

Nintendo

GAME BOY COLOR

CGB-B3SE-USA

SHAUN PALMER'S PRO SNOWBOARDER™

INSTRUCTION BOOKLET

ACTIVISION
2

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



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.



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.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1998, 1999, 2001 NINTENDO OF AMERICA INC.

**THIS GAME PAK WILL WORK ONLY WITH
THE GAME BOY® COLOR AND
GAME BOY® ADVANCE VIDEO GAME**

inside

GUARANTEED FRESH EVERY TIME	2
STARTING THE GAME	4
SELECTION MENUS	6
HOW TO PLAY	7
TRICK LIST.....	8
TRICK SCORING	13
THE PROS	14
CREDIT WHERE CREDIT IS DUE.....	18
CUSTOMER SUPPORT	19
SOFTWARE LICENSE AGREEMENT	20



GUARANTEED FRESH EVERY TIME

Shaun Palmer's Pro Snowboarder™ for Game Boy® Color offers you the chance to ride like the pros. An afternoon in Aspen shredding as Shaun Palmer. A divine time in Heavenly Valley as Tara Dakides. A fresh session as Ingemar Backman in the Alps. Asserting your power on the powder as Shaun White at Gotcha Glacier.

Four righteous rippers. Four specially designed signature model boards. Four of the world's most amazing mountains. All for you.

styles for miles

With three different styles of gameplay, Shaun Palmer's Pro Snowboarder will play on and on, lettin' you ride till the break of dawn. Freestyle is the ultimate in trick-based madness: go for giant air (big tricks = big points), master massive combos (big tricks + bigger tricks = even bigger points), and discover secret areas and gaps for even more points.

For an adrenaline rush pure as the driven snow, the rough and tumble Palmer X is racing at its record- (and possibly neck-) breaking best. A shortcut is a sure bet, bumping is legal, and the speed, oh, the speed – it's all about trick boost, baby. When the real world is just too slow, jump in to this action-packed mode.

You've mastered your tricks, created cutting-edge combos, and are ready to go for the gold. It's time to drop in on the Superpipe. Big air, big trick combos, and big points will take you to the top. Strap on, drop in, and rock out!



how many modes can you play on...

Three, to be exact. They are: Career, Free Ride, and VS Mode.

CAREER. Career Mode is the life of a pro rider: compete and win in all FREESTYLE, PALMER X and SUPERPIPE levels. In FREESTYLE there are 5 level goals in each level. Accomplish them by using objects in the levels and link multiple tricks. Once 5 level goals total are finished, a new level will be unlocked. Then, once 12 level goals total are completed, another new level will be unlocked. PALMER X is a race, and SUPERPIPE is a jump competition. In these competitions win the first place medals to unlock new levels. As you move through Career Mode, you will also get new boards.

FREE RIDE lets you choose a level (as long as you've unlocked it already in Career Mode) and ride as long as your little fingers can handle. No time limit allows you to learn your lines. This is just for practice, though, so remember: nothing you win here really counts.

VS MODE lets you compete in the Palmer X Competition against a friend in one-on-one racing fun. You can play any course you have unlocked in Career Mode. Use the link cable to play this way.

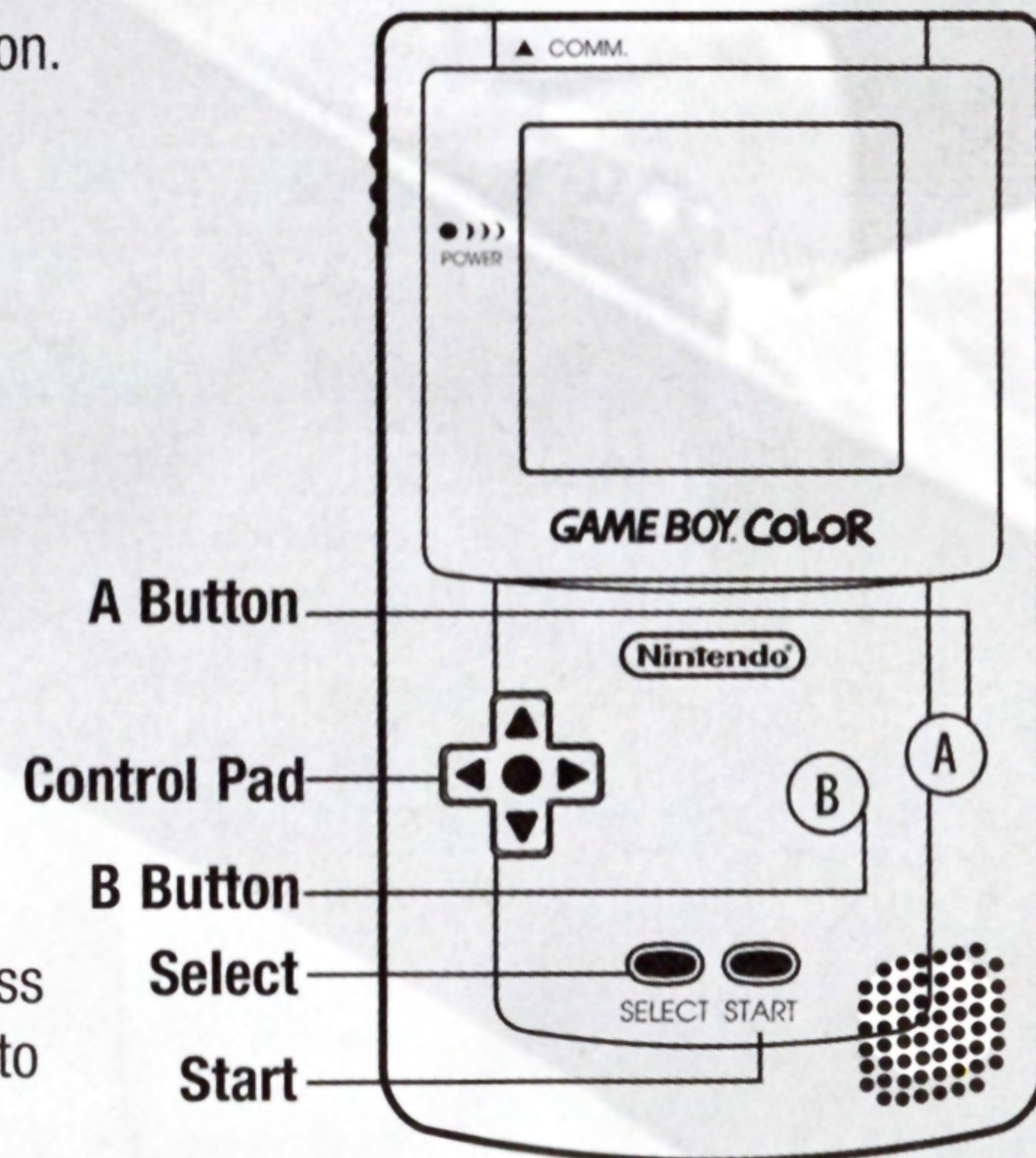
STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak while the power is on.
2. Insert the Shaun Palmer's Pro Snowboarder™ Game Pak into the slot on the back of the Game Boy® Color with the label facing out. Press the Game Pak firmly to lock it in place.
3. Turn the Game Boy® Color POWER switch ON.
4. When the Shaun Palmer's Pro Snowboarder™ title screen appears, press START to continue.

NOTE: The Shaun Palmer's Pro Snowboarder™ Game Pak is for Game Boy® Color and Game Boy® Advance only.

mode select menu

Press Up/Down on the Control Pad to make a selection, then press the A Button to select the highlighted option. Press the B Button to return to the Main Menu.



Choose Career Mode to start a Career. Accomplish level goals in FREESTYLE and win medals in PALMER X and SUPERPIPE. You will unlock more challenging courses or get new boards.

Choose Free Ride to practice your tricks and learn your lines on the levels you've unlocked in Career Mode with no time limit. Free Ride is a good way to learn each rider's unique abilities, explore different areas of each location, and to perfect your moves.

Choose VS Mode and race against your friend one-on-one on a Palmer X course. You can play any course you have unlocked in Career Mode.

Choose Credits to see the masterful minds behind this nutty game.

Choose Password to pick up where you left off in a previous game. Each time you quit Shaun Palmer's Pro Snowboarder™, you will receive a password. Be sure to write it down as it will restore your Career Mode progress, boards, and unlocked level information the next time you play.

Use the Control Pad to enter your Password (on the Password Input screen). Press the A Button to select the desired character. Select End and press the A Button when you are done. Use the left arrow character to correct mistakes. If you forget your Password, press the B Button to return to the Main Menu.

SELECTION MENUS

Once you know what mode you want to play, you'll need to select a pro, a board, and a course, of course.

boarder select menu

Choose the boarder you want to play using Left/Right on the Control Pad to move through each character's profile. Press the A Button to confirm your choice. Try each rider and every level because they all have unique abilities and different strengths – some are more technical, some are faster, while another may get huge air. Check out their skill sets and pick a boarder who matches the way you want to play. But they are all pros and they all rip.



board select menu

When you start your career, you'll only have one board available to select. As you progress, more boards will become available. Use Left/Right on the Control Pad to move through the different boards. Press the A Button to select a board. You can always go back to the Board Select menu by pressing the B Button at the Level Select screen.

level select

After you've selected your board, you'll go to the Level Select menu. Use Left/Right/Up/Down on the Control Pad to scroll through different levels. Press the A Button to make a selection. As you complete Level Goals, more levels will unlock.

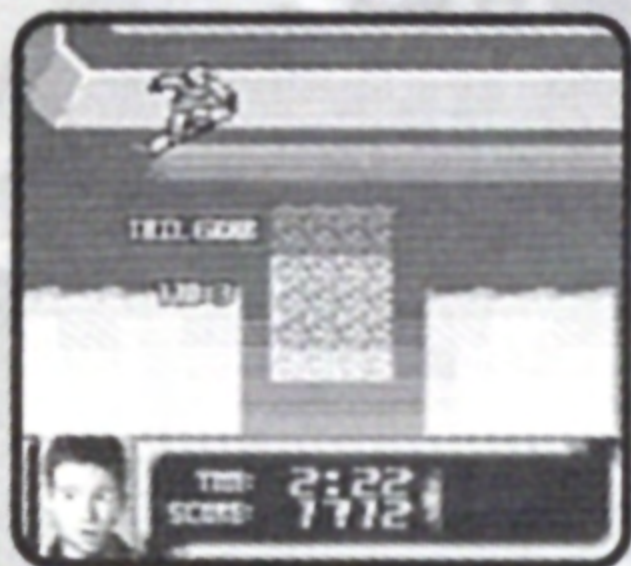


HOW TO PLAY

basic controls

- Steer with Up and Down on the Control Pad.
- Press the A Button to jump; Press the A Button, hold, and then release to jump higher. You get the best air from timing the release of the A Button to happen just at the lip of a kicker (jump).
- When boarding normally on the ground, press the B Button to brake.

jump tricks (all course types)



- In the air, press one or more directions on the Control Pad, then press the A Button to do jump tricks (details below).
- In the air, press the A Button to rotate. If you press it quickly after executing a jump trick, it will rotate you in that position. One press rotates you 180 degrees.

board slide tricks (freestyle courses only)

- Before landing on a rail or slideable object, press a direction on the Control Pad and then press the B Button to do a board slide (details below).
- Press Down, Up or Up, Down on the Control Pad quickly to start a manual, which, when done on flat ground, will keep your combo alive. While a manual itself earns no points, it allows you to continue to string together tricks for even bigger combos.



handplants (superpipe only)

- As you reach the lip of the Superpipe, press the B Button to execute a handplant. The longer you hold your plant, the more points you get.



TRICK LIST

standard jump tricks

Indy: Right + A Button

Method: Left + A Button

Tail Grab: Down + A Button

Nose Grab: Up + A Button

Shifty: A + B Buttons (together)

standard board slides

FS Board Slide: (Automatic when you land on a rail)

Wheelie: Up + B Button

standard lip trick

Normal Handplant: B Button at lip of Superpipe



shaun palmer jump tricks

Palmer Air: Down + Right + A Button

Rocket Air: Down + Left + A Button

Nuclear Air: Left + Right + A Button

FS Rodeo 720: Right + Left + A Button

Back Flip: Down + Right + Up + A Button

1-Foot 1080 Tail Grab: Up + Right + Down + A Button

shaun palmer board slides

Smith: Down + B Button

BS Nose Slide: Right + B Button

FS 270 Revert: Left + B Button

shaun palmer lip tricks

Double Handplant: Up + B Button

J-Tear: Down + B Button



shaun white jump tricks

Roast Beef: Down + Right + A Button

Crossrocket: Down + Left + A Button

Lien Method: Left + Right + A Button

Superman Flip: Right + Left + A Button

BS 360 to BS Rodeo 7 Melon: Down + Right + Up + A Button

1-Foot Rodeo 900: Up + Right + Down + A Button

shaun white board slides

Feeble: Down + B Button

FS Nose Slide: Right + B Button

BS 180 50/50: Left + B Button

shaun white lip tricks

Handplant to Fakie: Up + B Button

Stale Egg: Down + B Button



tara dakides jump tricks

Melancholy: Down + Right + A Button

Rocket Air: Down + Left + A Button

Crail Air: Left + Right + A Button

Misty 7: Right + Left + A Button

Double Back Flip: Down + Right + Up + A Button

1-Foot 540 Rodeo: Up + Right + Down + A Button

tara dakides board slides

Nose 5-0: Down + B Button

BS Board Slide: Right + B Button

BS 180 50/50: Left + B Button

tara dakides lip tricks

Indy Eggplant: Up + B Button

Miller Flip: Down + B Button



ingemar backman jump tricks

Taipan Air: Down + Right + A Button

Seatbelt Air: Down + Left + A Button

Tindy: Left + Right + A Button

Front Flip: Right + Left + A Button

Haakon Flip 900 Indy: Down + Right + Up + A Button

FS 360 Mute to Rewind: Up + Right + Down + A Button

ingemar backman board slides

Smith: Down + B Button

BS Tail Slide: Right + B Button

BS 270 Revert: Left + B Button

ingemar backman lip tricks

Eggplant: Up + B Button

Layback: Down + B Button



TRICK SCORING

It's all about combos. The more tricks you string together into a combo, the more points you get. Points are first awarded based on the difficulty of a trick. Then, if scoring a combo, you add up the points for all the tricks then multiply that total by the number of tricks in the combo. Lots of tricks means lots of points. For example, a Method, an Indy, and a Nose Grab are all worth 70 points each. Performed as three separate tricks, you'd get $70 + 70 + 70 = 210$ points. But put them together in a combo and you'd get $(70 + 70 + 70) \times 3 = 630$ points. Go crazy!

In addition, each time you repeat the same trick during a single run, the points awarded for that trick go down. So you'll want to make sure you use lots of different tricks in a run to get the highest scores. Finally, don't forget to use manuals to keep those long combos alive over flat ground. Mastering manuals is the key to getting the really big combos of 15 tricks and more.

stuff on the courses

- The letters S-H-R-E-D are somewhere out on each Freestyle course. The location varies depending on which boarder you are using. Collecting them all is always one of your level goals.
- Red Palmer P's are located throughout the Freestyle courses. They give you a temporary burst of speed.
- Gaps are special areas on the course that, when doing a board slide, jump trick, or manual over, will give you 500 bonus points. Keep an eye out for gaps and remember where they are.
- Fish, furniture, snowballs, etc. There are lots of miscellaneous items out there on the courses. Most of them are scoring opportunities, or are related to a Level Goal for one of the boarders. Some are just there for fun, though. Enjoy.

THE PROS

shaun palmer

Birth Date - 11/14/68

Home Town - South Lake Tahoe, CA U.S.A.

Stance - Regular

There's no clowning Shaun Palmer, considering he's one of the most influential, gnarliest pros to date. The "Cadillac Kid" hails out of South Lake Tahoe and stories of his riding ability and rabid antics are of legendary status. An all around athlete, Palmer excels in boardercross, motocross, skiercross, downhill mountain biking—listing even a portion of his victories and credits would likely run longer than your arm. After yet another win, Palmer was overheard saying, "I think I'm going to have to quit, 'cause it's just too damn easy."



shaun white

Birth Date - 9/3/86

Home Town - San Diego, CA U.S.A.

Stance - Regular

This kid's on the fast track to snowboard stardom, proving good things do come in small packages. He began popping up in contests and magazines when he was in elementary school. Today, Shaun is a heavy threat on the halfpipe circuit and the youngest rider ever to get a pro model. This San Diego kid is sick on a skateboard too – he skates vert with the big dogs, throwing McTwists and flip trick variations at will. Specializing in Superpipes, his first professional snowboard victory came at the prestigious 2001 Arctic Challenge, officially putting him among the ranks of the sport's greats.



tara dakides

Birth Date - 8/20/75

Home Town - Mammoth Lakes, CA U.S.A.

Stance - Goofy

When Tara Dakides isn't slaying twenty-stair handrails and boosting backside rodeo flips off kickers, she's winning big air contests with effortless style and stomped landings. Either way, Tara never stops pushing the envelope, and may just be the world's best female snowboarder. With over 12 years dedicated to the sport, Tara has earned all the accolades she gets: Tara was awarded the Gold medal in the 2000 X-Games in Big Air and Slopestyle, won the 2000 Gravity Games Quarterpipe Contest, and conquered the Big Air Competition at the US Open. A Southern California native, Tara tours the world surfing, too. But, she's not all brawn, Tara likes to write poetry when she's feeling brainy.



ingemar backman

Birth Date - 4/1/76

Home Town - Skelleftea, Sweden

Stance - Regular

Swedish celebrity Ingemar Backman's record-high 25-foot quarterpipe method air earned him several magazine covers at once and worldwide notoriety. Along the glorious path that is his life, Ingemar won Europe's Air And Style contest twice and enjoyed first place in the World Halfpipe rankings. Polite and soft spoken, Ingemar has always let his riding, which is always original and never by the books, speak for itself. With definitive movie parts and the largest air to date, this sweet Swede has established himself as a true snowboard icon.



CREDIT WHERE CREDIT IS DUE

PUBLISHED BY ACTIVISION

EXECUTIVE PRODUCER
Mika Hayashi

PRODUCER
T. Colin Mack

TESTING COORDINATION
Austin Keys
Haruyoshi Sawatari
Lindsey Hayes

GLOBAL BRAND MANAGEMENT
Will Kassoy
David Pokress
Michael Chiang
Ted Chi

SENIOR DIRECTOR, STUDIO X JAPAN
Takehisa Abe

SPECIAL THANKS
Pat Dwyer
Irwin Chen
Mike Fletcher
Trey Smith
Dear Soft Co. Ltd.

QA PROJECT LEAD
Jeffrey Moxley

QA SENIOR LEAD
Adam Hartsfield

QA MANAGER, CONSOLE TESTING
Joseph Favazza

QA NIGHT MANAGER
Jeremy Gage

QA TEST TEAM
Patrick Clancy
Anthony Korotko
Frank So
Eric Zimmerman

CUSTOMER SUPPORT
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
Sam Nouriani
Indra Gunawan
Marco Scataglini
Tanya Langston
Willie Bolton
Nicholas Favazza

DEVELOPED BY
Imaginative Technology Land

PROGRAMMING
Takushi Seki
Kenji Akagi
Kenichi Murofushi
Shinya Sasaki
Tomoaki Kasuya
Yasuhito Nagumo
Mlchiaki Kaneko
Tatsuya Kitasawa (Dreams)

GRAPHICS
Nariyuki Sakamoto
Kazuhiro Fujii
Masae Minagawa

SOUND
REEB

TESTING
Dreams

SPECIAL THANKS
Kenichi Hiza

BUSINESS & LEGAL AFFAIRS
Greg Deutsch

CREATIVE SERVICES
Denise Walsh, VP, Creative Services
Jill Barry, Manager, Creative Services

Creative Agency
Imagewerks

CUSTOMER SUPPORT

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

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions.

E-mail: support@activision.com

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 9:00am and 5:00pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

To contact Shaun Palmer, check out www.ShaunPalmer.com.

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 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.

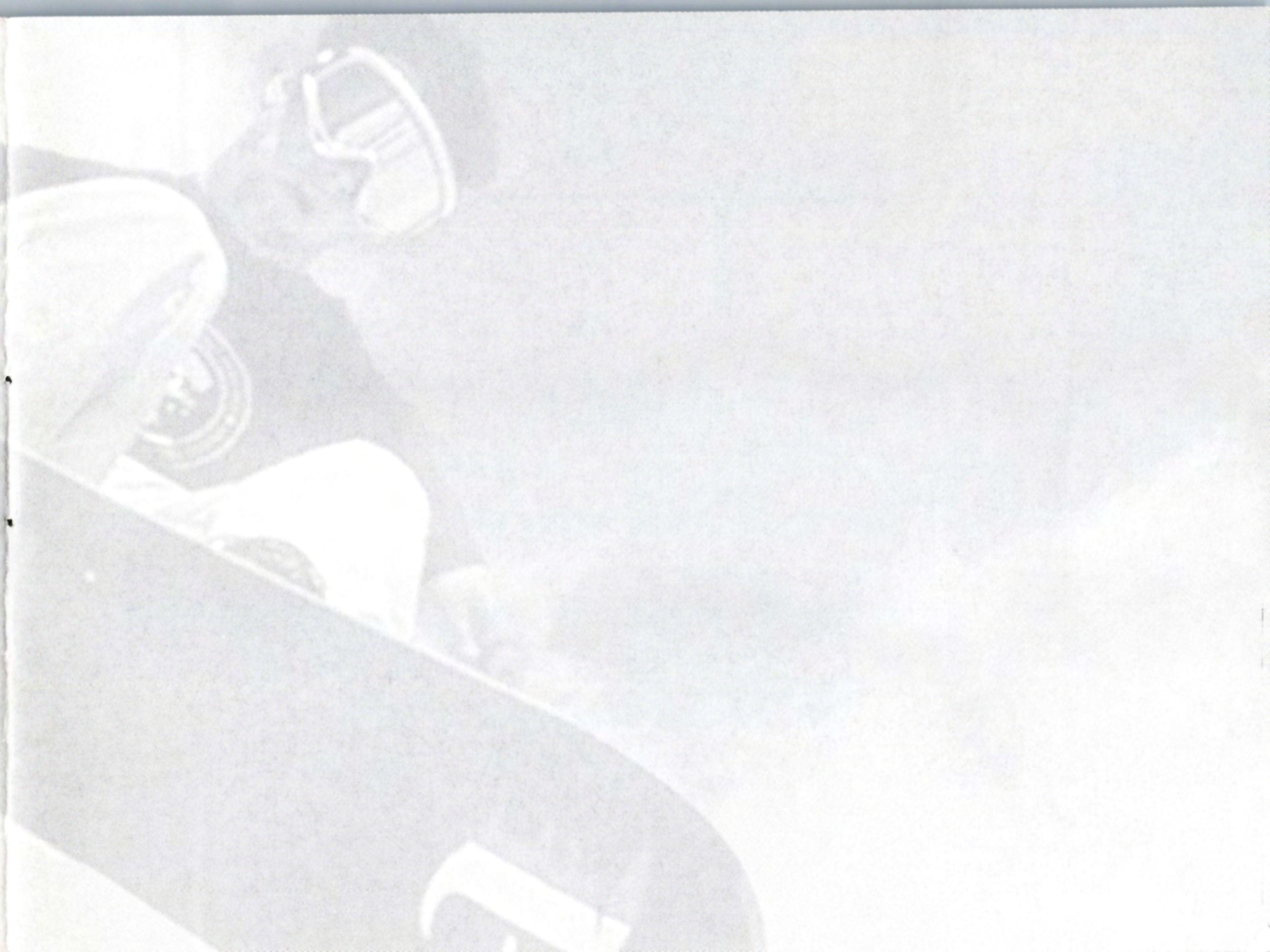
notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or printed text on the paper. The lighting is slightly uneven, with a brighter area towards the right side, possibly indicating a light source or a shadow from the binding.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. On the left side, there is a faint, circular watermark or embossed seal, which appears to contain some text or a logo, though it is too light to read clearly. The paper has a slightly textured appearance.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or printed text on the paper. The lighting is slightly uneven, with a brighter area towards the bottom right corner.





WELCOME TO MY WORLD



TONY HAWK'S PRO SKATER 3

Available for

GAMEBOY COLOR

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

Tony Hawk's Pro Skater™ 3 ©2001 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 02, Tony Hawk's Pro Skater and Pro Skater are trademarks of Activision, Inc. and its affiliates. All Rights Reserved. Developed by HotGen Studios Ltd. Tony Hawk is a trademark of Tony Hawk.

Shaun Palmer's Pro Snowboarder™ ©2001 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 02, Shaun Palmer's Pro Snowboarder and Pro Snowboarder are trademarks of Activision, Inc. and its affiliates. Shaun Palmer is a trademark of Shaun Palmer. All Rights Reserved. Developed for Game Boy Color by I.T.L.

Licensed by Nintendo. Nintendo, Game Boy, Game Boy Color, Game Boy Advance, and the Official Seal are trademarks of Nintendo of America Inc. © 1989, 1998, 2001 Nintendo of America Inc. All other trademarks and trade names are the property of their respective owners.



activision02.com

Printed in U.S.A.

80227.260.US