AGB-AT6E-USA

GAME BOY ADVANCE

TONY HAWK'S PRO SKATER 4™

INSTRUCTION BOOKLET

ACTIVISION O2
SPORTS REVOLUTION

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.

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.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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

LICENSED BY

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

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

INSIDE

Starting the Game ... 4
Game Boy® Advance Controls ... 5
So You Want to be a Pro? ... 6
Main Menu ... 12
Game Modes ... 13
Select Skater ... 17
The Skate Shop ... 18
Options ... 20
Starting the Game ... 21
Scoring ... 23
The Pros ... 24
The Levels ... 31
Trick List ... 33
How To Connect Game Boy® Advance Game Link® Cables ... 36
Credits ... 39
Customer Support ... 41
Software License Agreement ... 43

STARTING THE GAME

Make sure the POWER switch is OFF. Insert the Tony Hawk's Pro Skater™ 4 Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

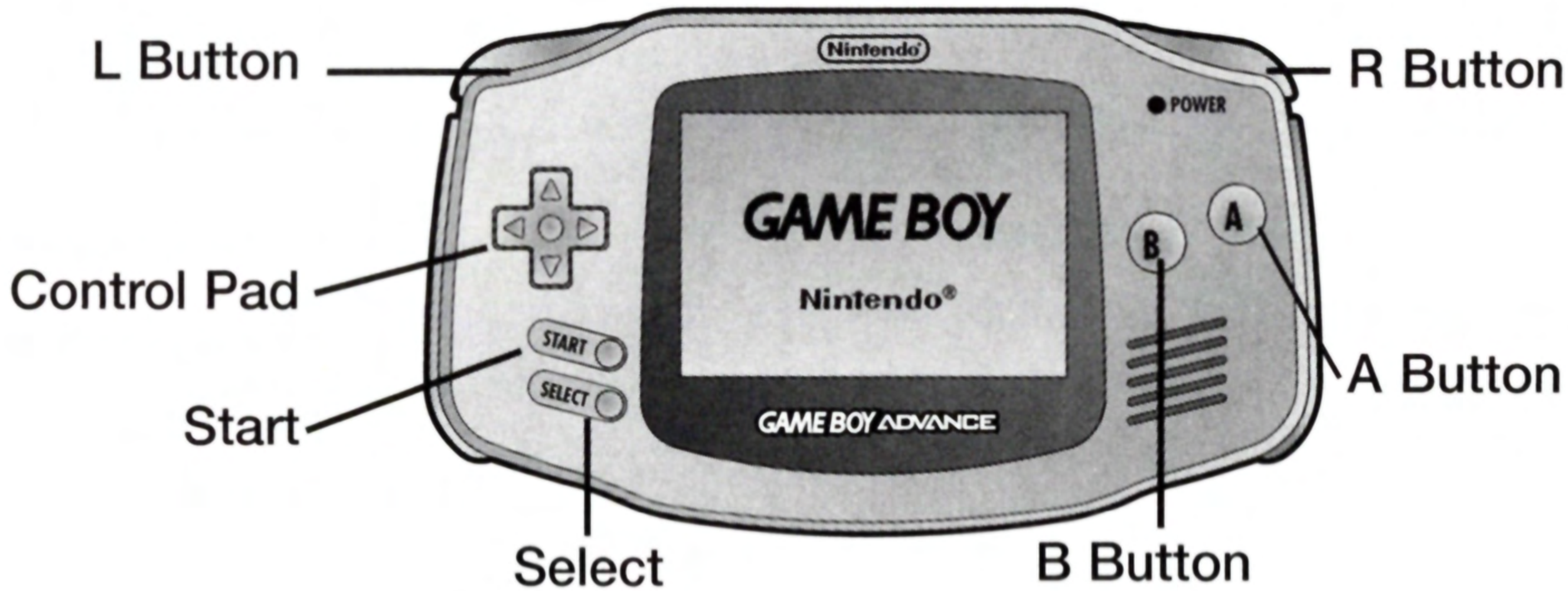
Turn the POWER switch ON.

Note: The Tony Hawk's Pro Skater™ 4 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 20.

See the sections that follow for more controller information.



SO YOU WANT TO BE A PRO?

Just learn what all of the Pros have learned through years of skating—there is a learning process to this extreme sport. You will fall, miss rails, become unbalanced and other things will happen that cause you to slam and bail into the hard ground. Fortunately for you, this is a video game: you won't be hurt in the process! Just keep practicing and with time you'll find the Pro Skater rhythm and suddenly you will be busting 500,000 point combos with ease!!

To QUICKLY become a Pro, read the Basic and Advanced Controls sections of this manual and PRACTICE! Always remember, Repetition is the mother of Mastery!

THE ULTIMATE CHALLENGE

So you're willing to become Tony 4 GBA elite—good for you! Complete the following and you'll have bragging rights to all your friends...if you can do it, of course!

- 100% all of the Amateur Goals (Total Goals: 85)
- Complete ALL of the Pro Challenges (Total Challenges: 19)
- 100% all of the Pro Goals (Total Goals: 57)
- Trigger all 257 Gaps

- Collect 90 out of 90 packages
- Collect the $600 spread out in the Amateur and Pro levels
- Get the high score in every level

THE BASICS

Use these to not be a complete n00b!!

- You will automatically start moving once the level loads. Hold the **B Button** to crouch and pick up speed. When skating on the ground, you'll want to ALWAYS hold the **B Button** to gain speed.
- Turning – Press Control Pad ← and → to turn. Control Pad ← turns left and Control Pad → turns right. UNLESS your skater is FACING the screen! Then the controls are reversed.
- Ollie (skater term for JUMP!) – Press and release the **B Button**. The longer you hold the button, the more air you'll get. Just ollieing doesn't score any points. You need to have more skills than that!
- Braking – Press Control Pad ↓ to slow your skater. Holding Control Pad ↓ will stop your skater. Your skater will move if you do not HOLD Control Pad ↓.
- Sharp Turns – Press Control Pad ↓← or ↓→ to make sharp turns.
- Spinning – While in the air, press and hold Control Pad ← or → to spin your skater. This adds more points to your tricks, and is vital to scoring the high level combos.

- Quick Recovery – Pressing the **A**, **B**, **L**, and **R Buttons** rapidly at once to quickly get back on the board. Don't waste your time when you bail!!
- Control Pad Diagonals – Using Control Pad ↖, ↗, ↙, or ↘ makes you perform more difficult tricks and gives you the opportunity to score points more easily. This is for flips, grinds, lips, and air tricks.
- Flip Tricks – After ollieing, press one of the eight Control Pad directions and tap the **L Button** to perform a flip trick.
- Grab Tricks – To hold a grab trick, press and HOLD the **R Button** along with one of the Control Pad directions to perform the different grab moves. IF you keep holding the **Grab Button** (**R Button**) then you will continue to hold the trick – even if you're not holding the Control Pad direction.
- Grind Tricks – When near a lip (curb, top of quarter pipe, rail, etc) ollie and press the **A Button**. This will get you grinding—just be sure to watch the balance meter and use Control Pad ← and → to maintain your balance. Remember that Reverts reset [HUH?] your balances (manual and grind) so use them to ensure long trick linking. Once grinding, you DO NOT have to hold the **A Button**.
- Lip Tricks – Skate up a ramp at 90 DEGREES then press and HOLD the **A Button** plus a direction on the Control Pad to perform the skater's lip tricks.
- Special Meter – Perform and link some tricks to add charge to your Special meter. Once it's filled, it'll turn red and then you can perform special tricks or flatland tricks.

ADVANCED CONTROLS

So you know how to skate around! Good for you, n00b! Now add these advanced moves to really take your game to new heights!

- Switch Skating – While skating, press the **R Button** to switch your stance. All of these Pros skate in Regular or Goofy footed stances. The opposite of their normal stance is called Switch (icon is on the TOP LEFT of screen). Skating Switch gives you more points, but causes your player to have less balance, makes it harder to perform lip tricks, slows you down faster, and causes you to not get as much air! Until you stat up Switch all the way up, try to avoid having the Switch icon on the top left of your screen.
- Advanced Stances – Press the **L Button** while NOT skating in Switch to activate the NOLLIE stance. Press the **L Button** while skating in Switch to activate the FAKIE stance.
- Advanced Ollie – To get more air when you want to ollie, press and HOLD the **B Button** and press Control Pad ↑ then release the **B Button**. This will perform a No Comply or a Fastplant. Or you can press Control Pad ↑↑ instead to perform a Boneless or Beanplant! Also, use any of these at the top of a quarter pipe to get more air. Just remember to release the **B Button** AFTER your board passes the lip (skater term for the top of the ramp), this will prevent you from doing a carry through when performing these tricks on quarter pipes. Master this move; it allows you plenty of time to pull some of the best trick combinations in the game.

- 180s – To perform a 180, press Control Pad ←← or →→ to quickly rotate 180 degrees OR to close out your current rotation. You'll find that when performing the more advanced air tricks, this is helpful for lining up the landings. (The Judo Grab, for example.)
- Wall Rides – To prove that you are not a n00b, you'll need to learn this skill. It's one of the more difficult ones in the game, but with practice you'll be performing them without problems. When skating at a wall at a 45 DEGREE angle, ollie towards the wall, then press and hold the opposite direction that you are ollieing and press and HOLD the **A Button**. You'll find that with practice you'll easily be able to perform wall rides and then you'll quickly scale walls and open up a whole new gaming experience!
- Combo Linking

  Use Manuals in combination with Reverts to link vert and street tricks.

  Manuals – Press Control Pad ↑↓ or ↓↑ to activate a manual. These can be activated while skating or just when you're about to land from catching any air. Use Control Pad ↑ and ↓ to balance.

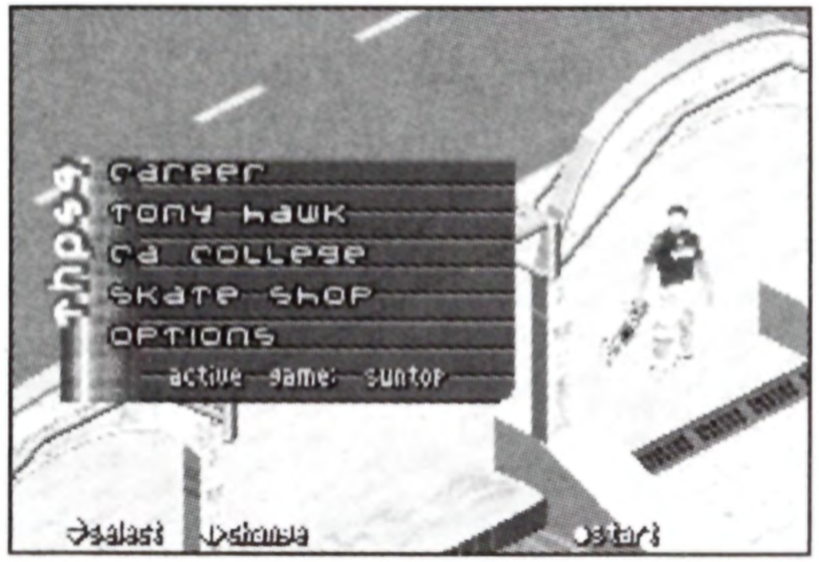
  Reverts – Press the **R Button** just as you're landing to perform a Revert. This trick must be performed just as you land, otherwise it will not activate. Quickly press the manual button combination to go into a manual and combo link in your air tricks.

  For the biggest possible combos, try to make most of your Special Tricks and be sure to hold those Grind Specials for a little while!

- Spine Transfers – Press the **L/R Buttons** at the SAME time when airing on a quarterpipe that has another quarterpipe sitting back to back with it. As long as you pressed the button combo before hitting the peak of your jump, it will work.
- Level Outs – Here's the savior of your bailing career. If you hit a ramp at a weird angle and are heading straight for a major bail, press **L/R buttons** and find yourself suddenly landing. You'll lose all of your speed, so you'll have to either perform grind transitions or lip tricks to build your speed back up!
- Grind Transitions – Check these combos out in the Grind Transition menu from the Pause Menu. If you press combinations of Control Pad ↑/↓ and tap the **A Button**, the transition will occur. This will give you a speed boost and add a 0.5 multiplier.
- Lip Transitions – See Basic Control: Lip Tricks. Perform a Lip Trick and then press combinations of ↑/↓ and tap the **A Button** to add lip transitions to your lip trick. These add a 0.5 multiplier to your combo. Make sure you Revert to link the lip trick to a manual and keep the combo going.
- Flatland Tricks – Flatland tricks can only be performed when you're skating in a manual while your Special Meter is FULL! Check out the Pause Menu for more information on how to do specific tricks. Combinations of Control Pad ←/→ plus the **A**, **B**, **L**, or **R Buttons** perform the different flatland tricks. Modifying a flatland is easy; just press Control Pad ←/**L Button**.

- Special Tricks – Configure the button combinations of your Special Tricks to what you want in Edit Tricks in the Skate Shop. With your Special charged, perform an air, grind, lip, or manual and then press the appropriate button combo. Check out the different special trick groups to see which type of tricks each Special is. You CAN modify your initial four Special Tricks, you just can't change them to a different trick. When you finish certain competitions first, you'll be awarded with an additional special trick slot.

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 Control 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. Check on-screen button prompts to see all available options.

GAME MODES

CAREER MODE

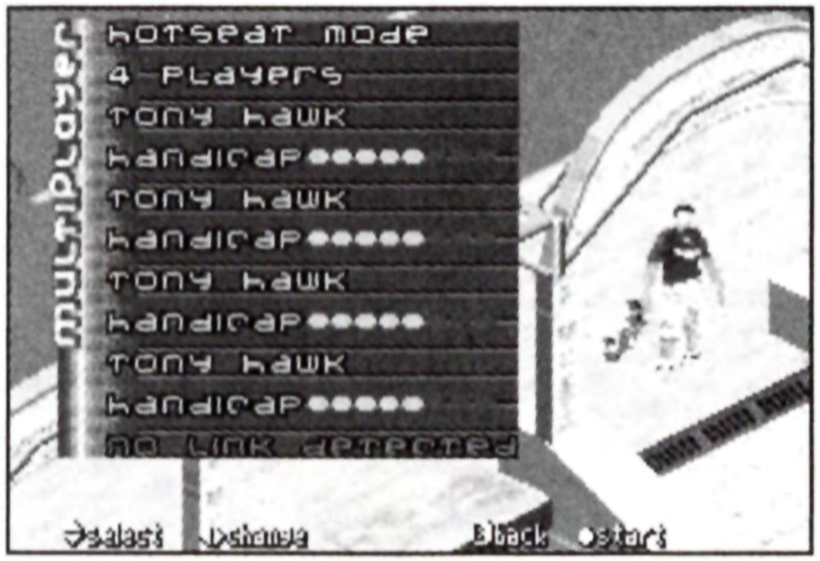
The first setting in the Main Menu is for when you're ready to start trying to be a Pro: it's time for Career Mode. Goals will vary from level to level. To receive a goal, press the **L Button** when next to a pedestrian.

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 Linkplay (multiple Game Boy® Advance systems 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™ 4 for each linked Game Boy® Advance.

Tony Hawk's Pro Skater™ 4 supports two to four players for Hotseat and Linkplay using a Game Boy® Advance Game Link® cable.

setting up a multiplayer game

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

You will then enter the Connection Screen. You will always default to Hotseat unless you have a Game Link® cable and are connected to your friends who also have Game Boy® Advance system with a Tony Hawk's Pro Skater™ 4 Game Pak. Have the other players press **START** from the Main Menu to enter Multiplayer.

Use Control Pad ↑ and ↓ to switch between Select Skater and Handicap. Use Control Pad → and ← to change your skater or to add/decrease your handicap. Move handicap right to increase stats, left to decrease stats.

Press **START** once all players have selected their skater and handicap. You will then be taken to the Game's Mode and Options Selection screen.

Note: The host determines the levels that are playable. The secret level is not available in Multiplayer. Other skaters do not show up as exact replicas of the Single Player skaters to ensure fast Multiplayer gameplay. Stat, Special, and Deck changes carry into Multiplayer.

Trick Attack and HORSE are available in Linkplay and Hotseat.

If you have any problems starting a multiplayer game, reset all Game Boy® Advance systems, ensure that the Game Link® cable is securely inserted into all Game Boy® Advance systems, and repeat the instructions above. See page 36 for instructions on using Game Link® cables.

Trick Attack – This mode is a competition to see who can get the highest point total within the selected time period. You can knock down opponents if you run into them. The person with the highest score at the end wins.

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!).

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

FREE SKATE (SINGLE PLAYER)

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.

SELECT SKATER

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

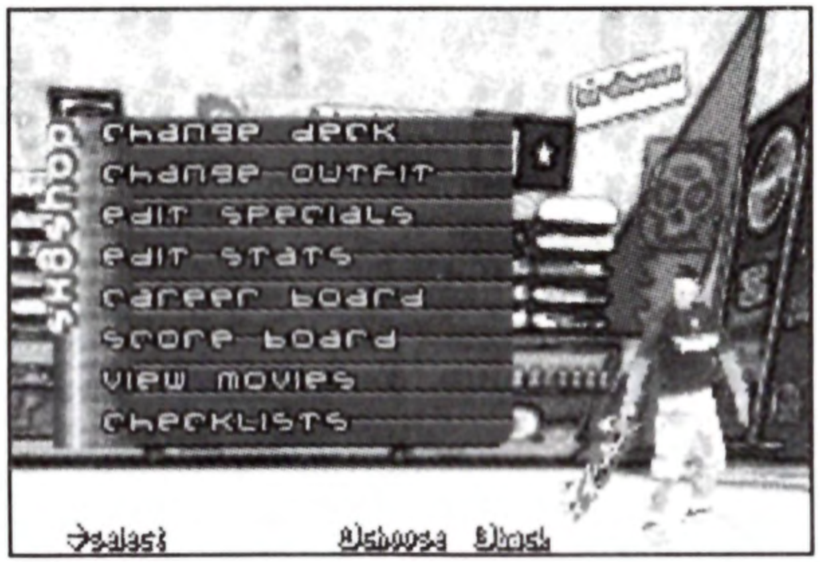
Choose the skater you want on the Select Skater menu using the Control Pad. Try every level with each skater because they all have unique skating abilities and specials. The vert skaters will get bigger air on the ramps. The street skaters have better balance on manuals and grinds. But they're all pros 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, adjust the game options, enter the Skate Shop, or try the Pro Challenges. After you have all your selections ready, press **START** to begin your game.

Important Note: The game will save data for all the skaters each time you finish a session.

SKATE SHOP



You can head into the Skate Shop from the Main Menu or while skating to change your skater's appearance and equipment, or to check on the status of your career. Press the **A Button** to access the selection.

Change Deck – Start out with two decks and look around for eight other hidden decks.

Change Outfit – By pressing the Control Pad ← and →, you can change outfits if you have unlocked them.

If you select CUSTOM SKATER from the Main 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...). 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 Specials – Adjust button configurations for Specials or add new Specials (unlock new ones by winning competitions).

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.

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, cash, and decks you've collected. You can switch from Amateur to Pro.

Score Board – Check here for the high scores.

View Movies – Check back here to replay any movies you've unlocked.

Checklists – View for the Gap Checklist and the Secrets Menu.

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.

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.

Brightness – Modify brightness to 0 for normal play. Modify to 5 if the screen is very dark.

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

Normal/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 a P (Poser) icon on the scoreboard. Beating a Pro Challenge in Kid Mode will not open the Secrets Menu. The game defaults to Normal Mode.

Save Games – Select this option to save your game. You can copy and delete saves through this menu. There are 4 available save slots.

Reset Scores – Reset the High Score Board.

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

STARTING 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.

PAUSE MENU

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

Cancel Goal – This will cancel the current goal. Only available when a goal is activated.

Retry Goal – This will reset the current goal so you can try again. Only available when a goal is available.

View Goals – Check this option out whenever you need to be reminded about your goals. This option will only be available if you are not in a goal.

View Tricks – Use this to see a list of all your tricks, including special tricks, grab tricks, flip tricks, lip tricks, and transitions.

Skate Shop – Select to enter the Skate Shop. Your game will be saved.

Main Menu – Select to return to the Main Menu. Your game will be saved.

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 combo or during a timed goal, 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 combo.

1st 100%	180° 1.5x
2nd 50%	360° 2.0x
3rd 25%	540° 2.5x
4th on 10%	720° 3.0x
	900° 3.5x

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!

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

THE PROS

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 pro skater. Can you do a Burntwist?

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?

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.

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.

JAMIE THOMAS

Hometown: **Dotham, AL**
Resides: **Encintas, 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.

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.

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 pro skating look like child's play.

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 and powerhouse boarding's her game.

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.

RUNE GLIFBERG

Hometown: **Copenhagen, Denmark**
Resides: **Costa Mesa, CA**
Stance: **Regular**

A champion vert skater, Rune Glifberg left Denmark to join the pro circuit. And he's one of skating's most versatile professionals. He gets sick air on pipes, but he 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.

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.

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 looks. His moves are authentic urban pro skating at its finest.

THE LEVELS

LEVEL 1 - CALIFORNIA COLLEGE

Ah, what could be more serene and peaceful than a college campus on a beautiful day? Not this college. Not this day. You'll wreak havoc grinding and verting around campus as you trick off everything in sight. Impress the sorority girls, mess with the frat-boys, win the street competition, and avoid the security. Do it right and you'll graduate with honors

LEVEL 2 - ALCATRAZ

Alcatraz prison has been re-opened! But this time it's a skater's dream-park. From the inner cellblocks to the exercise yard, you have full reign over the entire island. From its historic turrets, to the living hell of the Hole, Alcatraz takes no prisoners. Just don't miss the ferry back to shore! A night on The Rock alone won't be pleasant.

LEVEL 3 - KONA SKATEPARK (JACKSONVILLE, FLORIDA)

The nations largest and oldest skate park finally gets its due! They've got a 25-foot concrete bowl and more ramps and curves than you can believe. Any "amusement" park in the state of Florida has a hard act to follow. Kona did it with the biggest and best opportunity for skatepark madness.

LEVEL 4 - SHIPYARD

A massive shipyard on the banks of the Mississippi. Everything's here for the perfect skate metropolis. Ramps, pipes, and heavy machinery create fantastic air possibilities.

LEVEL 5 -ZOO

Lions, rhinos, and elephants, oh my! If that's not enough, you can jump the railings and interact with rhinos, monkeys and other creatures. Fly high in the aviary, get huge air on glass walls in the aquarium, and grind the rails through the monkey house.

LEVEL 6 - LONDON

This level contains many of the best-known skate spots in London. From the South Banks to Trafalgar Square, you'll find plenty of landmarks to trick off. The Brits know how to build monuments that last forever. Until you get there, that is. Just remember, they drive on the wrong side of the road...

TRICK LIST

We've compiled a list of many of the tricks in Tony Hawk's Pro Skater™ 4 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, Bob Burnquist, 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 Lean	↓↓R	Airwalk	↓↓L	360 Shove It	↓↓R	Airwalk
→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. Imposs.	↑↑R	Rocket Air	↑↑L	Sal Flip	↑↑R	Rocket Air
↗L	360 Flip	↗R	Mute	↗L	Inward Heelflip	↗R	Japan Air

Vert Skaters

FLIPS	TRICK NAME	GRABS	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

FLIPS	TRICK NAME	GRABS	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'LL NEED

- Two or more Game Boy® Advance systems (one for each player)
- One Tony Hawk Pro Skater™ 4 game pak per Game Boy® Advance system
- One to three 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 Game Boy® Advance system is set to the "OFF" position. Insert a game pak into host's Game Boy® Advance system.

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 Game Boy® Advance system .

3. Plug the Game Link® cables into the External Extension Connector of the Game Boy® Advance system making sure that the small plug is connected to the Player 1 Game Boy® Advance system .

4. Turn the POWER switch on all Game Boy® Advance systems to the "ON" position.

NOTE: Do not connect more Game Boy® Advance systems 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 Game Boy® Advance system holding the game pak.

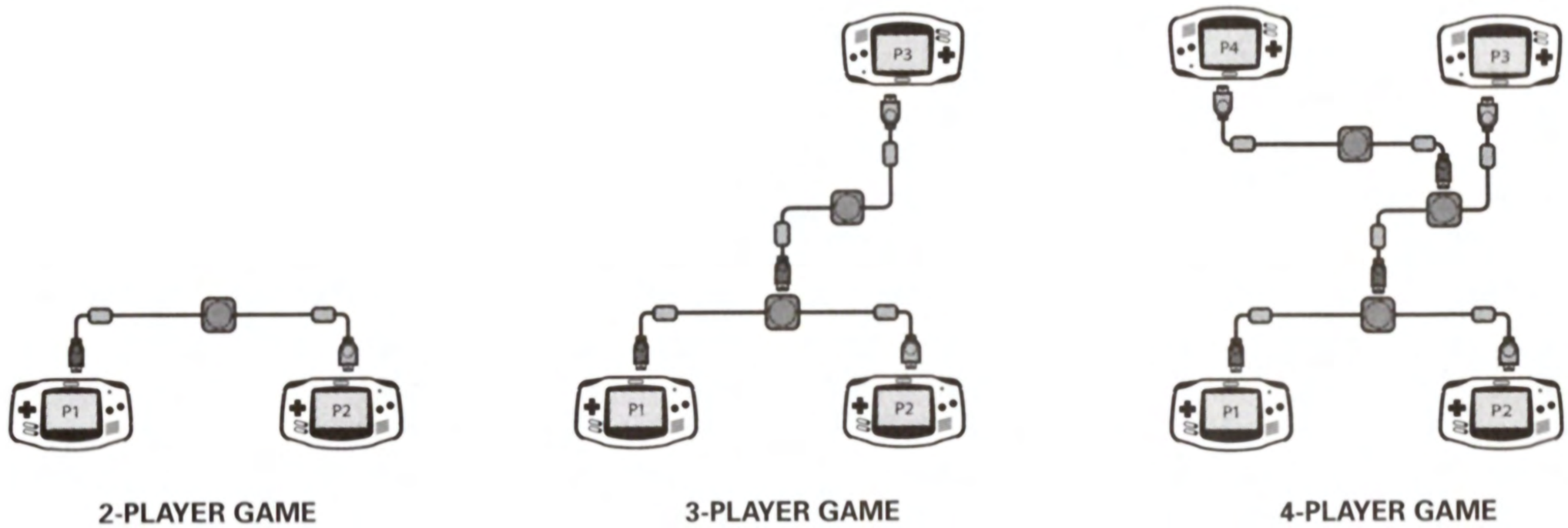
IMPORTANT WARNING

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 Game Boy® Advance system.
- Unplugging Game Link® cables from one or more Game Boy® Advance systems before the communication process is complete.
- Failure to connect the Game Link® cables to the Game Boy® Advance systems as shown in the diagram on the next page.

- Game pak(s) inserted into Game Boy® Advance systems other than the Player 1 Game Boy® Advance system.
- More than four Game Boy® Advance systems are connected at once.

PROPER CONNECTION SCHEME DIAGRAM



2-PLAYER GAME

3-PLAYER GAME

4-PLAYER GAME

CREDITS

Developed By

Vicarious Visions

TEAM SENOR BOOTLEG

Brent 'El Luchador' Gibson,
Sunbir 'Zug Zug' Gill,
Sean 'Montana' Murphy,
Greg 'Gekko' Oberg, Alex 'Ray' Rybakov,
Nina 'Aye Aye Cap'n' Stanley,
Leonel 'Momomonkey' Zuniga

EXTRA SPECIAL THANKS

Shady 'Matt' Conte, Jan-Erik 'Saucy' Steel

PROJECT MANAGER

Vlad 'Let's Meet' Starzhevsky

CEO, CHIEF CREATIVE OFFICER

Karthik Bala

VP, PRODUCT DEVELOPMENT

Tobi Saulnier

MUSIC & SFX

Shin'en Multimedia

SPECIAL THANKS

Jesse 'Agent' Booth, Eric 'Le Tour' Caraszi,
Alan Kimball, Manfred Linzner,
Andy 'Frycook' Lomerson, Sergio Sanchez

Published By

Activision Publishing, Inc.

ASSOCIATE PRODUCER

Jesse Smith

PRODUCER

Jeff Poffenbarger

A VERY SPECIAL THANKS TO THE TEAM AT NEVERSOFT

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 QA

PROJECT LEAD
Evan Button

SR. PROJECT LEAD
Ben Deguzman

CONSOLE MANAGER
Joe Favazza

TESTERS
Mike Sternad, Brian Hennessy,
Cassidy Hammermeister, Christopher
Strobel, John Berry, Yoonsang David Yu,
Geoffrey Olsen, Aaron Camacho

QA SPECIAL THANKS
Alex Coleman, 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, Jeremy Gage, Willie Bolton,
Chad Siedhoff, Jennifer Vitiello,
Sarah Pepin, Kali Pepin, Shawn Scotland,
Mary Dunn, Nick Favazza,
Cathy Queyquep

Customer Support

CUSTOMER SUPPORT MANAGER
Bob McPherson

CUSTOMER SUPPORT LEADS
Rob Lim, Gary Bolduc, Mike Hill

THE ULTIMATE SPECIAL THANKS!
The 1337 Crew, Evan Button,
Glenn Vistante, Dustin "D-Train" Thomas,
Mike Sternad, Erik Melen, Nick Falzon,
Tank Riprock
Just wanted to say thanks to these guys
for going above and beyond on a title
that they weren't assigned, working
through weekends they weren't paid to
work, and for offering me support in so
many ways I don't feel like listing them
all here! Thank you! You guys rule!!

PRODUCTION SPECIAL THANKS
Mom, Dad, Jason, Beryl &
The rest of the family!!, Brian Bright,
Eric Koch, Chip Bumgardner, Trey Smith,
Simon Ebejer, Stacey Drellishak,
Lindsey Hayes, AQ & the OT's,
Kurt Gutierrez, Stacey Sooter, Kelly Byrd,
Jairo Silva, Deanna Natzke, Mark Nutt,
the entire crew at Ignited Minds

**ALL OF THE AMAZING SKATERS
FEATURED IN THE GAME**
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

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.

Software License Agreement

IMPORTANT - READ CAREFULLY: 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.
- 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 cartridge 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 encountering 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 cartridge 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.

ACTIVISION02.COM

ACTIVISION02.COM

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

Printed in U.S.A.

© 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. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

80391.260.US