



PlayStation

NTSC U/C

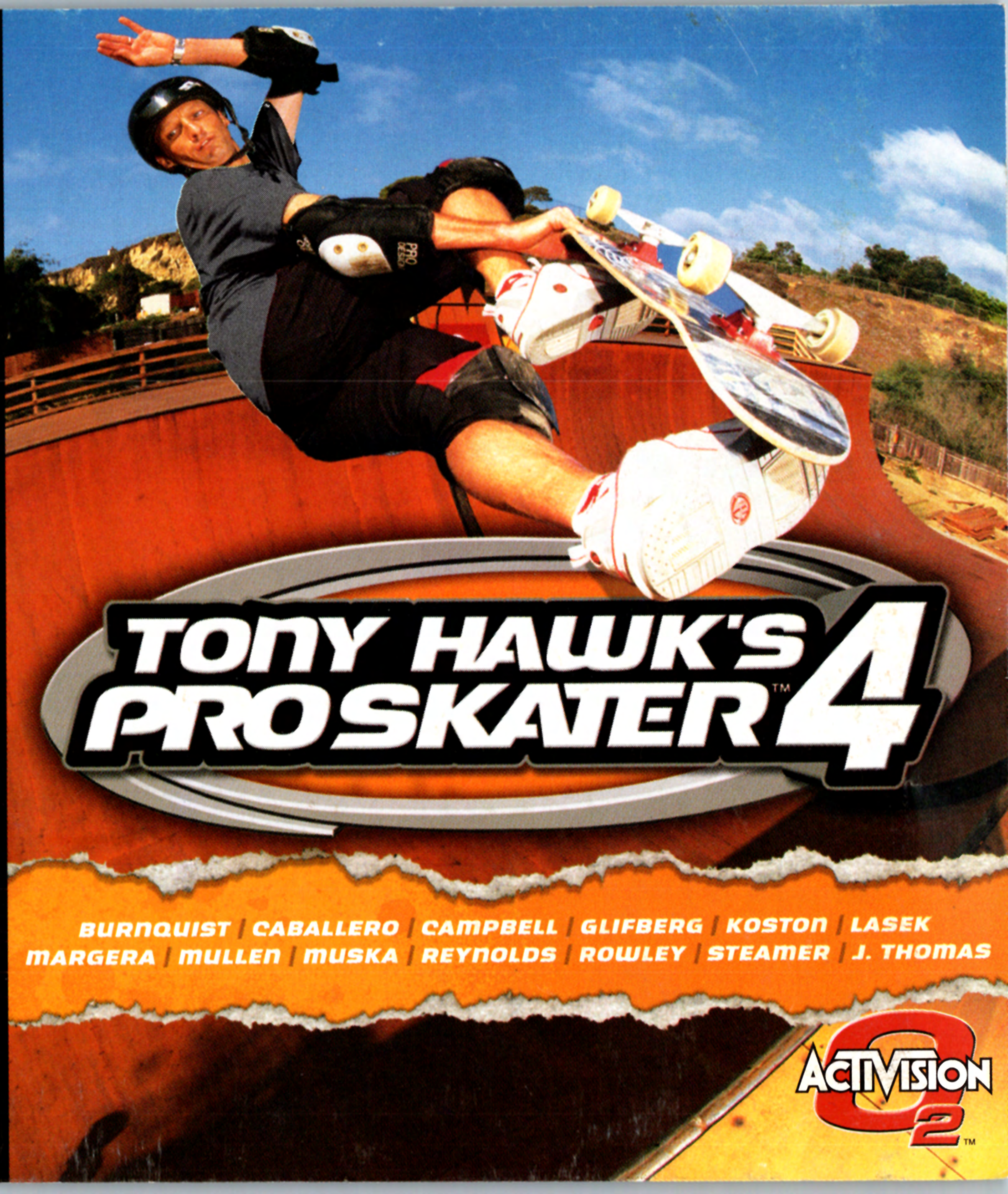
PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01485
80455.221.US



TONY HAWK'S PROSKATER 4

BURNQUIST / CABALLERO / CAMPBELL / GLIFBERG / KOSTON / LASEK
MARGERA / MULLEN / MUSKA / REYNOLDS / ROWLEY / STEAMER / J. THOMAS



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.

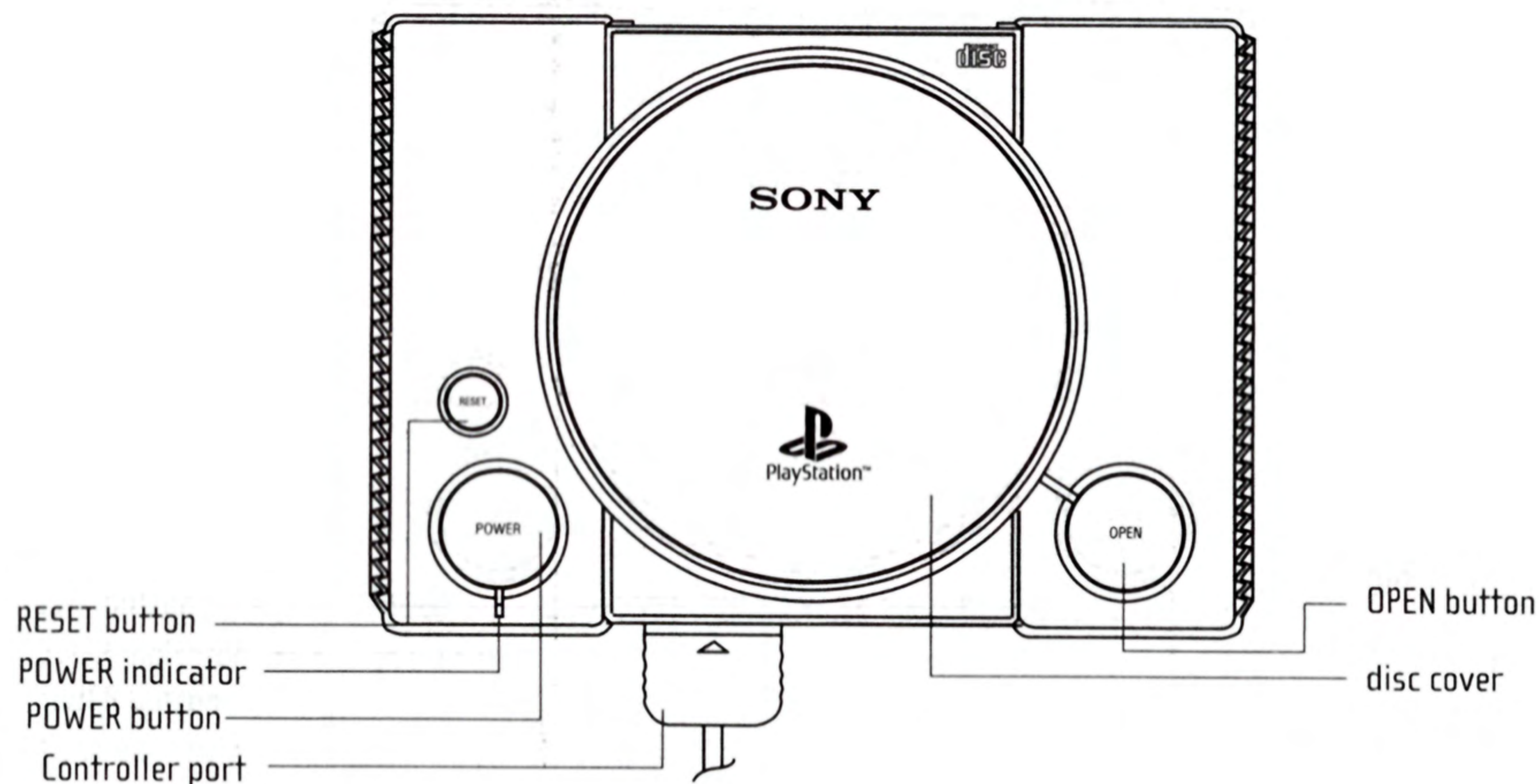
HANDLING YOUR PLAYSTATION DISC:

- 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.

CONTENTS

Starting Up	2
Game Controls	3
Controlling the Skater	4
The Main Menu	7
The Modes of Play	7
Career Mode	8
Multiplayer Modes	9
Saving and Loading	10
The Pros	11
The Levels	15
Create-A-Skater	17
3D Real-Time Skatepark Editor	19
Options Menu	21
Credits	22
Customer Support	26
Software License Agreement	27

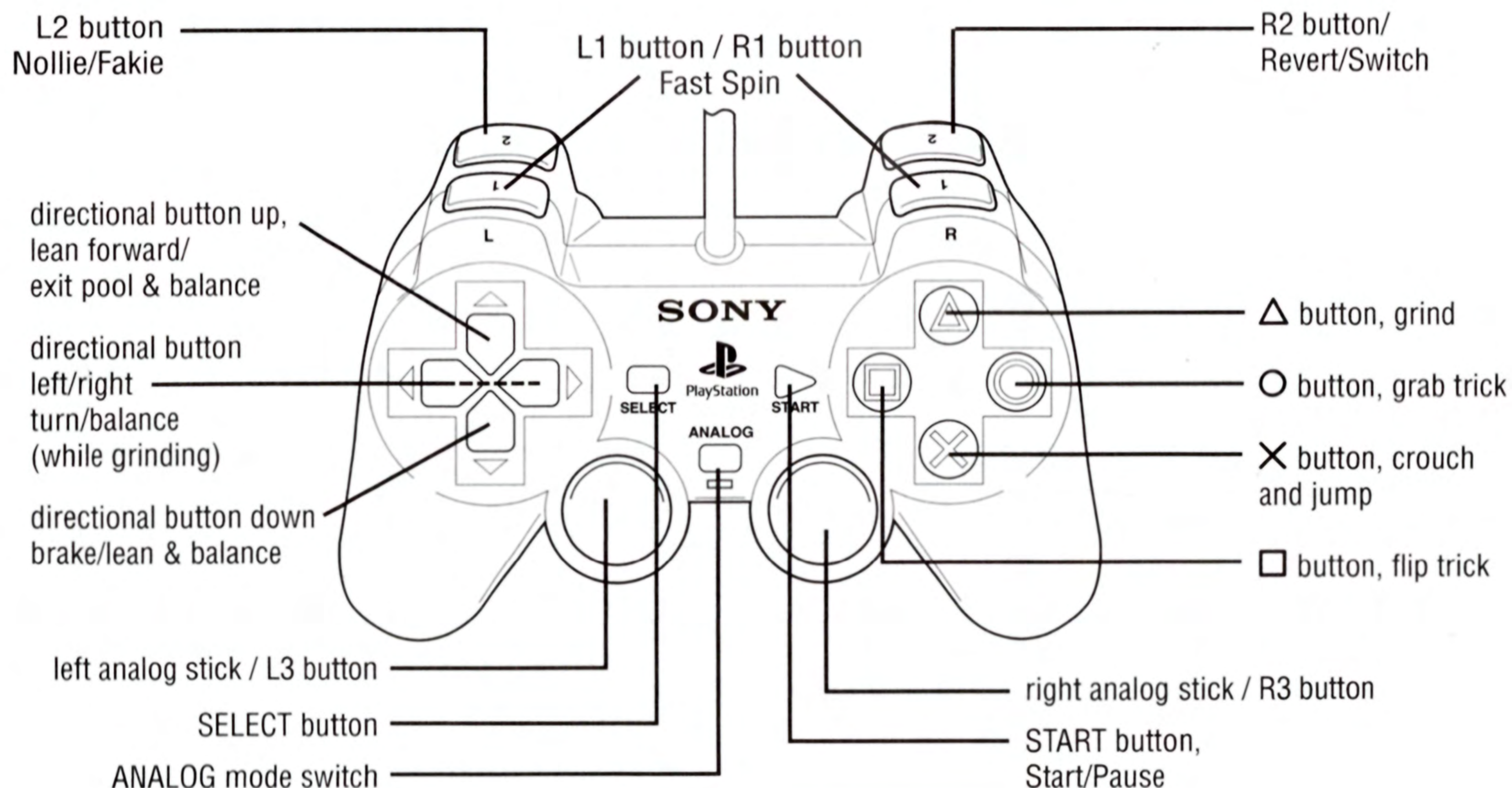
STARTING UP



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tony Hawk's Pro Skater™ 4 disc and close the disc cover. Insert game Controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

GAME CONTROLS

DUALSHOCK® analog controller



The default Controller configuration is shown here. All references to button selection in this manual refer to the default Controller configuration.

To select menu options, use the directional buttons to navigate through the menu options, highlight the desired option, and press the **×** button to accept. Press the **Δ** button to return to the previous menu.

SOFT RESET

Press and hold the **START** button while holding down the **SELECT** button to perform a soft reset.

CONTROLLING THE SKATER

GRIND TRICKS

To make the skater perform a grind trick, the skater must be near a rail or a grindable surface in the level. First the skater must ollie (X button) and then press the Δ button when near the rail/grindable surface to perform a grind.

- 50-50 = When parallel to the rail, press and hold the Δ button.
- Nosegrind = Press $\uparrow$ on the directional buttons + the Δ button.
- 5-0 = Press $\downarrow$ on the directional buttons + the Δ button.
- Boardslide/Lipslide = Rotate the board perpendicular to the rail and press the Δ button.
- Noseslide/Tailslide = Press $\leftarrow$ or $\rightarrow$ on the directional buttons + the Δ button. Rotate the part of the board you want to slide on into the rail.
- Smith/Feeble = Press $\swarrow$ or $\nwarrow$ on the directional buttons + the Δ button.
- Crooked/Overcrook = Press $\nearrow$ or $\searrow$ on the directional buttons + the Δ button.

LIP TRICKS

To make the skater perform a lip trick, skate straight up a ramp or quarterpipe and press the Δ button with a directional button at the lip (or top edge) of the ramp. Tap $\leftarrow$ and $\rightarrow$ on the directional buttons to balance.

THE ADVANCED CONTROLS

Spine Transfers

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

Double Tap Flips and Grabs

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

CONTROL TIPS

- When the skater bails, tap the Controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure most tricks any way you like using the Tricks menu. **NOTE: All in-game trick instructions use the default button combinations.**
- Look for hidden combos by trying different button combinations while doing standard tricks. For example, ollie, then tap  on the directional buttons and press   quickly to perform a Double Kickflip.
- Special tricks have high point values. Expand your special tricks by playing through Career Mode.

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using **Reverts** and **Manuals**. Manuals will keep your combo going across flatland ground sections. Reverts will keep your combo going from big air tricks off of ramps.
- During a run (unless in Free Skate Mode), every time you repeat a trick, that trick's point value will decrease. To get a high score, you're going to have to think about your “line” and mix up the tricks that you perform.

- Switch tricks are worth more and devalue separately from your regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Spinning (540, 720) while in the air performing tricks will net bigger scores. Press **L1** and **R1** buttons to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximize your combos.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use Revert to link them all together. New to Tony Hawk's Pro Skater™ 4 are spine transfers... and you can link those in your combos too!

THE SPECIAL METER AND SPECIAL TRICKS

As you score points in Tony Hawk's Pro Skater™ 4, your Special Meter (the meter in the top left of the screen) will fill up. When the meter is glowing yellow, you will be able to perform special tricks that you normally cannot perform. The Special Meter increases as you perform tricks, so you will be able to bust some special tricks in the middle of your first combo.

Special tricks are performed using multiple direction presses on the directional buttons with the corresponding face button. Try playing through Career Mode to earn more special tricks.

THE MAIN MENU

The Main Menu of Tony Hawk's Pro Skater™ 4, allows you to select from all the different game modes in Tony Hawk's Pro Skater™ 4. Pressing ↑ and ↓ on the directional buttons will move the cursor to the desired menu option. Press the X button to select the menu option highlighted.

THE MODES OF PLAY

CAREER MODE

This mode requires the skater to complete multiple objectives within each level to advance to the next. This mode will allow you to increase your stats, earn new special tricks, unlock new music tracks, unlock new levels, and eventually take on the ultimate pro challenges.

SINGLE SESSION

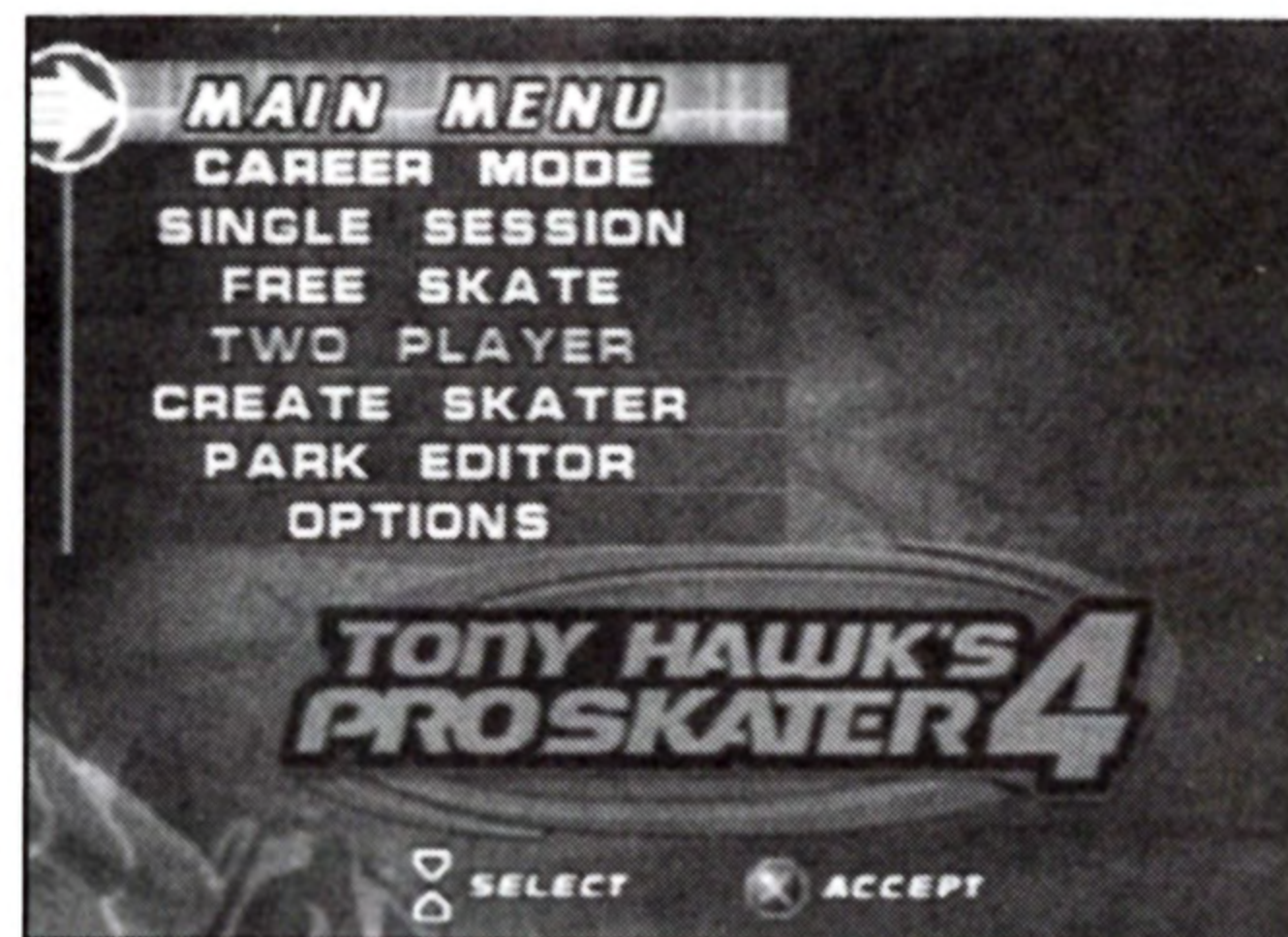
Choose a level and try to do your best skating within a two-minute session. You can set high scores and new records in this mode. The College is open for skating right from the start. In order to choose alternate levels, you must play through Career Mode to earn access to them.

FREE SKATE

Choose a level and skate as long as you want to. Practice your lines, hit your tricks over and over again, and master the levels prior to trying to set some records in Single Session.

TWO PLAYER

If you and a friend are ready to go head-to-head, then you've come to right place. This mode contains many different 2-player games. Note: in order to select Two Player mode from the Main Menu, two Controllers must be plugged into the PlayStation® game console.



CREATE-A-SKATER

If you want to be creative, you should try making your own skater. Create-A-Skater allows you to start from scratch and create your very own skater to play with in any mode of Tony Hawk's Pro Skater™ 4.

PARK EDITOR

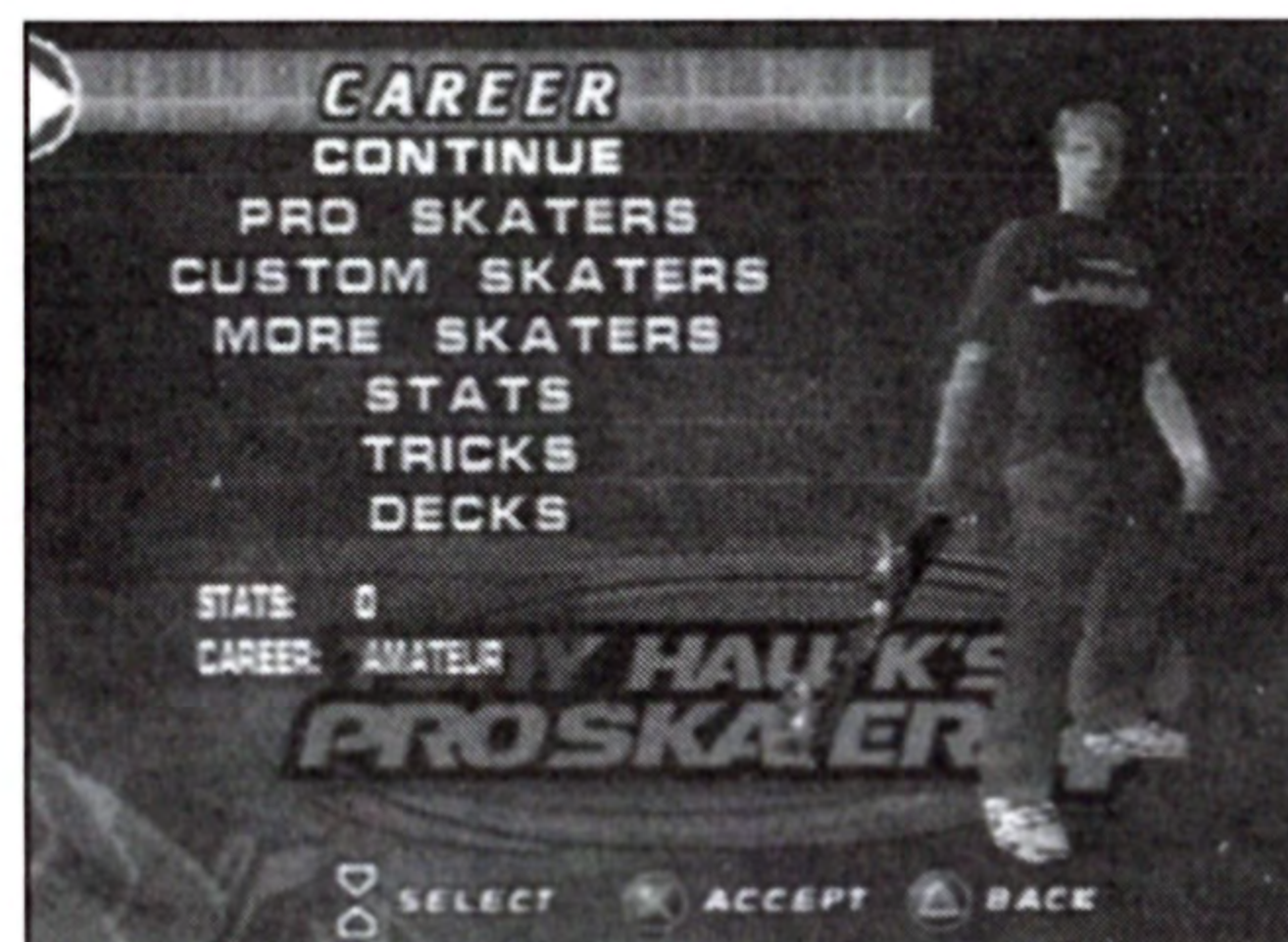
Time to create the skate park of your dreams! Specify the size and name of your park, and start building. You can choose from hundreds of different pieces.

OPTIONS

This is your one-stop shop for setting all of your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, check out level records, watch movies, or view the credits.

CAREER MODE

In Tony Hawk's Pro Skater™ 4, the Career Mode structure has been enhanced from previous versions of the game. When you begin, your skater will start out in "free skate" within the level, meaning that you can explore the level and familiarize yourself prior to beginning your objectives...there will be no time limit, so feel free to skate around as long as you like! You will need to complete goals in each level to progress through the different levels. Eventually, you will want to complete enough goals to attempt your ultimate challenge and become a true pro skater. Press the  button when next to goal icon (don't hold the  button) to start goals.



VIEWING THE GOALS

There are goals in each level, so you will need to use the View Goals option in the Pause Menu to keep track of which ones you've completed.

PRO CHALLENGES

Once you have completed enough goals, you can try your Pro Challenge, which is the ultimate goal specific to each pro skater. Completing this challenge will unlock additional Pro goals throughout all the levels. There are over 190 goals in Tony Hawk's Pro Skater™ 4...so you'll have your work cut out for you!

MULTIPLAYER MODES

TWO PLAYER GAMES

Trick Attack

The player with the highest score at the end of the time limit wins!

Graffiti

The player with the most tagged objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Tag

You don't want to be "It" in this game where you tag other players. When you are, you have to bust tricks to gradually cripple your opponent's stats until he or she is a sitting duck. When "It," you're on the timer. If the timer hits zero, you lose.

Horse

The old classic "H.O.R.S.E." (or the word of your choice) 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 tastes defeat!

Free Skate

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

SAVING AND LOADING

To save a game, you'll need at least 1 free block available on your MEMORY CARD. To check your free memory and/or delete existing games, use the PlayStation® Internal MEMORY CARD Manager.

To load a previously saved game, select **Load Game** from within the Options menu.

THE PROS

Tony Hawk's Pro Skater™ 4 features 14 of the hottest professional skateboarders!

TONY HAWK

Hometown: San Diego, CA

Resides: Carlsbad, CA

Stance: Goofy

A household name, Tony Hawk is the best known Action Sports athlete in the world. Almost single-handedly, he's opened the door to a whole new attitude in competitive sports. And he did it with a smile. All that fame hasn't gone to his head. He's still a good guy who happens to be able to do a 900. And he stays on top by continually going further with new tricks and new records.



BOB BURNQUIST

Hometown: Rio de Janeiro, Brazil

Resides: Sao Palo, Brazil

Stance: Regular

Fluent in Portuguese and switchstance, Bob Burnquist won't accept the status quo. He keeps pushing himself to do more, no matter what the cost. Originally from Rio de Janeiro, Burnquist has easily made the transition to North American and world professional skater. Can you do a Burntwist?



STEVE CABALLERO

Hometown: San Jose, CA

Resides: San Jose, CA

Stance: Goofy

He has the maturity of a Zen master and the enthusiasm of a kid with a new toy. Steve Caballero has been around the block. And down the stairs. And over the pipe. Caballero invented some of pro boarding's signature moves in his long and illustrious career. He's a year-round skater who rips on all terrain—street, vert, and parks. If you get a chance to see this patriarch ride, take notes.



KAREEM CAMPBELL

Hometown: Harlem, NY

Resides: Los Angeles, CA

Stance: Regular

An authentic big city skater with smooth moves and smart tricks, Kareem Campbell is a man to watch for. He may be ripping up the subways of New York City or tearing around the beach towns of Southern California. Wherever, whatever. Campbell knows his moves and keeps it real. He's not in it for show. His moves are authentic urban pro skating at its finest.



RUNE GLIFBERG

Hometown: Copenhagen, Denmark

Resides: Costa Mesa, CA

Stance: Regular

A champion vert skater, Rune Glifberg left Denmark to join the pro circuit becoming one of skating's most versatile professionals. He gets sick air on pipes, and shines everywhere else you can roll a skateboard. Be it on the street, up the rails, or anywhere else, Rune Glifberg is the real deal.



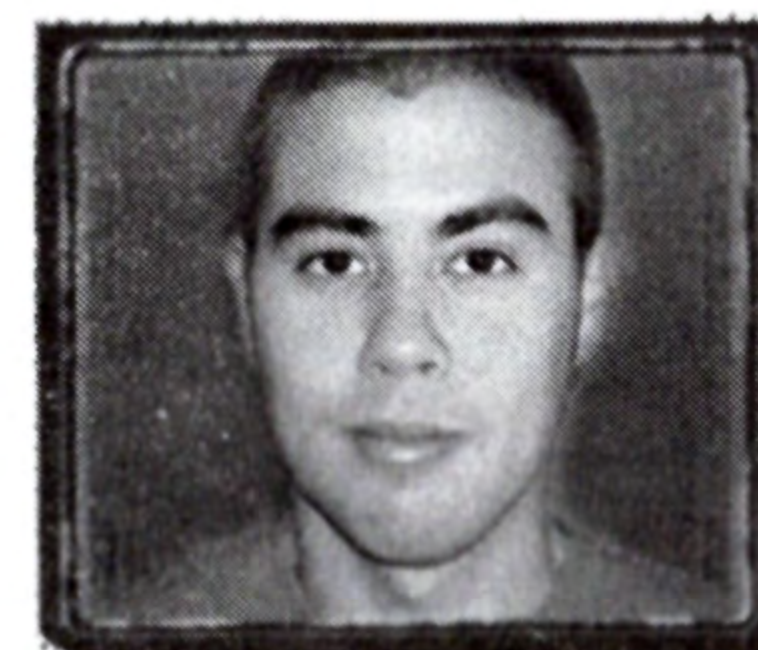
ERIC KOSTON

Hometown: San Bernardino, California

Resides: Hollywood, CA

Stance: Goofy

Eric Koston: a professional skater that owns the hearts and minds of fans everywhere. His skills are mad: always new, always smooth, and always terrific. Show him a new trick and he'll bust it—better. His moves are liquid. Koston makes professional skating look like child's play.



BUCKY LASEK

Hometown: Baltimore, MD

Resides: Carlsbad, CA

Stance: Regular

Bucky's made a name for himself and christened quite a few tricks in his impressive career. He doesn't need smooth bowls and perfect pipes—he can trick off anything you've got no matter how hard or how high. Skateboarding Mecca Carlsbad, CA is lucky they've got Bucky.



BAM MARGERA

Hometown: Philadelphia, PA

Resides: West Chester, PA

Stance: Regular

This guy's got a following you wouldn't believe. His "take no prisoners" skating makes Bam a real poster boy for America's youth. Let's just hope he stays out of the teen mags and stays on the tour. Bam Margera is young, strong, and can slam on the board. Keep an eye out for his movies and videos. What's another way to say donkey?



RODNEY MULLEN

Hometown: Gainesville, FL

Resides: Hermosa Beach, CA

Stance: Regular

He's built a foundation for street skating with scores of world titles. If you want to become a street skater, you've got to study the basics. Rodney Mullen wrote the book and named many of the tricks that are today's mainstays in competition. If there's something he can't do with a street and a skateboard, we don't know about it.



CHAD MUSKA

Hometown: Loraine, OH

Resides: Woodland Hills, CA

Stance: Regular

He's no wallflower. Muska is out there and running with the top dogs in skating—and practically everything else. Great at meeting and greeting, he's near perfect at on-board shredding and hard core tricks. Watch for him in videos, music, and schmooze-fests. You won't be disappointed; Muska's always red hot.



ANDREW REYNOLDS

Hometown: Lakeland, FL

Resides: Huntington Beach, CA

Stance: Regular

It's a bird! It's a plane! It's Turtle Boy! No need to duck when this superhero takes flight. Andrew Reynolds made his way up the ranks with big air. I mean BIG AIR. Reynolds defies gravity with his street heights and rail flights. He raises the limits of pro boarding's air possibilities.



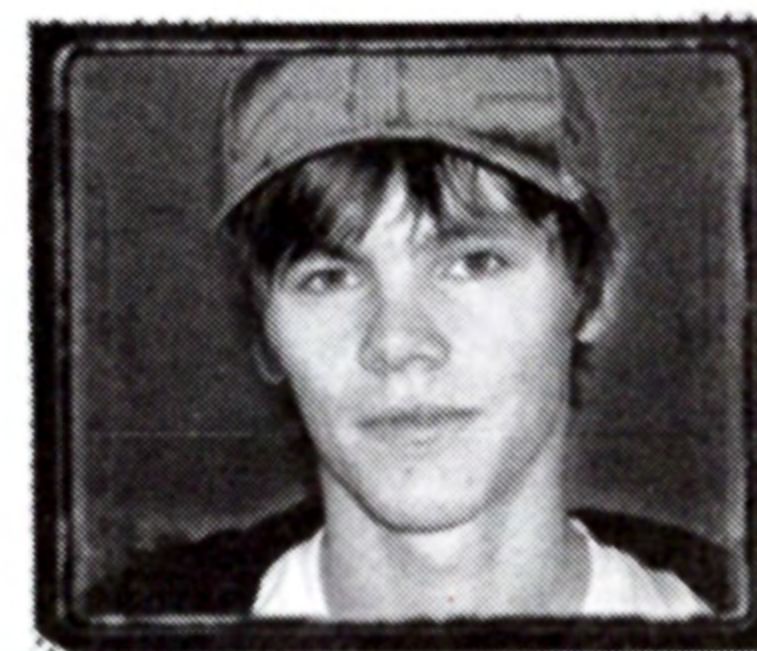
GEOFF ROWLEY

Hometown: Liverpool, England

Resides: Huntington Beach, CA

Stance: Regular

Hailing from the land of Big Ben, Geoff Rowley moved to California to try and find some competition. He's still looking. What do you expect? It's near impossible to go up against this psycho street shredder. Sharp edges and stone slabs don't scare him away from some of the most captivating street tricks ever performed. Rowley doesn't need a pro event to top the charts. He does it down on the streets.



ELISSA STEAMER

Hometown: Fort Myers, FL

Resides: Huntington Beach, CA

Stance: Regular

A picture's worth a thousand words, and this skater's picture-perfect. She rises above the preconceptions about street boarding and blows the competition away. Sick tricks, big air, and hard knocks—that's what skating's about. Steamer's her name, and powerhouse boarding's her game.



JAMIE THOMAS

Hometown: Dothan, AL

Resides: Encinitas, CA

Stance: Regular

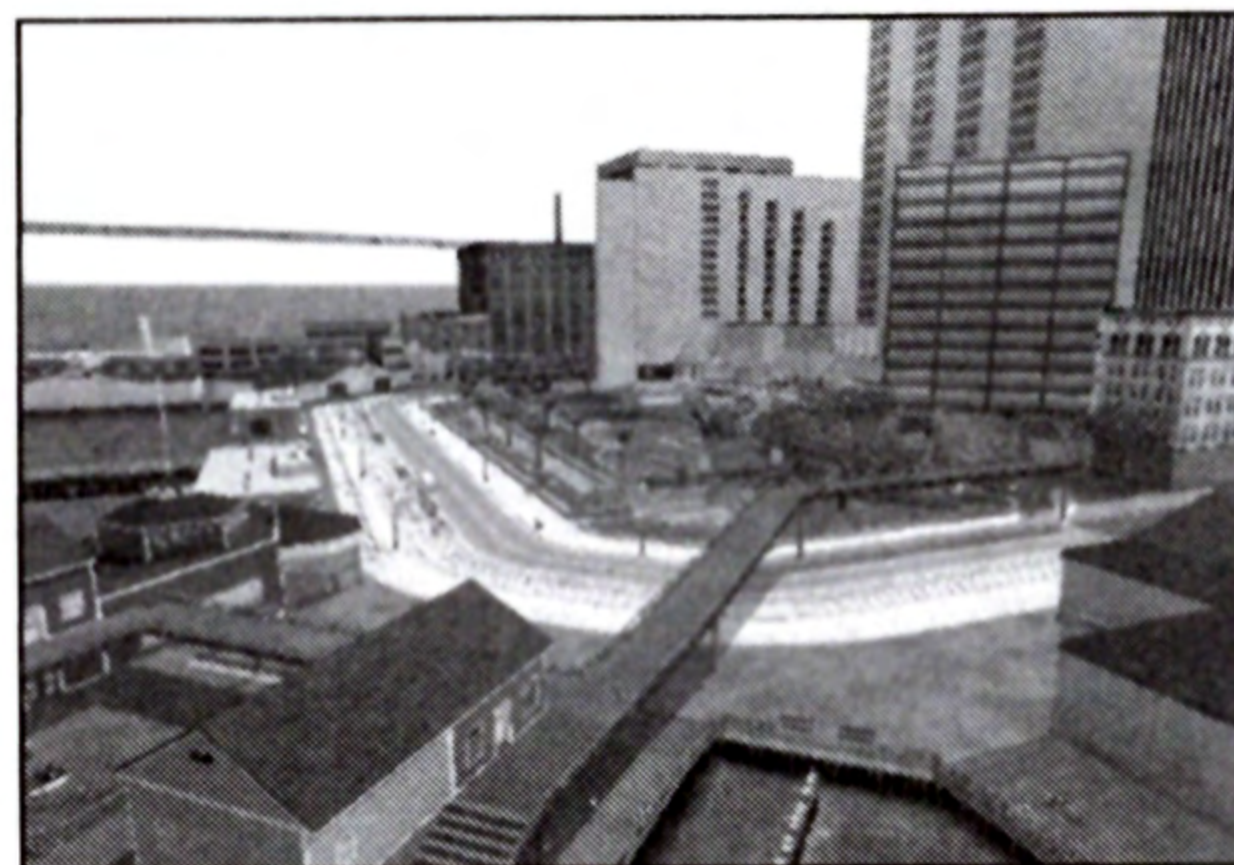
Shove. Shove harder. Keep shoving 'till the boundaries of "what can be done on a skateboard" are destroyed. Jamie Thomas doesn't believe in "can't." He laughs at "impossible." There's no rail or gap in the world that he won't conquer. This is a skater for the new millennium. He's going to lead us where no one has gone before.



THE LEVELS



College



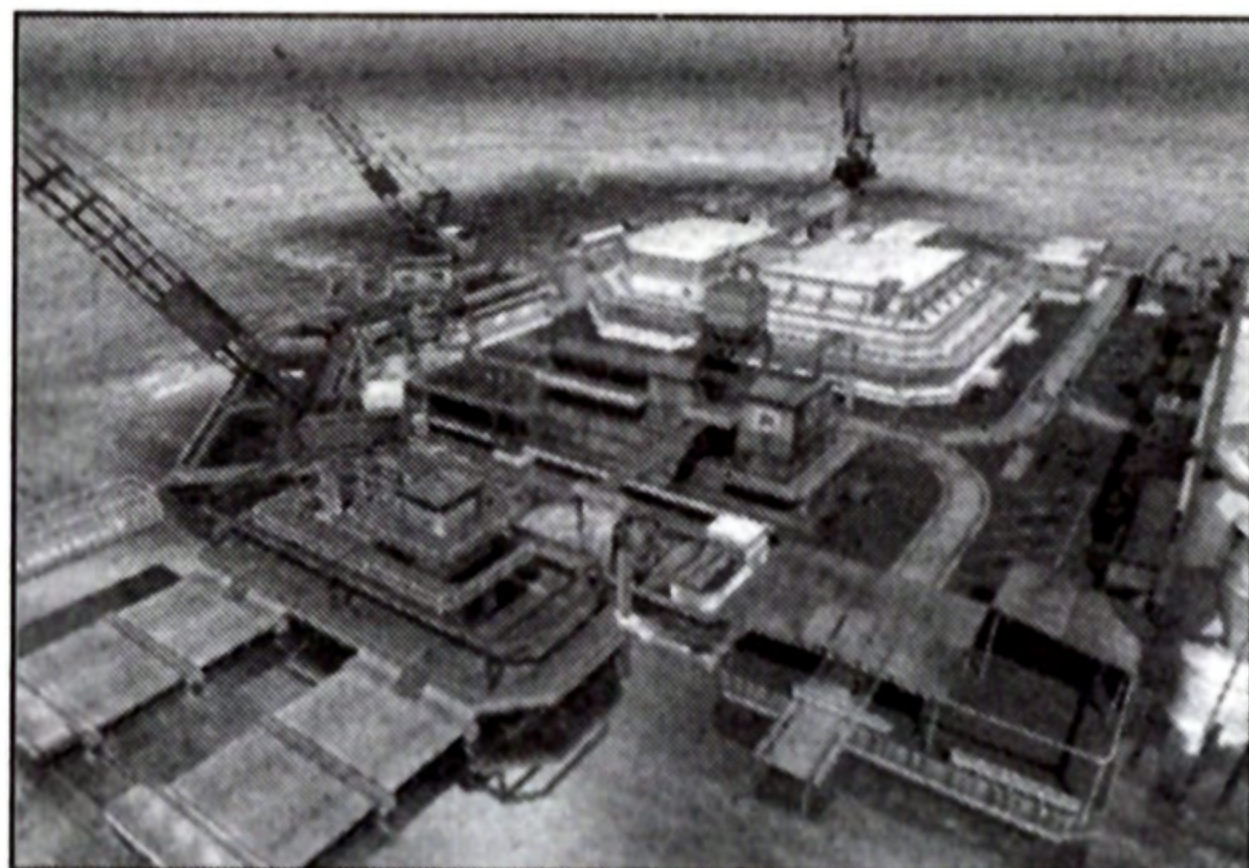
San Francisco



Alcatraz



Kona



Shipyard



London

There may be a few surprises as well. Check it out for yourself!

CREATE-A-SKATER

It's time to create your own legend (or legends). Go to the Create Skater menu and build a custom character from scratch. To build a lineup, go into the Roster Screen where you can create up to three custom skaters. All skaters in the roster are available in all game modes, and you can edit an existing skater in your slots or import a skater from a different save file into a slot in your game.

PERSONAL MENU AND APPEARANCE

This is your pro, and it's up to you to give him a name, hometown, stance (goofy or regular), specialty (vert, street or all-around) and weight. From here, set up your look—skin tone, head style, cap color (if you wear one), torso style, logos, tattoos, shirt color, pants colors, shin/socks and shoes—in the Appearance Menu.

STATS

Stats increase your skater's performance. There are 10 stats for each skater, both pro and created.

- Air – Affects the boost you get when you air on a quarterpipe.
- Hang Time – Affects the length of time you stay in the air.
- Ollie – Affects your ground jump height.
- Speed – Affects your flat ground speed.
- Spin – Affects the speed at which your character rotates. Max it out if you want to spin 720's or 900's.
- Landing – Affects how easy it is for you to nail big drops.
- Switch – Determines how well you skate when you are skating switch. When maxed out to 10, the skater should be equally skilled regular and switch.

- Rail Balance – Affects your ability to balance on rails.
- Lip Balance – Balance for lip tricks. The higher the stat, the longer you can tweak lip tricks and the more points you can score.
- Manual Balance – The higher the value, the easier you will be able to balance manuals.

Skate Tip: In Career Mode additional stat points can be found until your character is up to all tens in every category and ready to rule the pro circuit. In other words, finding stats gets you skills, brother.

Note: Activision Customer Support cannot troubleshoot user-made skaters (CREATE-A-SKATER MODE) or user-made tricks (EDIT TRICKS MODE).

EDIT TRICKS

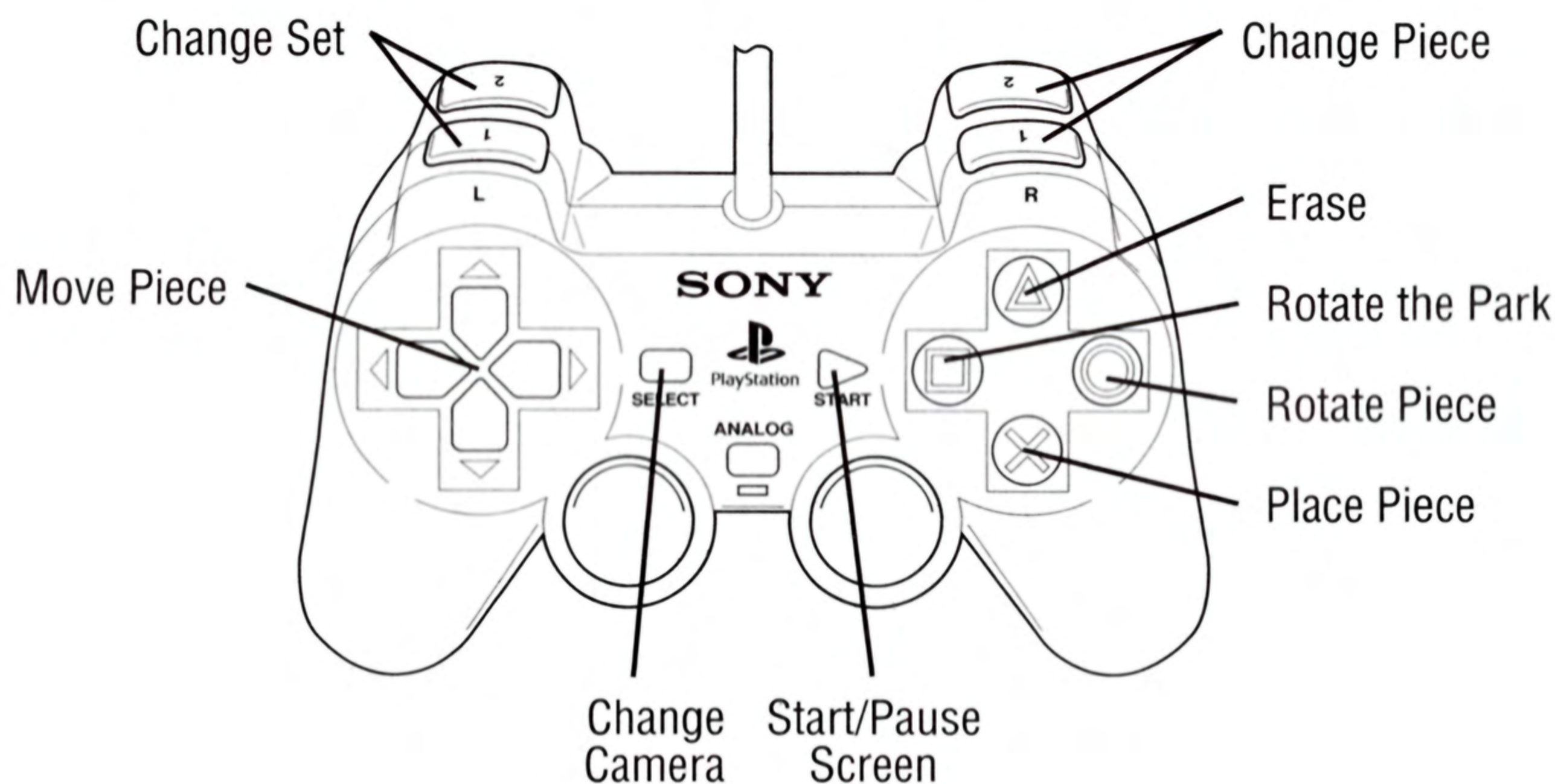
Tricks are divided in groups: Flip Tricks, Grab Tricks, Lip Tricks and Specials. Once a category is selected, you'll see a list of button combos. Select the button combo you wish to configure and a list of available tricks will pop up. You can modify almost every aspect of your Trick Set until it suits your riding style. **NOTE: All in-game trick instructions use the default button combinations.**

DECKS

Once you have collected new decks in Career Mode, come here to pick them out. Each pro has ten decks to choose from; once they are open, created skaters can use them as well.

3D REAL-TIME SKATEPARK EDITOR

DUALSHOCK® analog controller



Become the sick skatepark architect you always knew you could be with our new 3D Real-Time Skatepark Editor. It's one of the most advanced level editors ever created, letting you use ramps, rails, pools, funboxes, obstacles and quarter pipes to create dream parks in real-time. Go big, rotating and stacking pieces any way your twisted mind desires. You'll never run out of levels to ride.

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

BASIC CONTROLS

To move selected pieces around your park, use the directional buttons. The **O** button rotates the pieces and the **X** button places them down. The **Δ** button will erase any pieces intersecting with the current piece.

CHANGING PIECES

The L1 and L2 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 R1 and R2 buttons scroll you through the pieces available in that category.

CATEGORIES AND PIECES

What you want, we got, including:

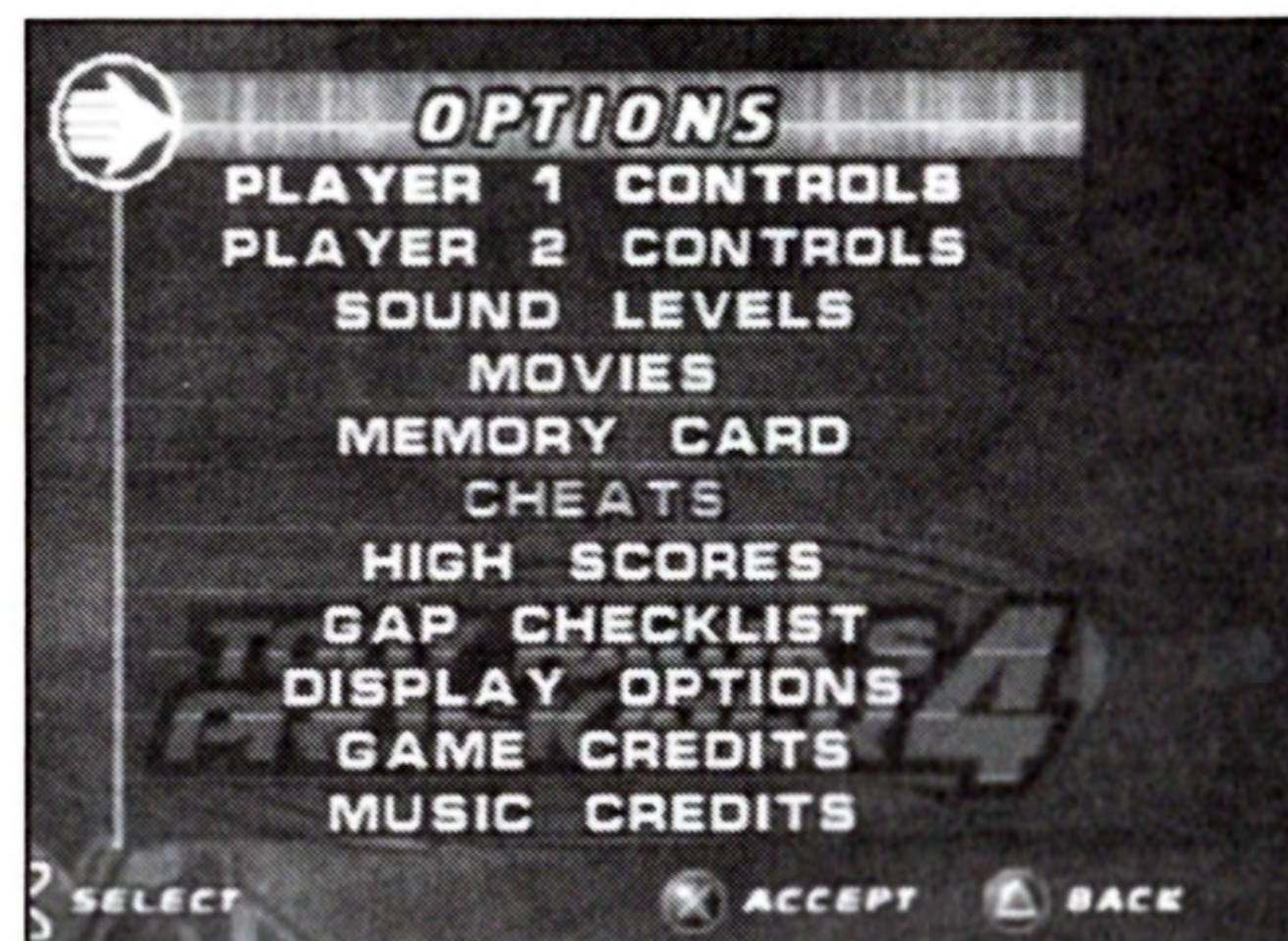
- Gap Tool – Create and name your own gaps.
- Risers – Raise the floor not the roof.
- Quarter Pipes – Two sets to choose from.
- Rails – Center and edge rails for extra grind.
- Walls – Ride them if you can.
- Stairs – Ankle busta mecca, many with rails.
- Pools – Construct your own or select pre-made versions.
- Kickers – Launch yourself off ramps galore.
- Benches – Go to school on benches and tables.
- Misc – High walls, roll-ins, signs, foliage, floors.

OTHER CONTROLS

- The ☐ button will rotate the entire park in 90 degree increments. The SELECT button will change the current camera view. The START button will bring up the Park Editor Menu.
- The SELECT button will change the current camera view. Hold the SELECT button and use the directional buttons to rotate the camera.
- The START button will bring up the Park Editor Menu.

OPTIONS MENU

- Player1/Player 2 Controls – Allows customization of controller settings:
 - ✦ Vibration – Turn vibration On or Off (defaults to On)
 - ✦ Autokick – Select On for automatic acceleration of your skater. Select Off for manual acceleration. If turned Off, use the ☐ button to kick (defaults to On).
- Sound Levels – Allows customization of various sound related options:
 - ✦ Music Level – Adjusts the volume of the music tracks.
 - ✦ Sound Level – Adjusts the volume of the sound effects in game.
- Movies – View all of the movies that you have unlocked.
- MEMORY CARD – Please see the Saving and Loading section of the manual on page 10.
- Cheats – This is where you activate the cheats you've unlocked in the game. (Hint: Play Career Mode and do the best you can.) You don't think we're going to tell you what they are, do you?
- High Scores – You can view all of the highest scores in the game. Toggle left and right to see all the levels you've unlocked.
- Gap Checklist – Track which gaps you've conquered in this listing of all the gaps in all the levels.
- Display Options – Toggle Game Tips and Score Text display on or off.
- Game/Music Credits – See all of the names of the people that made this game possible.



CREDITS

Designed & Developed By
Vicarious Visions

**Vicarious Visions
THPS4 Team:**

CEO / CHIEF CREATIVE OFFICER
Karthik Bala

VP PRODUCT DEVELOPMENT
Tobi Saulnier

PROJECT MANAGER
Vladimir Starzhevsky

LEAD DESIGNER
Benjamin Raymond

LEAD PROGRAMMER
Dmitriy Buluchevskiy

LEAD ARTIST
Carl Schell

ART DIRECTOR
Yaming Di

ARTISTS
Gap-Yuel Seo
Brian Keffer
Jason Timmons
Chongguang Zhang

GAPPIN' MONKEY
Leo Zuniga

MOCKERY AND SUPPORT
Scepters Madam B. Sapphire

ADDITIONAL DESIGN SUPPORT
Sean Murphy, Rob Caminos
Brent Gibson

SPECIAL THANKS

Bret Dunham
Chris McEvoy
Dave Calvin
Nina Stanley

Published By
Activision Publishing, Inc.

ASSOCIATE PRODUCER
Jesse Smith

PRODUCER
Jeff Poffenbarger

EXECUTIVE PRODUCER
Mike Ward

MUSIC SUPERVISION
Nelson Bae and Lori Lahman
SonicFusion

**SKATEBOARDER VIDEO
SUPERVISION & EDITING**
Josh Friedberg
411 Video Productions

INTRO MOVIE
Jenny Bright
Spheric Productions

VIDEO COMPRESSION AND EDITING
Chris Hepburn
Kenny Ramirez
Forward Never Straight Productions

KONA USA
Martin Ramos
www.sk8kona.com

Neversoft THPS4 Team
Jon Bailey, Ted Barber
Brad Bulkley, Dave Cowling
Ralph D'Amato, Lisa Davies
Mike Day, Peter Day

Zac Drake, Chad Findley
Alan Flores, Steve Ganem
Kurt Gutierrez, Kendall Harrison
Jim Jagger, Brian Jennings
Gary Jesdanun, Joel Jewett
Sandy Jewett, Henry Ji
Garrett Jost, Larry Liberty
Adam Lippmann, Logan
Dana MacKenzie, Andy Marchal
Ryan McMahon, Kevin Mulhall
Nolan Nelson, Johnny Ow
Chris Peacock, Joe Pease
Scott Pease, Chris Rausch
Paul Robinson, David Rowe
Mark L. Scott, Aaron Skillman
Chauwa Steel, Darren Thorne
Jason Uyeda, Todd Wahoske
Chris Ward, Mick West

**ADDITIONAL ART, DESIGN,
AND PRODUCTION WORK**
Jeremy Andersen, Aaron Cammarata,
Edwin Fong, Christopher Glenn,
Noel Hines, Junki Saita

NEVERSOFT THANKS
Mike Vallely, Mat Hoffman,
Rick Thorne, Todd Falcon,
Martin Ramos @ Kona,
Mrs. Ramos @ Kona, Old Star Skateshop,
Skatelab (Simi Valley), All @ SN Systems,
Lori @ Dolby, Kristoffer @ Dolby,
Mike Degler @ Brady,
Ken Schmidt @ Brady, Doug Walsh,
Keith Arem @ PCB, Mitch Soule @ RAD ,
Nelson @ Sonic Fusion,
Graham Fuchs, Stacey Ytuarte ,
PlanetTonyHawk.com
And those who have supported
THPS3 online play!
CHECK OUT TODD FALCON AT
www.toddffalcon.com

Activision Studios**E.V.P., WORLDWIDE STUDIOS**

Larry Goldberg

V.P., NORTH AMERICAN STUDIO

Dave Stohl

**Activision Marketing
And Brand Management****E.V.P., GLOBAL PUB & BRAND MGMT**

Kathy Vrabeck

V.P., GLOBAL BRAND MGMT.

Will Kassoy

DIRECTOR OF GLOBAL BRAND MGMT.

David Pokress

ASSOCIATE BRAND MANAGER

Michael Chiang

MANAGER, CORPORATE COMMUNICATIONS

Ryh-Ming C. Poon

Creative Services**V.P., CREATIVE SERVICES**

Denise Walsh

MANAGER, CREATIVE SERVICES

Jill Barry

PACKAGING DESIGN

Imagewerks

MANUAL DESIGN & LAYOUT

Ignited Minds, LLC

ACTIVISION LEGAL

George Rose

Greg Deutsch

David Kay

Carolina Trujillo

**Activision Quality
Assurance/Customer Support****PROJECT LEAD**

Geoff Olsen

SENIOR PROJECT LEAD

Ben DeGuzman

MANAGER, CONSOLE TESTING

Joe Favazza

FLOOR LEADS

Walter Williams

Evan Button

TEST TEAM

Christian Aguas

Matt "The Deuce" Blamires

Daniel "Spork" Levin

Angelo Lopipero

Erik Melen

Joseph Matthew Villanueva

Taj "2dizzy" Void

Dave "The Dub" Warga

Dustin "D-Train" Thomas

Mike Sternad

Indra Siswanto

Mike Caldwell

CUSTOMER SUPPORT MANAGER

Bob McPherson

CUSTOMER SUPPORT LEADS

Rob Lim

Gary Bolduc

Mike Hill

QA SPECIAL THANKS

Jim Summers

Jason Wong

Tim Vanlaw

Nadine Theuzillot

Ed Clune

Marilena Rixford

Matt McClure

Sion Gibson

Chris Keim

Indra Gunawan

Marco Scataglini

Todd Komesu

Mike Beck

Adam Hartsfield

Willie Bolton

Chad Siedhoff

Jennifer Vitiello

Sarah Pepin

Kali Pepin

Shawn Scotland

Mary Dunn

Nick Favazza

Alex Coleman

Omari Valentine

ACTIVISION SPECIAL THANKS

Bryan Ridgeway

Lance Mountain

Ty Evans

Ian Deacon

Fred Mortagne

Daniel Harold Sturt

Ed Templeton

Arto Saari

Luke McKirdy

Bill Weiss

OP King of Skate

PRODUCTION SPECIAL THANKS

Mom, Dad, Beryl, Jason

Brian Bright

Eric Koch

Chip Bumgardner

Trey Smith

Simon Ebejer

Rick Firmetouchesern

Nick Falzon

Kurt Guterrez
 Deanna Natzke
 Kelly Byrd
 Stacy Sooter
 Jairo Silva
 Kragen Lum
 Adam Goldberg
 Michael Fletcher
 Irwin Chen
 Paula Cuneo
 Jim Desmond
 C-Park
 John Sweeney
 Stacey Rivas
 Justin Berenbaum

**THE ENTIRE UK CREW AND THE
 ACTIVISION TEAM FROM ALL OVER THE
 WORLD!**

THE INCREDIBLE PROS FEATURED:

Bob Burnquist
 Steve Caballero
 Kareem Campbell
 Rune Glifberg
 Eric Koston
 Bucky Lasek
 Bam Margera
 Rodney Mullen
 Chad Muska
 Andrew Reynolds
 Geoff Rowley
 Elissa Steamer
 Jamie Thomas

AND OF COURSE...

Tony Hawk

MUSIC CREDITS

"Dig That Groove Baby"
 Performed by Toy Dolls
 Written by Michael Algar
 Published by Maxwood Music
 (p) 1983 Sanctuary Records Group Ltd.
 Courtesy of Sanctuary Records Group

"Spokesman"
 Performed by Goldfinger
 Written by John Feidman
 Published by Vegan Boy Music (ASCAP)
 (p) 2002 ZMJO Corporation
 Courtesy of Mojo/Jive Records

"Yer Country"
 Performed by U.S. Bombs
 Written by Kerry Martinez, Duane Peters
 Published by World War Music (ASCAP)
 and Dr Zeuss Music (ASCAP)
 (p) 1989 Hellcat Records
 Courtesy of Hellcat Records

"House of the Rising Drum"
 Performed by Delinquent Habits
 Written by Martin/Thomas/Martinez
 Published by Memory Lost
 Music/Keimonti Music/Graveyard Shift
 Music (ASCAP) as administered by Music
 of Windswept (ASCAP)
 (p) 1999 Station 13 Records, Inc.
 Courtesy of Windswept Pacific

"Death Alley"
 Performed by Zeke
 Written by Donald Hales, Ronald Pierce,
 Abe Riggs, Richard Yalowitz
 Published by Aces & Eights/Zeke
 (p) 2001 Aces & Eights Records
 Courtesy of Aces & Eights Records as
 administered by Sub Pop Records

"My Adidas"
 Performed by Run-DMC
 Written by Darryl McDaniels,
 Rick Rubin, Joseph Simmons
 Published by Protoons, Inc. (ASCAP)
 (p) 1986 Profile Records, Inc.
 Courtesy of Profile/Arista under license
 from BMG Music Group

"Seneca Falls"
 Performed by The Distillers
 Written by Brody Armstrong
 (p) 2002 Hellcat Records
 Courtesy of Hellcat Records

"Shimmy"
 Performed by System of a Down
 Written by John Dolmayan, Daron
 Malakian, Shavo Odadjian, Serj Tankian
 Published by Ddevil Music as
 administered by Sony/ATV Tunes LLC
 (p) 2001 Sony Music Entertainment, Inc.
 Courtesy of Columbia Records by
 arrangement with Sony New
 Media Licensing

"TNT"
 Performed by AC/DC
 Written by Bon Scott, Angus Young,
 Malcolm Young
 Published by J. Albert & Sons (USA), Inc.
 as administered by Carlin America
 (p) 1976 J. Albert & Sons (Pty) Ltd.
 Produced under license from Elektra
 Entertainment Group by arrangement
 with Warner Special Products

"Simple Song"
 Written and Performed by Avail
 From the Lookout! album "4AM Friday"
 Courtesy of Lookout! Records
 By arrangement with Ocean Park Music Group

"Whenimondamic"
Performed by Lootpack
Written by Jack Brown, Otis Jackson,
Romeo Jimenez
Published by Madlibinvazion (BMI)
(p) 1999 Stones Throw Records
Courtesy of Stones Throw Records

"Giant"
Performed by Nebula
Written by Mark Abshire, Eddie Glass,
Ruben Romano
Published by Volcanic Pineapple
(p) 2001 Sub Pop Records
Courtesy of Sub Pop Records

"By The Time I Get To Arizona"
Performed by Public Enemy
Written by Carlton Ridenhour, Gary
Rinaldo, Hank Shocklee
Published by Reach Global, Inc. (BMI),
Subfunk Music (BMI), Songs of Universal,
Inc. (BMI)
(p) 1991 Island Records, Inc.
Courtesy of
The Island Def Jam Music Group
Under license from Universal Music
Enterprises, Inc.

"Blackball"
Performed by The Offspring
Written by Bryan Holland
Published by Gamete Music Inc. (BMI)
(p) 1989 Nitro Records

"Bloodstains (Darkness Version)"
Performed by Agent Orange
Written by Mike Palm
Published by Covina High Music (BMI) as
administered by Peer Music Ltd. (BMI)
(p) 1981 Posh Boy Music
Courtesy of Posh Boy Music

"Skate and Destroy"
Performed by The Faction
Written by Steve Caballero,
Gavin O'Brien, Adam Segal
Published by Tenebrae Music (BMI)
Courtesy of IM Records

"I'm a Star"
(featuring Grandmaster Melle Mel)
Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records

"Savoir Faire"
Performed by Rocket From The Crypt
Written by John Reis
Published by Mr. Buttermaker Painting
(BMI) (p) 2001 Vagrant Records
Courtesy of Vagrant Records under
license from TVT Records

**SONICFUSION WOULD LIKE TO THANK
THE FOLLOWING FOR ALL THEIR HELP
WITH THE MUSIC IN THIS GAME**

Egon Alapatt, John Anderson,
Bill Armstrong, Brady, Benton,
Tony Beram, Stephanie Brownstein,
Michael Closter, Jennifer Crosby,
Keith D'Arcy, Kim Draper, Hywel Evans,
Bernadette Faddoul, Stacy Fass,
Jesse Ferguson, David Ferreria,
Robbie Fields, Jon Fine, Esther Friedman,
Sonya Galvin, Eddie Glass,
Jennifer Goodman, Michael Guarracino,
David Landau, Wayne Ledbetter,
Abby Lin, Manny Lorenzo,
Deborah MacCulloch, Doug Mark,
Craig Marshall, Mary McDowell,
Steve Morgan, Melissa Munana,
Kenny Ochoa, Tonya Puerto,
Victor Rodriguez, Shawn Rogers,

Gary Schwindt, Adam Segal, Siddiq,
Dana Sims, Lisa Socransky, Jason Swan,
Don Terbush, Clive Wills

and special thanks to
Stuart Prager, Esq.

CUSTOMER SUPPORT

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

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

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

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

Phone: (310) 255-2050

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

Please do not send any game returns directly to Activision without first contacting Customer Support.

It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

SEND CORRESPONDENCE FOR TONY HAWK TO:

Tony Hawk Fan Club

31878 Del Obispo, Suite 118-602

San Juan Capistrano, CA 92675

Or visit: www.clubtonyhawk.com.

NOTES

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 \$15 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.



SPORTS REVOLUTION™

ACTIVISION02.COM

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

80455.221.US

© 1999-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 02, Pro Skater and Sports Revolution are trademarks of Activision, Inc and its affiliates. All Rights Reserved. Tony Hawk is a trademark of Tony Hawk. Developed by Vicarious Visions. All other trademarks and trade names are property of their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING

