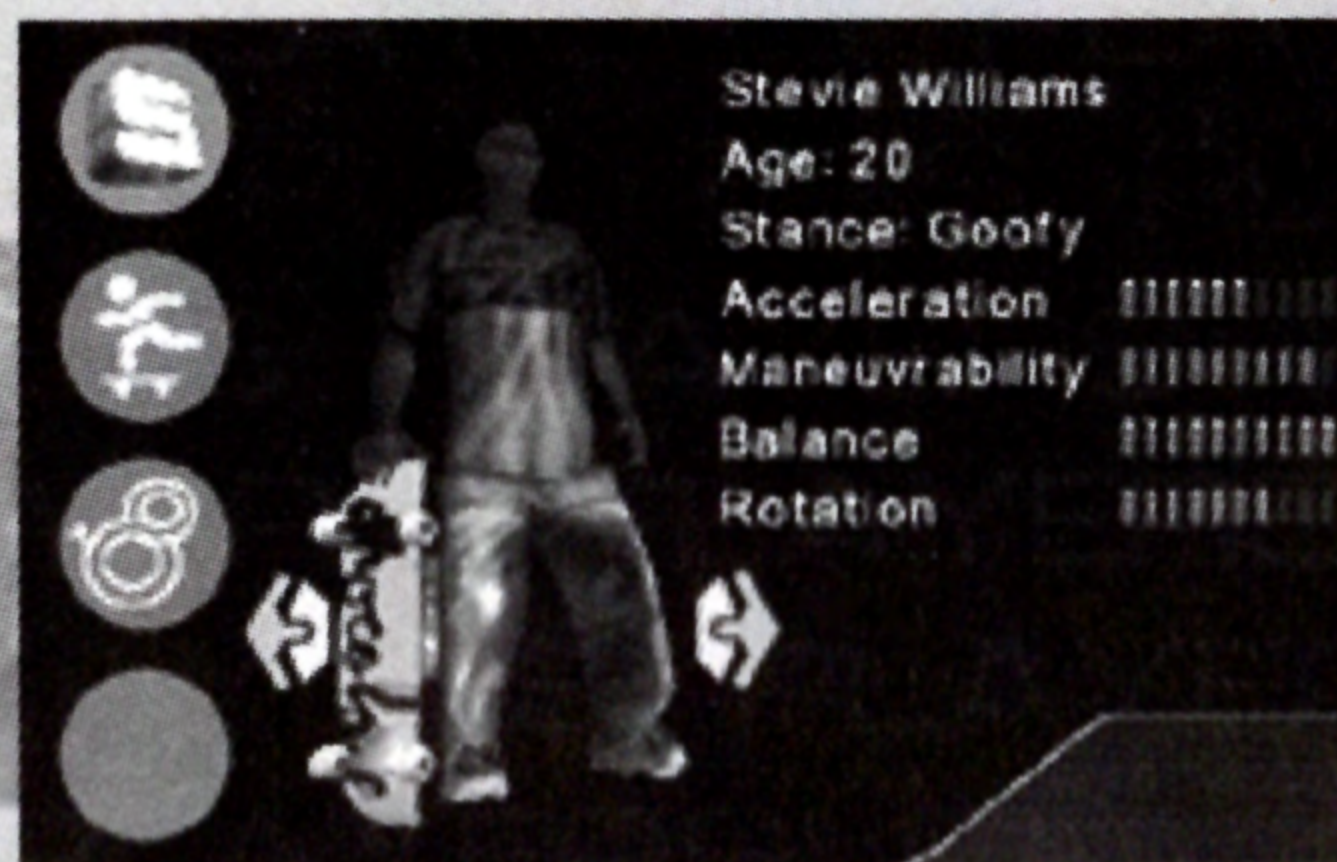
Alan Petersen



Jen O'Brien



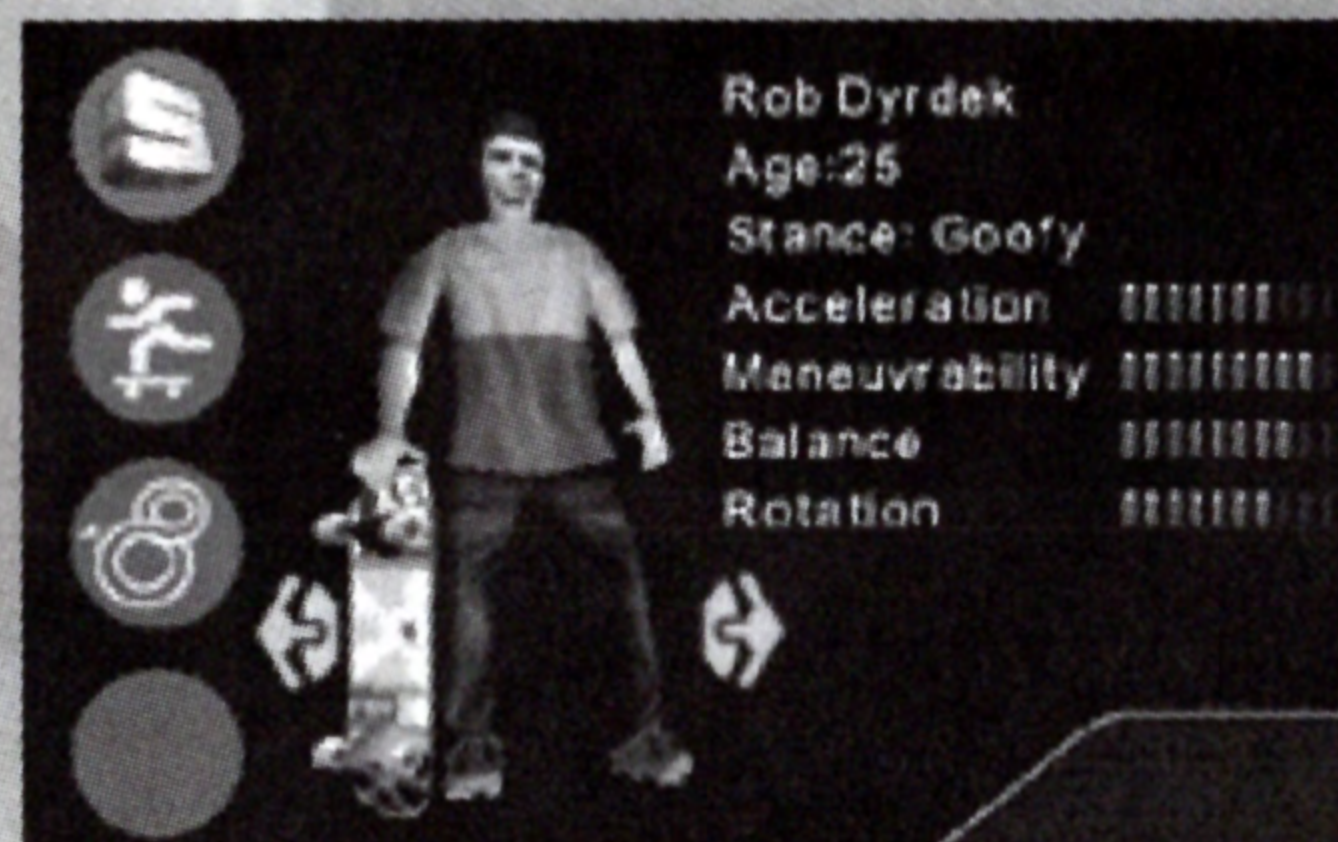
Brian Howard



Stevie Williams



Colin McKay



Rob Dyrdek



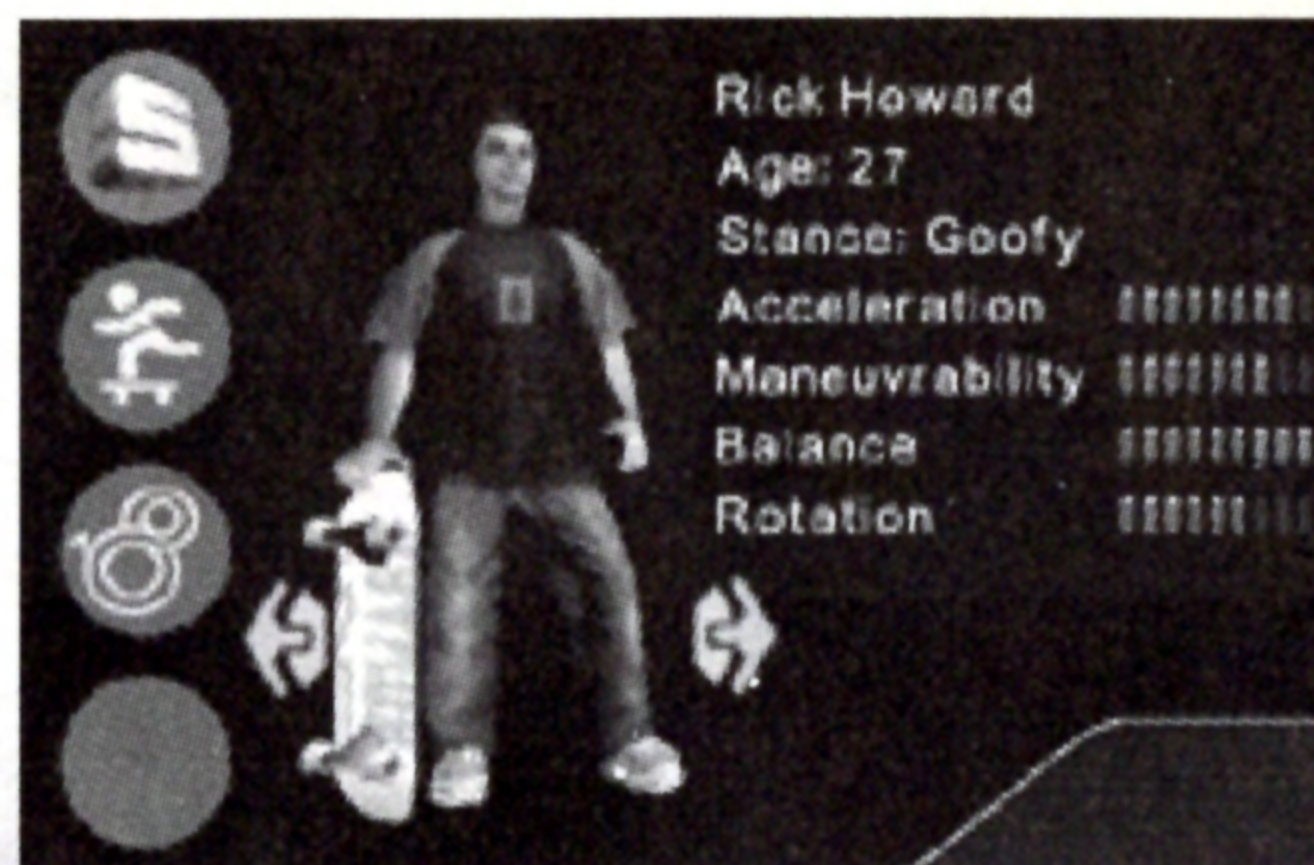
Heidi Fitzgerald



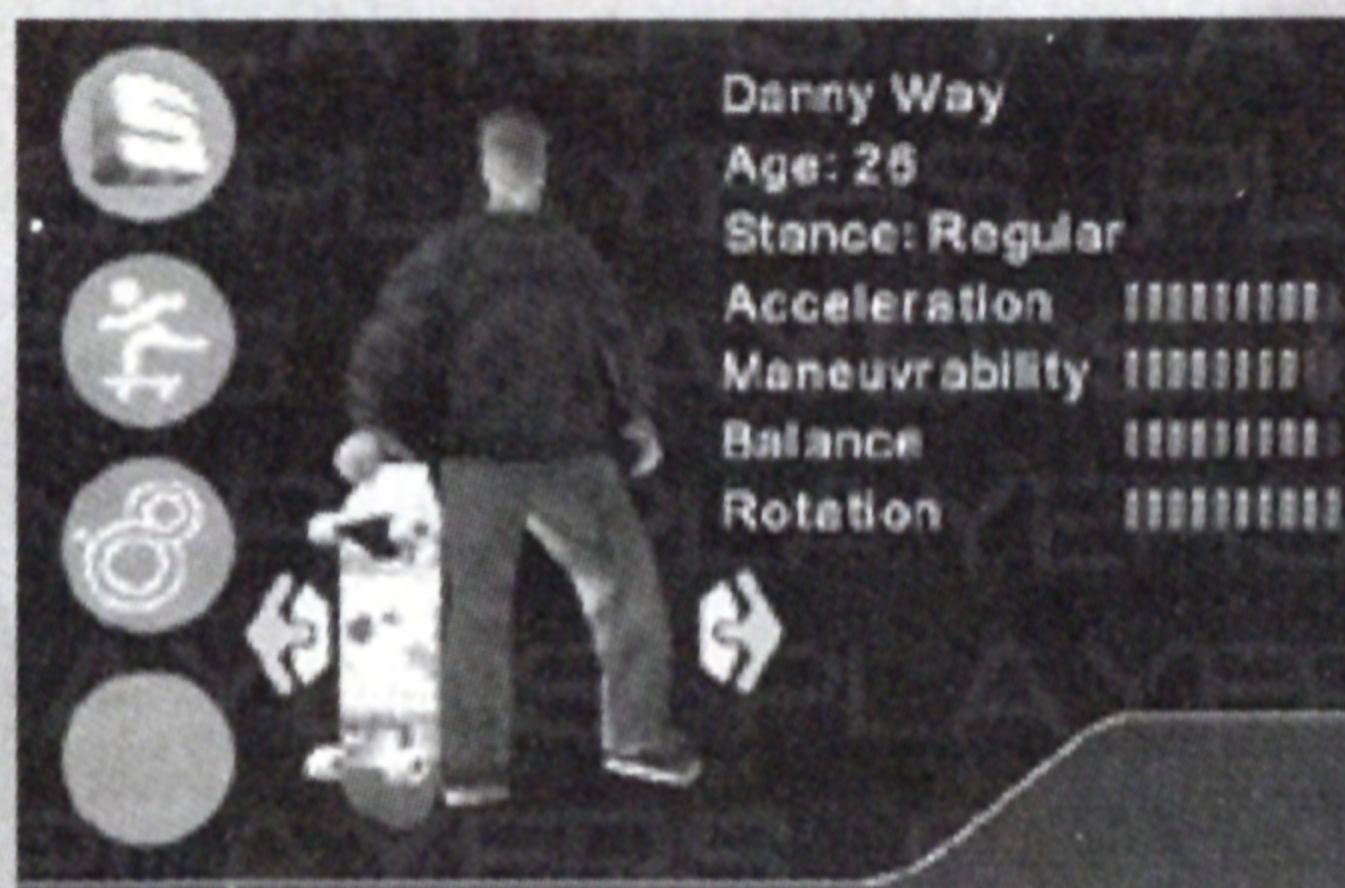
Scott Johnston



Josh Kalis



Rick Howard



Danny Way

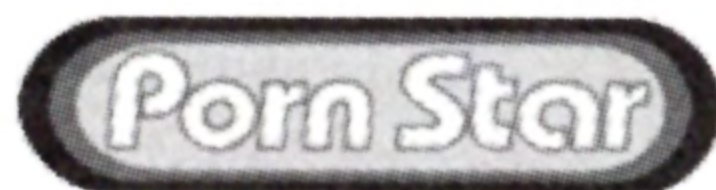


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The Music

"Street Carp"

Deftones

(Deftones)



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(ASCAP)

(P) 2000 Maverick Recording Company

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By Arrangement With Warner Special Products

"Rock Superstar" Radio Edit



Performed by Cypress Hill

Written by L. Freese/S. Reyes/L. Muggerud

(p) 2000 Courtesy of Ruffhouse Records and
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"Might Be A Dream"



Performed and Written by Pennywise

From the Album "Straight Ahead"

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www.pennywisdom.com

www.epitaph.com

"Sugar"



From the Album "Sugar EP"

Performed by System of A Down

Written by Daron Malakian, Serj Tankian,
Shavo Odadjian and John Dolmayan

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"Climbing"



From the Album "Chawalaleng"

Performed and Written by Pilfers

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snapcase

"Twentieth Nervous Breakdown"

From The Album "Designs For Automation"

Performed and Written by Snapcase

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"Life Size Mirror"

**No Use
For a Name**

From The Album "More Betterness"

Performed by No Use For A Name

Written by Tony Sly

(p) 1999 Courtesy of Fat Wreck Chords

www.fatwreck.com

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"I'm Down"

GOLDFINGER

From The Album "Stomping Ground"

Performed by Goldfinger

Written by Feldmann/Paulson

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"Militant"

From the Album "On The Verge"

Performed and Written by Flashpoint

(p) 2000 Atomic Pop, LLC

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www.flashpoint12.com

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"Heaven is a Half Pipe"

From the Album "Menace to Sobriety"

Performed and Written by OPM

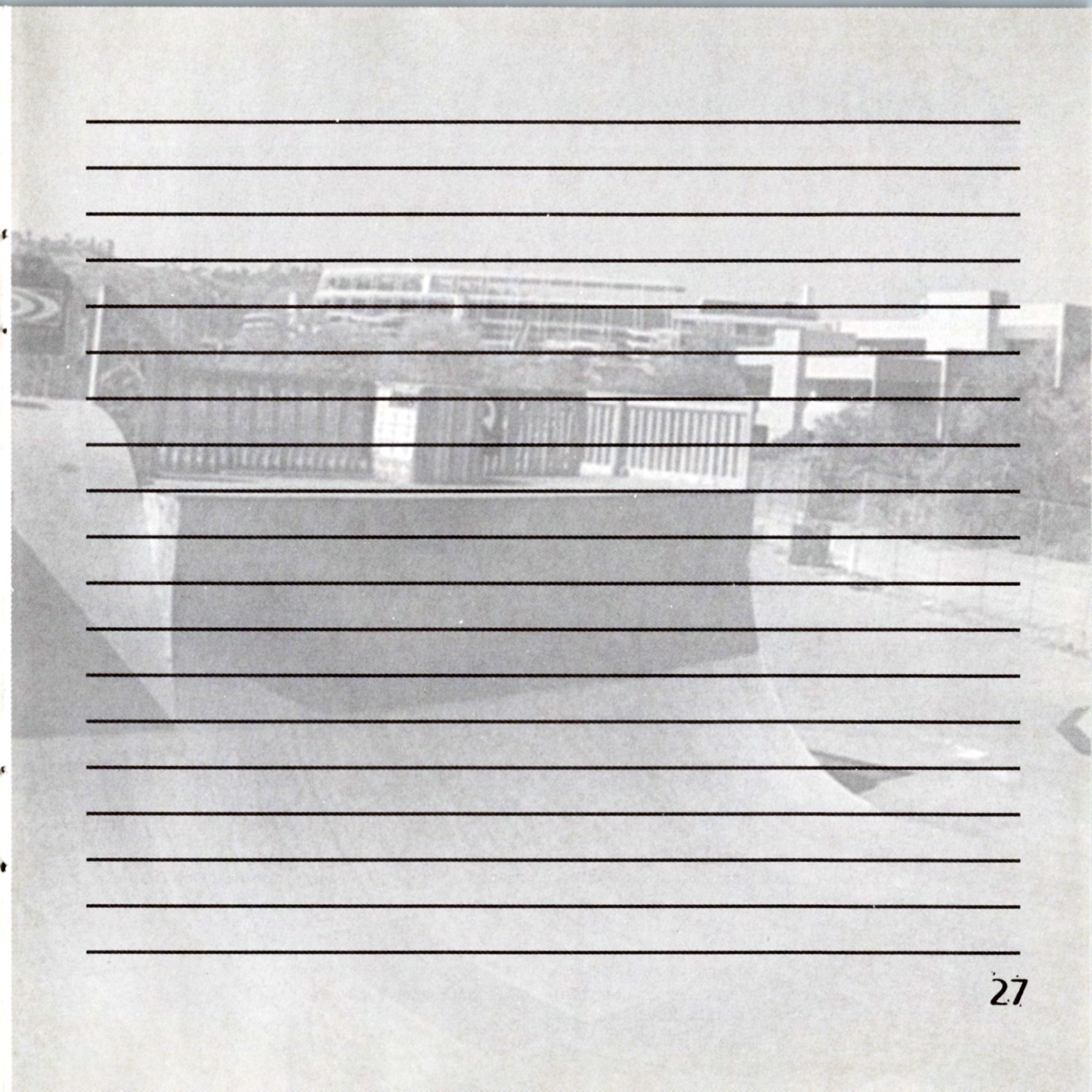
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www.opmden.com

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A grayscale photograph of a cityscape with a hill in the background and a building on the right. The foreground is a flat, light-colored surface. The image is overlaid with a large, stylized 'N' and the word 'otes' in the top left corner, and the number '26' in the bottom left corner.



credits

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Producer
Associate Producer
Assistant Producer
Product Manager
Associate Product Manager
Directors of QA

Lead Test Testers

Additional Design

Special Thanks

28

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RHINO

THQ WARRANTY

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In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **47046**. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to: **THQ Inc.**

**Customer Service Department
27001 Agoura Rd., Suite 270
Calabasas Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US \$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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