GAME BOY® ADVANCE

AGB-AT3E-USA

TONY HAWK'S PRO SKATER® 3

INSTRUCTION BOOKLET

ACTIVISION®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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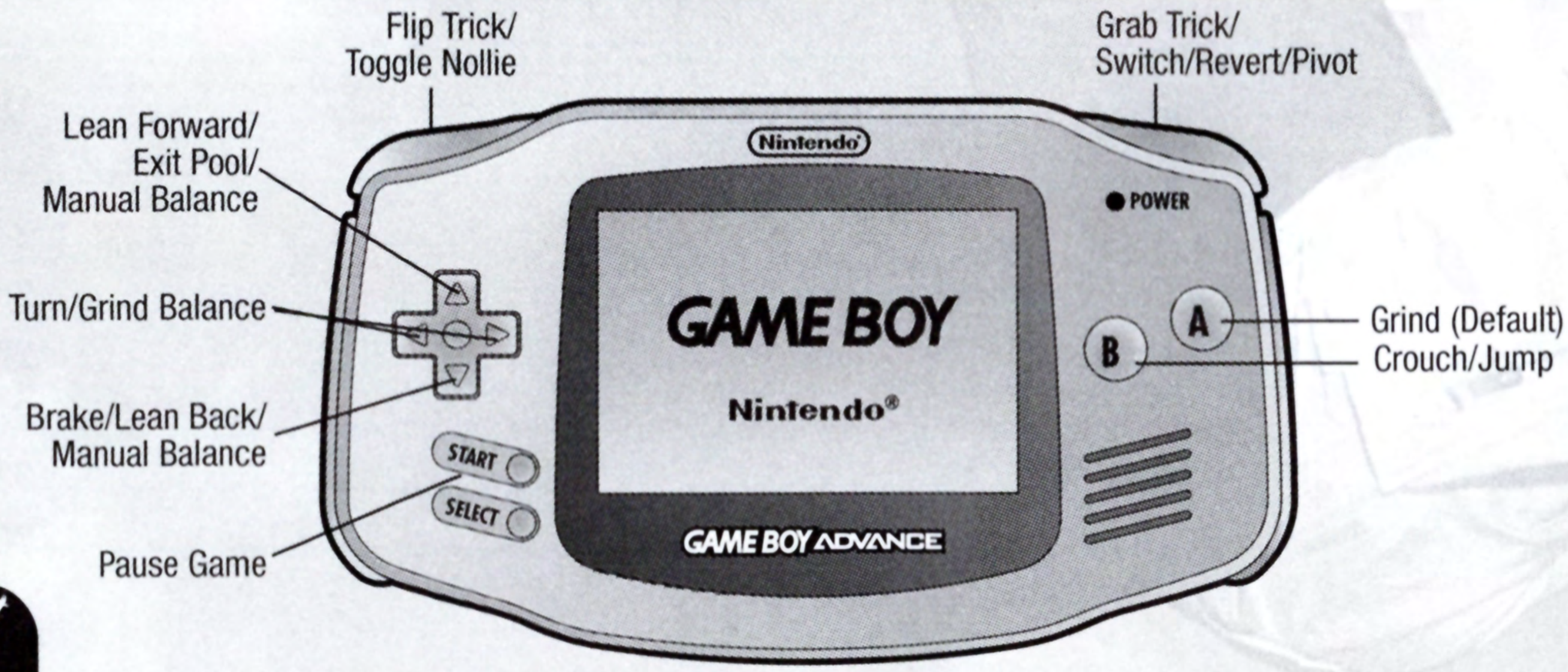
STARTING THE GAME

Make sure the POWER switch is OFF. Insert the Tony Hawk's Pro Skater™ 3 Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

Turn the POWER switch ON.

NOTE: The Tony Hawk's Pro Skater™ 3 Game Pak is for Game Boy® Advance only.

GAME BOY® ADVANCE CONTROLS



All of the following instructions refer to the default control scheme. To change default settings, see page 15.

THE BASICS

basic controls

When you're skating around, you'll pick up the basics very quickly. Here are some basic controls to get you started. Remember to try out all the lessons in Tutorial Mode to learn the more advanced moves.

- You will automatically move forward without having to press any button. Hold down the B Button to crouch and pick up speed.

- Ollie – Hold down the B Button to crouch; release it to jump. The longer you crouch, the higher you will ollie. Ollieing by itself doesn't get you any trick points. There are several variations of ollieing that will boost the height of your jump and/or earn points, these are the No Comply and the Boneless.

- Nollie/Fakie Ollie – A nollie is an ollie performed on the front of the skateboard rather than the back. To perform a Nollie press the L Button (default) before ollieing. If you're riding switch, you will perform a fakie ollie instead of a nollie.

- Wallride – Press the B Button to jump, then hold down the A Button when in the air near a wall, sign, building, etc.

- Manuals – Tap ↑ / ↓ or ↓ / ↑ (nose manual) when skating or landing. Then use ↑ and ↓ to keep your balance.

- Boneless, Fastplants, and Beanplants – This move will help you jump higher. Tap ↑ ↑ then release the B Button.

- No Comply – Tap ↑ then release the B Button.

- Switch Stance – Tap the R Button to change between Normal and Switch stances.

- Hit the A, B, L or R Buttons repeatedly to get up faster after you bail.

- When in the air, double tap ← ← or double tap → → to perform a 180 degree spin.

- Braking – Hold the Control Pad ↓ to slow down. You will slow down and eventually come to a complete stop.

- Moving – You will automatically move in the direction you're facing. For an extra speed boost, hold down the B Button to crouch and gain speed. When you let go of the B Button you'll perform an ollie, so try to time the release when you want to get some air.

- Turning – To rotate the direction you face while on the ground, hold the Control Pad ← or the Control Pad → Buttons. Remember: When you press the Control Pad ← or the Control Pad → Buttons, your skater will turn to his or her left or right, not yours!

- Turning sharply – If you want to do a sharp turn, hold ↖ or ↗ on the Control Pad.

- Spinning - To rotate your facing direction while in the air, use the Control Pad ← and → buttons. The rate at which you rotate in the air is based on your skater's Spin stat.

TRICK CONTROLS

- When in the air, tap the L Button plus a direction on the Control Pad to do a Flip trick.
- When in the air, tap the R Button plus a direction on the Control Pad to do a Grab trick.
- To grind, press the A Button when in the air near a rail, edge, or lip. Press the A Button plus a direction on the Control Pad to perform different Grinds.
- To perform a lip trick, skate straight up a ramp or quarterpipe holding the A Button plus a direction on the Control Pad.
- To perform a Revert, a linking move that allows you to chain air tricks to ground tricks, hit the R Button as soon as you land on the ground. With the Revert, you link together long strings of tricks to generate more points than ever before!
- While doing a manual, press the R Button to have your skater do a pivot and build up your multiplier.

MAIN MENU

When you first enter the game, the Main Menu will come up and present you with five options that will help you select what kind of game you want to play. Use the Control Pad ↑ and ↓ to scroll through the menu, and the Contol Pad ← and → to change the settings. When you are satisfied with your choices, press START to begin the game. Use the B Button to return you back to a previous menu.

SELECT SKATER

The first setting in the Main Menu is the Skater Select option.

Choose the skater you want on the Select Skater menu using the Control Pad. Try every level with each skater because they all have unique skating abilities and specials. The vert skaters will get bigger air on the ramps. The street skaters have better balance on manuals and grinds. But they're all pros and every one of them can kick butt on a board.

If you'd like to get a better look at the skater, use the L BUTTON and R BUTTON to rotate the skater around.

Once you've chosen the skater, you can then pick a game mode, a level, or adjust the game options. After you have all your selections ready, press START to begin your game.

IMPORTANT NOTE: The game will automatically save your Career after you skate a level with one of the skaters, so you don't have to manually save the game. The game will save data for all the skaters each time you finish a session.

GAME MODES

tutorial

The Tutorial Mode consists of a dozen instructional skate sessions that will teach you the basics of the game. We recommend that you try as many of the Tutorials as you can – they're short and sweet and will help you learn all the tools you'll need to get the sick scores and unlock all the goodies. You can also practice in the tutorial level if you just want to work on your skills at your own pace.

When the Tutorial begins, the game will show you a trick or move and display instructional text. You can slow the action and the text by holding the R BUTTON or fast forward by holding the L BUTTON.

career mode

When you're ready to start completing goals, upgrading your skater, and unlocking new levels, it's time for Career Mode. Once you've chosen a skater and enter Career Mode, the game will automatically save your progress as you complete goals. Goals will vary from level to level. To view the level goals, press START during gameplay to access the Pause Menu. Then select View Goals to see the goals you've completed and the ones you still need to finish.

free skate

Choose Free Skate to skate through the levels you've unlocked in Career Mode with no time limit. Free Skate is a great way to get a feel for the ramps and grind lines of a level.

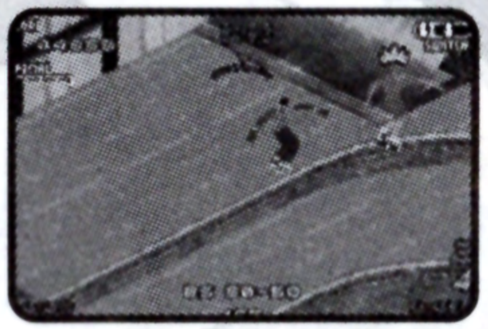
This mode cannot be used to attain a high score and only the score of the current trick will be shown on the on screen display. This mode is basically "just for fun". However, any gaps found in Free Skate will count in the gap checklist.

single session

Single Session is a timed run of a level. While no goals can be achieved, the player can earn a high score for the level and gaps found will count in the gap checklist.

multiplayer

There are two types of supported multiplayer games: Hotseat (using one GBA) and Linked play (multiple GBA's linked by a Game Boy® Advance Game Link® Cable).



You will need the following to play any of the linked multiplayer modes: Game Link® Cable and a copy of Tony Hawk's Pro Skater™ 3 GBA for each linked Game Boy® Advance.

Tony Hawk's Pro Skater™ 3 supports two to four players for linked play for the different modes. If you do not have a Game Link® Cable, you can still play a Hotseat multiplayer game of HORSE, by having each player take a turn with the Game Boy® Advance.

setting up a multiplayer game

First, choose the Multiplayer option from the Main Menu and press START to enter the Multiplayer Menu.

You will then be able to choose a game mode (if you don't have a Game Link® Cable, you will only be able to play HORSE). You can choose from one of the following game modes.

TRICK ATTACK – This mode is a free for all to see who can get the highest point total within the time period. You can knock down opponents if you run into them. The person with the highest score at the end wins.

TAG – In the first ten seconds, whoever has the lowest score, is 'IT'. Whoever stays 'IT' the longest loses the game. If you are 'IT', you can do tricks to slow the other players down so you can catch them and tag them. When another player is tagged, they are 'IT'. Also, players can score big to slow down other players, thereby making it easier for them to be tagged!

KING OF THE HILL – There's a crown out there somewhere and the player that finds it first is the King. While you're the King, there will be a crown above your head, and your score – in time- will start counting up. To keep things fair, you'll skate slower while you're wearing the crown. Run into the current King to make him cough up the Crown. The first person to hold the crown for the preset limit wins the match.

FREE SKATE – In this mode, you can skate with your friends and check out a level with no time limit and no objectives, just pure fun.

HORSE – Each round, players attempt to do a trick to put up the most points. If you get the lowest points, you'll get a letter toward HORSE, or whatever word you choose (keep it clean now!).

If you prefer to add a handicap to a player, you can adjust the skill level of the skater in the multiplayer menu by adding to the Handicap. While the handicap is highlighted, you can push the Control Pad ➔ to increase that skater's stats, giving that skater an advantage for the match. Or, if you want, press the Control Pad ⬅ to lower that skater's stats for an added challenge!

Once you've chosen a game mode, press START. If you chose HORSE, you will be asked how many players you would like in your game. Otherwise, the game will automatically detect for the Game Link® Cable and begin the game.

If you have any problems starting a multiplayer game, reset all Game Boy® Advances, ensure that the Game Link® Cable is securely inserted into all GBAs, and repeat the instructions above. See page 28 for instructions on using Game Link® Cables.

trial mode

For those gamers that enjoy a challenge, you can enter the Trial Mode. You will be given 5 minutes to attempt to complete all the objectives for a level. The quickest time for completing all goals will be kept on the scoreboard in the skateshop!

NOTE: Trial Mode is a special mode that you will need to unlock by completing level goals in Career Mode.

SKATE SHOP

You can head into the Skate Shop to change your skater's appearance and equipment, or to check on the status of your career. You have the following options from this menu.

CHANGE OUTFIT – By pressing the Control Pad ← and →, you can cycle through the different skaters. Press the A Button to select that skater and you will be able to change the outfit.

If you select CUSTOM SKATER from this menu, you will be able to modify all of the skater's clothes. This is the Create-A-Skater feature of the game, allowing you to design your own skater that makes a fashion statement (or question…) on the pro tour. You will be able to create up to four different outfits for your custom skater. Use the Control Pad ↓ and ↑ to scroll through the list of options, and press the Control Pad ← and → to change appearance. You will see the representation of a skater to the right change as you make modifications.

EDIT TRICKS – You can change the controls of the special tricks for the selected skater. You can also assign new specials in the open slots you earn by getting a gold medal in a competition. Your skater's original specials are locked and cannot be changed to other specials.

EDIT STATS – You can change the stats of the selected skater. By collecting stat points in Career Mode, you can give different skaters better stats.

NOTE: You can only add new stats, you can't reassign stats already used.

CHANGE DECK – You can change the skateboard of the skater here. As you play in Career Mode, you'll unlock more boards.

CAREER BOARD – Check this menu often to see the status of your career. You can see how many goals you've achieved for each level, and also the number of stat points and decks you've collected. You will also be able to switch from Pro Tour to the Sponsored Tour here.

SCORE BOARD – Check here for the high scores. You can also find a list of the gaps in each level here to check which ones you've found. Try finding them all!

VIEW MOVIES – Check back here to replay any movies you've unlocked.

OPTIONS

You can change the settings of a game by scrolling down to Options on the Main Menu and hitting the A Button. You can adjust the following options.

SOUND – You can change the sound volume based on a 10 point scale, with 10 being as loud as you can be, and 0 if you're trying to sneak a game with no sound.

SOUND EFFECTS – Same as sound, you can adjust the sound effects from 0-10.

SONG ADVANCE – When enabled, Song Advance will automatically advance to the next music track for game modes lasting more than two minutes. This can be toggled on and off.

KID MODE – Turn Kid Mode to ON if you want to bail less and remain on your board more. Since this is technically cheating, you get an unhappy face on the scoreboard if you get a highscore. The game defaults to Kid Mode OFF.

CONTROLS – Use the Controls menu to modify the controller settings. The A Button, the B Button, and both the L and R Button assignments can be changed. Whatever feels most comfortable to you is the right setting, so feel free to experiment.

QUICKSTART – This allows you to start a game by pressing START regardless of what menu you are in. This option is defaulted to OFF, so that you must return to the Main Menu and press START to begin a new game.

BLOOD – When you bail, you bleed. But for those that don't want to see the blood, you can change this option with the slider to decrease the amount of blood, or turn it off for consequence-free skating.

CREDITS – Check this out to see a list of all the hard-working folks that helped to create this game.

CHEATS – Check here to see the Cheats you've unlocked from Career Mode.

ADVANCED OPTIONS – This menu allows you to reset your Career. Because this wipes ALL career data, the game will ask you twice if you want to proceed.

LEVEL SELECT MENU

With this setting, you can pick the level you want to play. Only the levels that you've unlocked will appear.

PLAYING THE GAME

Once you've selected all your options from the Main Menu, you're ready to dive into the game. Simply press START and you'll jump into the selected level with your skater.

If you're playing Career Mode, the game will automatically pan around and show you the goals for the level. You can see a list of these goals again by going to the PAUSE Menu. You can PAUSE the game at any time by hitting START. You will enter the PAUSE Menu where you can access some options.

CONTINUE – This will allow you to return to your game.

RETRY – This will reset the level so you can try again.

VIEW GOALS – Check this option out whenever you need to be reminded about your goals.

VIEW TRICKS – Use this to see a list of all your tricks, including special tricks, grab tricks, flip tricks, and lip tricks.

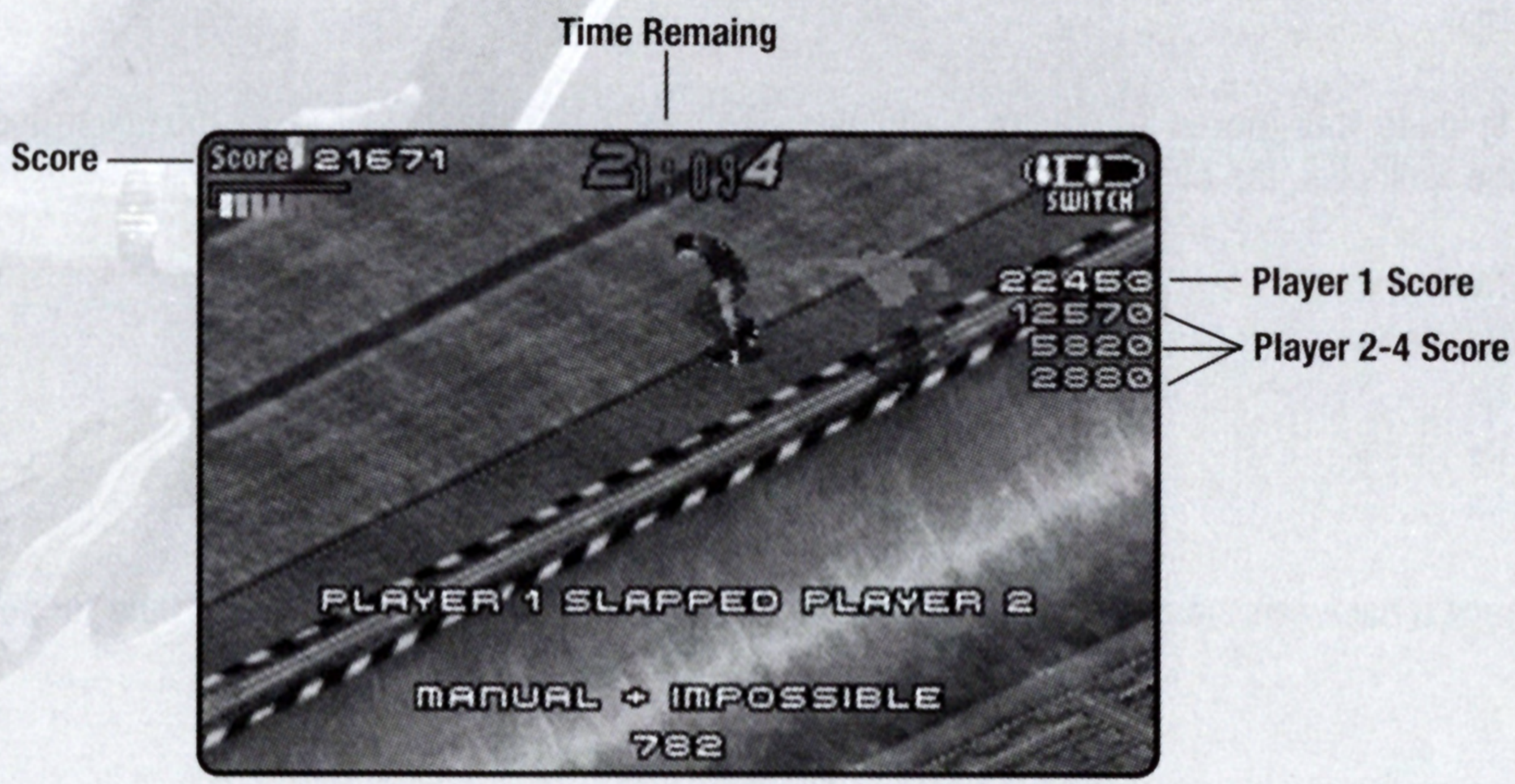
SOUND – This is the same Sound Menu as the Options Menu. You can change the sound levels of the game.

END RUN – Choose this option to quit your current session and go to the Post Skater Menu.

ON-SCREEN DISPLAY

the special bar

As you perform tricks, your Special Bar will fill up. When the Special Bar is filled and flashing, special moves can be pulled off. The full meter will decrease automatically if you don't use it, so take advantage of it. If you bail while the meter is full, you empty the whole thing. Still, you can't make an omelet without breaking a few eggs!



SCORING

Doing a trick the first time will give you 100% of the points listed below. Each subsequent time you pull off that same trick in a level, your score decreases as the table indicates. In Free Play mode, your score for a trick will decrease subsequent times it's pulled off only if the trick's performed during the same trick string.

1st 100%
2nd 50%
3rd 25%
4th on 10%

Adding spins to your moves introduces a multiplier. With each 180° spin, your score multiplier goes up. The bigger the multiplier, the bigger the score!

180° 1.5x
360° 2.0x
540° 2.5x
720° 3.0x
900° 3.5x

Grabs have a base score associated with them, however they can be held for a longer time for additional points.

THE SKATERS

the pros

Tony Hawk's Pro Skater™ 3 reads like the Who's Who of professional skateboarding. These skaters are the best of the best.

tony hawk

Depending on whose home you were checking, Tony Hawk's been a household name for over twenty years. But it's really his last half-decade of contest winning and 900 spinning that have tattooed HAWK on the foreheads of our youth. A trailblazer in the effort to bring skateboarding to the ends of the world, Tony has become an icon for a generation of kids sorely needing one. Through the invention of countless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly-moving self, Tony Hawk soars.

steve caballero

One of a select few, this "Godfather of Modern Skateboarding," helped define just what it means to be a professional skateboarder, pioneering this modern era of technical skating with innovations like his namesake fakie ollie 360 – the Caballerial. With the energy of a teenager and the sophistication of a man who has made his own way, Cab is a year-round skater who teaches by example. He rides every terrain – street, vert, and parks – with the skill and passion of a master.

kareem campbell

An ideal combination of both East and West coast sensibilities, Kareem Campbell is not a bridge joining an equal-but-opposing geo-cultural issue, he's just an authentic skater. Born and raised in real cities, his skate-life come-up led Kareem to develop an urban foundation to his skateboarding. Not by design, but rather out of necessity, his metro-style is a well-honed version of what the rest of the world's street dwellers hope to someday attain: smart, real, and smoothed out – without the R&B.

rune glifberg

An O.G. Dane enduring the climes of sunny So.Cal, Rune Glifberg's been known to phone home using ubiquitous digital technology. His extra-terrestrial power-style has led him to the podium of many a vert contest, but he's surprisingly well versed in all of the undisciplined disciplines of modern skating – parks, pools, streets, and, of course, whatever. Pinching bits and pieces of experience from all terrain has made Rune one of the most versatile skaters of the day. Rune has shown that street, vert, or otherwise, it is possible to be at home no matter where one may be in the world.

eric koston

The clean-bean ideal of an Everyskater, Eric Koston has quietly become skateboarding's most influential front-row cheerleader for the Los Angeles Lakers. Tirelessly supporting his home team to a dominating NBA Championship two-peat, Eric has also managed to evolve his smooth, consistent, and innovative skateboard skills to the point that young fans everywhere are abandoning their dreams of crossovers and three pointers in hopes of someday nailing fifteen-stair backside noseblunt slides, "Just like Koston."

bucky lasek

Bucky Lasek is an excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeded to destroy any sitcom sidekick preconceptions by cranking out his own style of beyond-the-boundaries vert skating. Bucky caries along with him a weighty satchel of trickiness that includes above-the-lip flips and twists and a laundry list of tech coping sorcery.

bam margera

Bam Margera is both lightning bolt and lightning rod – snapping necks with his unrestrained Pennsylvania-grown skate style, and harnessing the energy of his own massive discharge by video taping literally every waking moment of his practical-joker lifestyle. For skaters, he's a hilariously talented breath of fresh air in the form of seriously non-serious, and for the rest of the planet who knows him simply as "The jackass who skates," he's the bad example that everyone wants to follow. Perfectly shocking.

rodney mullen

Rodney Mullen birthed today's street tech. Period. An icon among idols, he's the man who freestyled many of the moves today's freshest pros use as a foundation for their own progressive skating. Flat ground ollies, 360º flips, and ollie impossibles were all made manifest by the critical thought and problem solving of this tenured Prof. of skateboard conceptualism.

chad muska

With a nod to the past manifested in Muska Style, be it his deck designs or his daring 'dos, this heroic skater proudly represents today's new breed of renaissance professional skateboarders. This customized sled shredder is known not only for his breathtaking leaps and bounds on board, but his other-level self promotion – demoing, music making, and palm pressing like the tireless public figure he's built himself into. Still, Muska has and always will be respected for fearlessly testing the physical bounds of real-deal street skating with the very best of them.

andrew reynolds

Bringing a precise lank and stomp to the sometimes flailing world of big-drop street skating, Andrew Reynolds' It's-Hammer-Time tendencies are powered by his willingness to throw his six-foot frame from heights that make limping crybabies out of lesser men. Powered by invisible springs and kept upright with hidden gyroscopes, Reynolds represents skateboarding's ultimate fighting machine – declassified and unleashed on the planet in hopes of keeping our streets free of ticky-tack mediocrity.

geoff rowley

An explosion of over-the-top activity has elevated Geoff Rowley from excellent skater to skateboarding's par excellence. Consistently operating above the also-rans in the non-competitive competition that defines real skateboarding, this re-located Brit has paid his fair share of dues whilst unceremoniously being dubbed the official holder of the title, King Assassin of Unsuspecting Rails and Double Sets. And that's official.

elissa steamer

Truly a skater's skater, Elissa Steamer hasn't made her name in professional skateboarding as a flag waving "first female," but as a no-nonsense skater with a sick desire to learn, progress, and rise above even her own preconceptions of what can be done on-board. Taking her lumps and paying her dues along with the rest of the pro field, she's altered the testosterone-soaked landscape of skateboarding by refusing to lower herself to the level of gender debates and instead choosing to just shut up and skate.

jamie thomas

Coming up quick on fifteen years of serious skateboarding, Jamie Thomas still wakes up everyday thinking, living, and breathing his leap-of-faith style skating – and shows no sign of easing up any time soon. With a drive strong enough to motivate his mind over what really matters, Thomas can often be found speeding through immense handrail and gap situations leaving in his wake the shredded conceptions of where skateboarding can be shoved for the sake of "How far?" and "How high?"

GAME LEVELS

Each of the Career Mode levels have several items scattered around for you to collect. Each level will have a hidden tape. Touch the tape to collect it. If you search around, you'll also find floating letters that spell S-K-A-T-E. You don't have to collect the letters in order to spell S-K-A-T-E, but grab them whenever you see them. Sometimes you'll be able to find stat point items that you can you use to improve your skater.

Some levels will have special goals that you need to complete in order to advance to the next level. You may have to collect items or rack up a certain number of points. There are also items or locations that you might have to perform tricks on. Everything is fair game.

competition levels

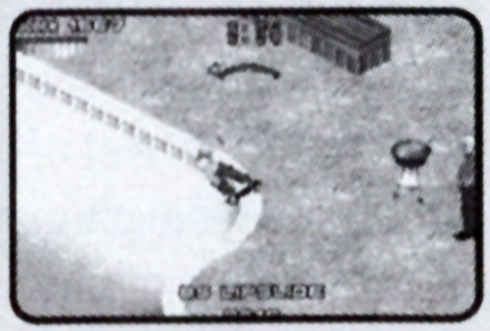
Levels where there are contests (Competition Levels) have no goals. Instead, the skater has three one-minute runs. At the end of each run, the judges will give you scores based on your performance. At the end of the three runs, each of the three scores are added together to get a final total. In order to qualify for the next level, the skater must reach a specified rank. Hey, no one ever said being a pro was easy. Now go practice!

the foundry

When you are not dropping in and meltin' some steel, take a tour of this wonderful foundry, complete with big rails and lofty ramps. This is the perfect place to practice some moves and get your basic skills ready for the next level.

suburbia

There goes the neighborhood! Hit the rooftop ledges, thrash the trailer park vert ramps, and find your way into the haunted house in an effort to advance your career as a pro skater. Who knows, if you are good enough, you may own one of these houses some day.



rio (competition contest 1)

With its incredible views and precision skating, Rio de Janeiro offers some of the best lines in the business. Take a tour around telephone cable or spend time on the ramps. Anyway you skate it, Rio is always a blast.

airport

Remember to get there early, because there is plenty of skating to do. Escalators aren't just for walking any more. Grind over the baggage claim or the plush circular waiting benches, and even get air off the terminal monitors.

los angeles

The place where dreams are made and everyone's a star. This level offers only the best L.A. skate locations, complete with traffic, movie sets, and an earthquake. Remember to look both ways before you cross the street.

tokyo (competition contest 2)

Downtown Tokyo, the neon lights, the shops…the skating! Skate around this area of town with the best of them. But remember, practice makes perfect, riders don't come to this competition to mess around. Bring your best tricks and practice the biggest lines because the big boys and girls are in town.

secret

It wouldn't be a secret if we told you too much about it. Keep completing the pros' careers and you'll uncover a park full of extreme challenges.

TRICK LIST

We've compiled a list of many of the tricks in Tony Hawk's Pro Skater™ 3 GBA to get you started. This is not a complete list, as all the riders have their own signature moves and tricks. The vert skaters share a core group of moves, as do the street skaters. But this list should get you started on the path to skating greatness. Good luck!

vert skaters

Tony Hawk, Rune Glifberg and Bucky Lasek.

street skaters

Steve Caballero, Kareem Campbell, Eric Koston, Bam Margera, Rodney Mullen, Chad Muska, Andrew Reynolds, Geoff Rowley, Elissa Steamer, Jamie Thomas and Custom Skater.

Vert Skaters				Street Skaters			
FLIPS	TRICK NAME	GRABS	TRICK NAME	FLIPS	TRICK NAME	GRABS	TRICK NAME
↑ L	Pop Shove It	↑ R	Nosegrab	↑ L	Impossible	↑ R	Stiffy
↗ L	Heelflip Varial Lien	↗ R	Mute	↗ L	Inward Heelflip	↗ R	Japan Air
→ L	Heelflip	→ R	Indy Nosebone	→ L	Heelflip	→ R	Indy
↘ L	Varial Heelflip	↘ R	Judo	↘ L	Varial Heelflip	↘ R	Benihana
↓ L	FS Shove It	↓ R	Tailgrab	↓ L	Body Varial	↓ R	Varial
↙ L	Varial Kickflip	↙ R	Stalefish	↙ L	Varial Kickflip	↙ R	Roastbeef
← L	Kickflip	← R	Melon	← L	Kickflip	← R	Method
↖ L	Kickflip to Indy	↖ R	Crossbone	↖ L	Hardflip	↖ R	Madonna
↑ ↑ L	Front Ft. Impossible	↑ ↑ R	Rocket Air	↑ ↑ L	Sal Flip	↑ ↑ R	Rocket Air
↓ ↓ L	360 Flip	↓ ↓ R	Airwalk	↓ ↓ L	360 Shove It	↓ ↓ R	Airwalk

Vert Skaters

GRINDS	TRICK NAME	LIP TRICKS	TRICK NAME
↑↑A	Nosebluntside	↑ A	Gymnast Plant
↓↓A	Bluntside	→ A	Eggplant
		↓ A	180 BS Rock N Roll
		← A	Mute Invert
		↖ A	Handplant
		↗ A	180 Rock n Roll
		↙ A	BS Disaster
		↘ A	Eggplant

Street Skaters

GRINDS	TRICK NAME	LIP TRICKS	TRICK NAME
↑↑A	Nosebluntside	↑ A	Nosepick
↓↓A	Bluntside	→ A	Disaster
		↓ A	180 BS Rock N Roll
		← A	Rock N Roll
		↖ A	BS Axle Stall
		↗ A	Nosestall
		↙ A	180 Rock N Roll
		↘ A	180 Rock N Roll

HOW TO CONNECT GAME BOY® ADVANCE GAME LINK® CABLES

what you will need

2 or more Game Boy® Advace systems (one for each player)
1 Tony Hawk Pro Skater™ 3 game pak per Game Boy® Advance
1-3 Game Link® Cables

- Two-player game: 1 Game Link® Cable
- Three-player game: 2 Game Link® Cables
- Four-player game: 3 Game Link® Cables

connecting the cables

1. Check that the POWER switch on each GBA is set to the "OFF" position. Insert a game pak into host's GBA.
2. Connect the Game Link® Cables to each other, making sure that the host has the smaller of the Game Link® Cable-ends plugged in to his or her GBA.
3. Plug the Game Link® Cables into the External Extension Connector of the GBA making sure that the small plug is connected to the Player 1 GBA.
4. Turn the POWER switch on all GBAs to the "ON" position.

NOTE: Do not connect more GBAs than necessary if you are only playing a two- or three-player game.

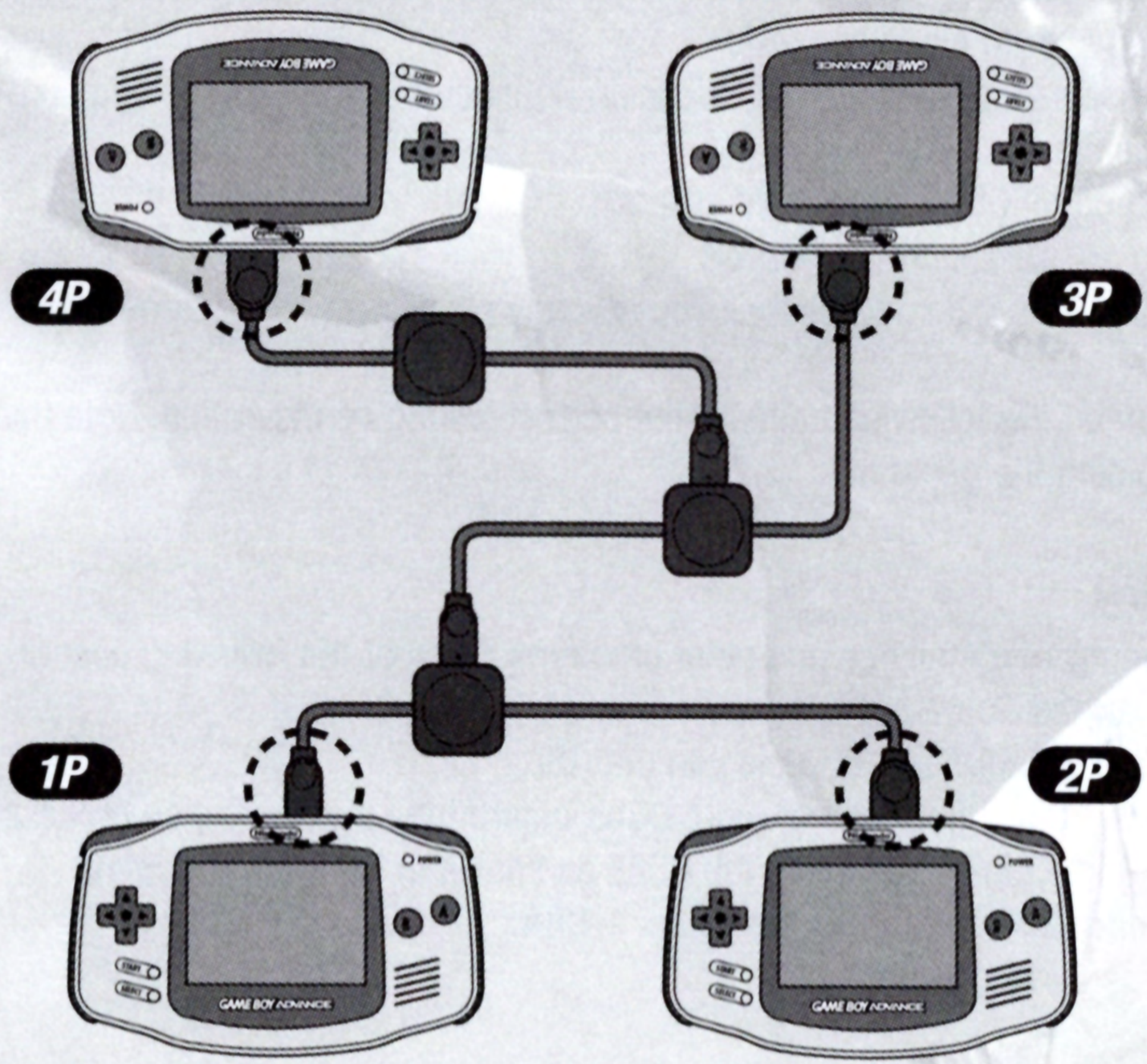
Please refer to the diagram on the following page for the correct linking configuration. Note that the small plug goes into the GBA holding the game pak.

important warning

You may experience communication failures and other problems if any of the following occur:

- Use of a cable other than the Game Boy® Advance Game Link® Cable.
- Failure to securely plug the Game Link® Cable into the GBA.
- Unplugging Game Link® Cables from one or more GBAs before the communication process is complete.
- Failure to connect the Game Link® Cables to the GBAs as shown in the diagram below.
- Game pak(s) inserted into GBAs other than the Player 1 GBA.
- More than four GBAs are connected at once.

PROPER CONNECTION SCHEME DIAGRAM



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