

Nintendo

GAME BOY COLOR

CGB-BTGE-USA

TONY HAWK'S PRO SKATER

2

INSTRUCTION BOOKLET

ONLY FOR

GAME BOY
COLOR

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Activision advocates the use of protective gear, including helmets and pads, by amateur athletes when skating. Be safe.

INTRODUCTION

THE LEGEND RETURNS

Hawk's back. And this time he's brought 13 of today's top skate pros and 7 new courses. What do you want? Parks, pits and pools? Got 'em. Rails, curbs and secret spots? They're here. You'll ride as Hawk or your favorite pro as you session streets and verts, building up points and cash to buy new boards and open new courses. Get them all, then kick back and savor the fame of being an elite pro. But don't relax too long. While you're resting, other skaters are taking the sport to new levels.

ON COURSE

There are two types of courses: Street and Vertical. Like real pros, the game's pros have their specialty skills and preferred courses. It's up to you to pick the right skater for the right course.

STREET

Welcome to the hard life. Here, the curbs are for grinding, the walls are for riding and the stairs are for airing out your best tricks. Combine sick combos and perfect lines to pile up the points and cash on the street courses.

VERTICAL

Afraid of heights? You will be after you see these ridiculous verts. There's enough air on one of these courses to string together combos and pull transitions that will change the way you dream. Keep an eye out for low-flying airplanes and power lines.

STARTING THE GAME

1. Make sure the POWER switch is OFF.
2. Insert the Tony Hawk's Pro Skater 2 Game Pak into the Nintendo Game Boy® Color slot as described in your Nintendo Game Boy Color Instruction Manual.
3. Turn POWER switch ON.

NOTE:

This Game Pak will only work with the Game Boy® Color video game system.

MAIN MENU

Use the left/right Control Pad Buttons to turn the wheel. Line-up the option with the arrow at the top of the wheel and press the A Button to select. Use the B Button to go back to the Main Menu.

CAREER MODE

(See Game Modes.)

FREE SKATE

(See Game Modes.)



PHOTO ALBUM

As you check off all the goals for the different courses, you will be rewarded with special photos that you can view on the Game Boy and print out on a Game Boy Pocket Printer (sold separately). Pick Photo Album from the Main Menu to see what pictures are available to you. Use the left/right Control Pad to scroll through the available pictures. To print, press the A Button at the desired picture and the picture will enlarge on the Game Boy Color screen. Press the A Button a second time to reveal the PRINT option. Highlight the PRINT option using the left/right Control Pad and press the A Button to begin printing.

Note:

If you can't print, an error message may be displayed on screen. ERROR 1 means the printer's batteries are dead. ERROR 2 means the printer's off or not connected. For more details, refer to the Pocket Printer Instruction Booklet.



PASSWORD INPUT

Passwords will allow you to enter a password to continue playing where you left off in a previous game. Use the Control Pad to move to the desired character, and press the A Button to select. The cursor will automatically move to the next position. Press START when you are done. If you do not remember your password, press the B Button to return to the Main Menu. Any time you Quit Tony Hawk's Pro Skater 2, you will receive a password that allows you to restore the game to the current status next time you want to play. The password restores your skater info, board info, money and the list of goals for each level that you have successfully achieved. When a password is given, be sure to write it down.



You also have the option to print out the password using the Game Boy Pocket Printer (sold separately). Once the printer is properly connected, press the START Button at the Your Password screen to begin printing.

GAME MODES

There are two different play modes: Career Mode and Free Skate. In the Career Mode, you have a limited amount of time to skate through the course and accumulate as much cash as possible. In Free Skate, you can practice your skills so that you will be ready to earn your way in the Career Mode. Practice then compete. Welcome to the life of a skate pro.

CAREER MODE

Get cash by performing tricks, gathering items and picking-up loose cash that you can use to buy better boards and access certain courses. With these boards, you'll ollie higher, go faster and skate with all the skills of your favorite pro.

FREE SKATE

Pros practice. A lot. Free Skate lets you fine-tune your tricks and work on your technical skills without worrying about the clock. You can use the extra time to screw around. . .if you're into that sort of thing.

THE SELECTIONS

Once you've selected the Game Mode, it's time to select a skater, board and course. Remember, certain skaters perform better on certain courses.

SELECT PLAYER

Use the left/right on the Control Pad to scroll between players, A Button to select.

SKATE SHOP

When you select a player in Career Mode, you'll have the option to purchase new boards if you have earned enough money. The more money you have, the better board you can buy. You can always go back to the Skate Shop by pressing B at the Select Board screen.

SELECT BOARD

Use the left/right Control Pad Buttons to scroll between available boards. Every skater starts the game with one board.

SELECT COURSE

There are two types of courses, Vertical and Street. Pick your poison.

VERTICAL: Skate Street, Hangar, Bullring, Skate Heaven

STREET: New York City, School, Venice Beach



CONTROLS

A BUTTON

Press once to ollie. Then while you're in the air, press again to pull 180 degrees of rotation. Use in combination with the Control Pad Buttons for jump tricks.

B BUTTON

Puts on the brakes. Use in conjunction with the Control Pad Buttons for grind tricks.

CONTROL PAD

Navigate around the course.

GENERAL TRICKS

GRINDS

To pull off a grind trick, use any of these button combos while in the air before landing on a grindable object—like benches, cars, railings and pretty much everything except the ground.

- | | |
|------------------|-------------------------------|
| 1. Crooked Grind | Left, B Button |
| 2. Board Slide | Right, B Button |
| 3. Tail Slide | Left, Right, B Button |
| 4. Nose Slide | Right, Left, B Button |
| 5. 5-0 Grind | Land on any grindable surface |

JUMPS

When in the air, pull jump tricks using any of these button combos. Just make sure you've got enough air, or you'll be rudely introduced to the pavement.

- | | |
|-------------------------|-----------------------|
| 1. Judo | Up, A Button |
| 2. Airwalk | Down, A Button |
| 3. Method | Left, A Button |
| 4. Melon | Right, A Button |
| 5. Crossbone | Down, Right, A Button |
| 6. Heelflip Varial Lien | Down, Left, A Button |



LIP TRICKS

Use these tricks on the Vert Courses at the lip of any vertical surface—like halfpipes, quarterpipes, etc.

1. Handplant

Up at lip of halfpipe

2. Axle Stall

Down at lip of halfpipe

See individual character profiles for Special Tricks.

ITEMS

CASH MONEY

You've got to earn it to spend it. Use the cash you collect to buy new boards and get into new levels.

LETTERS TO "S-K-A-T-E"

One of the goals for every level is to collect the five letters S-K-A-T-E. They're located around the level—some are easy to get, some require some speed and big air to reach.

SCORING SYSTEM

ONE WORD, "COMBOS"

Big combos are the key to getting big points. You'll have to find the areas in each environment where you can string together a bunch of tricks to take advantage of the combo scoring system. The scoring itself is kind of complicated, so pay attention if you're interested in getting good scores.

BASE SCORE

Every move has a base score associated with it. This is the number of points you get for pulling off a particular move once, without combining it with other moves. We will call this the move's "base score." The base score decreases slightly each time you use the move in a single session in a single level. For example, if you start a level and do a plain Judo, followed by a medium length Crooked Grind, then do another Judo, all as separate moves, you'd get the following score: 15 points for the first Judo, 10 points for the Crooked Grind (depends on the distance you grind), and 8 points for the second Judo. The total would be whopping 33 points. Big deal.

COMBO SCORING

Now let's say you do the same three moves, but combine them into a combo by pulling them off one after the other without landing on the ground in between. First off, you get bonus multipliers that greatly increase your score. On top of that, the "devaluation" for repeating the same trick doesn't take place until after the combo finishes, so the last Judo is worth just as much as the first, unlike the case above. Here's how the score would work: the first Judo gets you the same 15 points. Then the grind is multiplied by 2, since it is the second trick in a combo, giving you 20 points for the grind. Then the second Judo is multiplied by 3, since it is the 3rd trick in the combo, and its base score is still at 15, so it's worth 45 points this time. Then when the combo ends, the whole mess is added up and multiplied again by the total number of tricks in the combo. In this case that's 3, so you get $(15 + 20 + 45) \times 3 = 240$ points. Now we're getting somewhere. As you can see, the combo multipliers come into play twice. So as you get more tricks into your combos your scores will get HUGE.

SEQUENTIAL JUMP COMBOS

Now this is where things really get out of hand. Once you get the hang of it, stringing together jump-grind-jump-grind combos on a long rail can be pretty easy. What isn't easy is stringing together combos of jumps with no grinds in between—you have to be in the air a long time, without landing even on a rail. You need big, big air for this, and a lot of nerve, 'cause you'll slam hard if you don't finish your tricks before you land. So you get an extra bonus for consecutive jump moves in combos. Let's say that instead of the grind in between the two Judos from our combo scoring scenario, you decide to string together three Judos in a row (you may want to get a calculator for this). Now the scoring looks like: 15 for the first Judo; 15 + a 30 point "consecutive jump" bonus for the second Judo with the 2x multiplier since it's the second trick in the combo; 15 + a 30 point "consecutive jump" bonus for the 3rd Judo, with a 3x multiplier since it's the third trick in the combo. Then the whole mess gets multiplied by 3 in the end, giving you $(15 + (15 + 30) \times 2 + (15 + 30) \times 3) \times 3 = 720$ points. (Told you you'd want a calculator.) So now you're getting 720 points for three tricks in a combo as opposed to 33 points for three individual tricks in the first example.

ONE MORE NOTE ON TRICKS

A single 180 rotation counts as one trick. Two consecutive 180's count as a single 360 rotation trick. However, a 180 followed by a different trick, followed by another 180, will result in the two 180's being counted as separate tricks. So, 180-180-Judo counts as just two tricks, whereas 180-Judo-180 counts as three. Same three tricks, but the order changes the score from 196 for the former to 600 for the latter. Sure, it doesn't sound like much now, but you will thank me for this little tidbit later. Trust me.

CHARACTER PROFILES

All specialty moves for each player are activated by the same key combinations.

Special Grind	Down, Right, B Button
Special Jump 1	Up, Right, Down, A Button
Special Jump 2	Down, Right, Up, A Button

TONY HAWK

Landing the first 900° in competition. Creating 50+ signature moves.
Winning 12 World Championships. Becoming an icon for his sport.
Not bad for a skinny kid from Southern California who just wants to do what he loves—skate.

Tricks:

Grind	Overturn Grind
Jump 1	Sack Tap
Jump 2	540 McTwist



BOB BURNQUIST

Out of Brazil and onto the winner's podium, Bob Burnquist won the first contest he entered and is one of today's most exciting, original skaters. Look for him in competitions, blowing minds with his unique style and switch-stance tendencies.

Tricks:

Grind

Jump 1

Jump 2

One-footed Crooked Grind

Backflip

540 McTwist



STEVE CABALLERO

With three decades of riding behind him, Cab helped launch the Bones Brigade, invented the "Caballerial" and has owned his share of world records—including the highest halfpipe air and a 44-stair rail.

Tricks:

Grind

Jump 1

Jump 2

Hang Ten

360 Flip to Melon

Triple Kickflip



KAREEM CAMPBELL

East Coast, West Coast, or any coast, Kareem Campbell and his smooth metropolitan style are recognized on the real streets. Born in New York and raised in LA, Kareem defies all East vs. West barriers with his bi-coastal style.

Tricks:

Grind

Jump 1

Jump 2

Nosegrind to Noseblunt to Pivot

Ghetto Bird

Front Flip



RUNE GLIFBERG

Originally from Copenhagen Denmark, the all-terrain terrorist known as Rune Glifberg can now be found sessioning the pools and streets of LA. He spends the rest of his time with his true love: wide-open vert skateboarding.

Tricks:

Grind

Jump 1

Jump 2

One-Footed Bluntslide

360 Christ Air

One-Footed Tail Grab



ERIC KOSTON

Koston rides like anybody and nobody else. He'll bust any pro's signature trick with uncanny similarity then transition into any one of the moves he's brought to this world. Koston's famous for clowning around while making switch and nollie rides look stupid simple.

Tricks:

Grind
Jump 1
Jump 2

Fandangle
Pizza Guy
360 Madonna



BUCKY LASEK

Hardened on the East Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, Bucky to you, soars to sickening heights above half-pipes—and other skaters. Look for him dropping sick moves and jaws at Mission Valley Skate Park.

Tricks:

Grind
Jump 1
Jump 2

BS Noseblunt
One-Footed Indy
FS 540 "Bucky Style"



RODNEY MULLEN

Get up, shower, brush, and head out and invent new tricks:. Just another day for Mullen, the godfather of street skating. A pro for over 20 years, Mullen owns 35 Freestyle World Championships and a dizzying list of signature tricks.

Tricks:

Grind

Jump 1

Jump 2

Dark Lipslide

Nollieflip Underflip

Cerio



CHAD MUSKA

Out of Las Vegas and into skateboarding's top magazines and videos—it's Muska. This self-styled professional takes his skate-and-relate creativity to another level. This includes styling one of today's hottest skate shoes and his "Muskabeat" album.

Tricks:

Grind

Jump 1

Jump 2

Hurricane Grind

Big Spin

Sal Flip



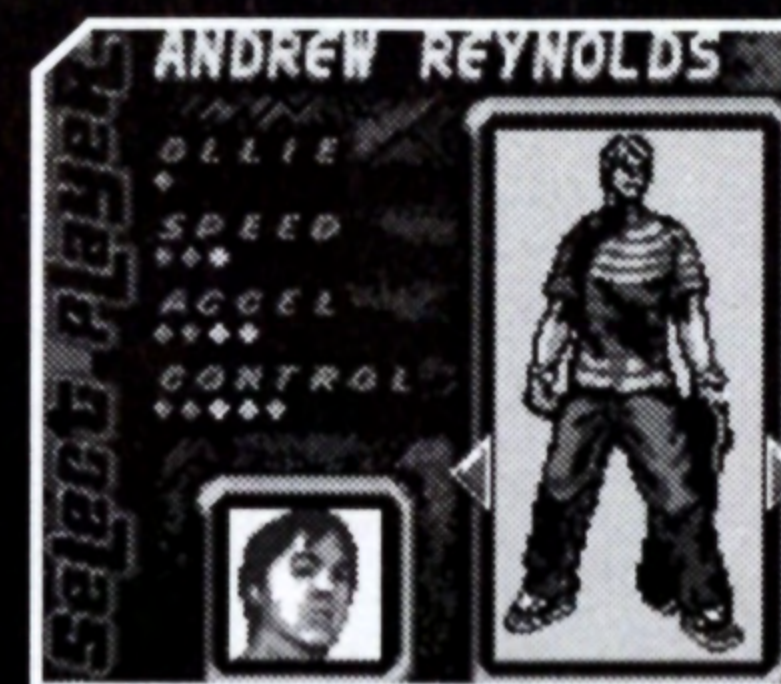
ANDREW REYNOLDS

If you're in LA and you see somebody going huge over massive gaps, sessioning sick sets of stairs and doing it all with effortless style, odds are you're in the presence of Turtle Boy himself. Say hi as he flies by.

Tricks:

Grind
Jump 1
Jump 2

Kickflip to Noseblunt
Triple Kickflip
Sex Change



GEOFF ROWLEY

Called the one-man English invasion, Rowley went from the streets of Liverpool, England to the top of the skating world. He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of veggies.

Tricks:

Grind
Jump 1
Jump 2

Dark Slide
Sex Change
Casper Flip



ELISSA STEAMER

Making the cut against the boys. Dominating every all-girl event she enters. Getting her name on a pro model street board. Elissa specializes in sessioning streets and shattering stereotypes. Now living in LA, Elissa skates like you wish you could.

Tricks:

Grind
Jump 1
Jump 2

Primo Grind
Hospital Flip
Backflip



JAMIE THOMAS

Originally from Alabama, Jamie's conquered some of the biggest gaps and longest rails ever seen—and his video parts in "Welcome to Hell" and "Misled Youth" prove it. Jamie's also the only person to walk away from the Leap of Faith.

Tricks:

Grind
Jump 1
Jump 2

Benihana Nose Grind
360 Madonna
Big Spin Flip



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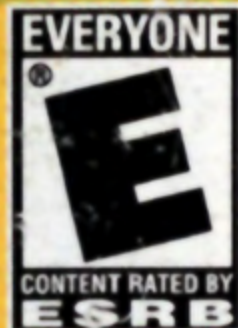


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