



Games *skateboarding™*



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Thank you for purchasing **ESPN X GAMES SKATEBOARDING™**. Please read this manual before starting play. Doing so will allow you to get the most out of your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

Please note: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for our customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.

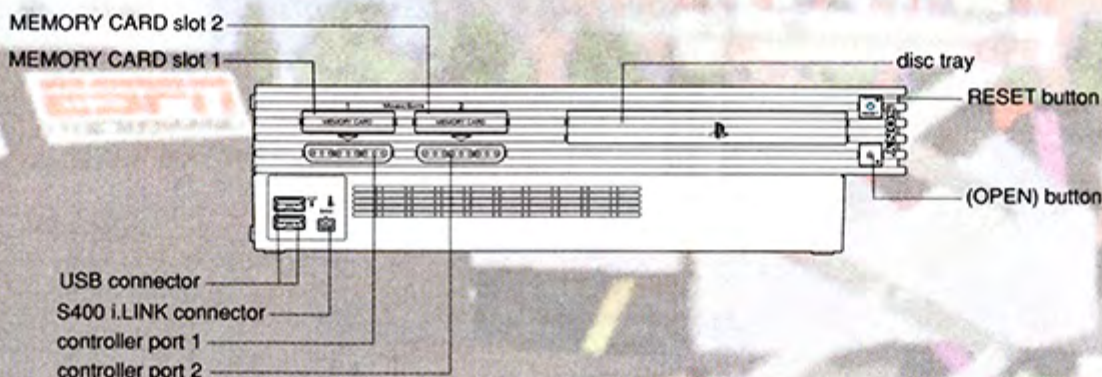
"ESPN X Games Skateboarding" is an original product developed by KONAMI CORPORATION with the consent of Disney Interactive. All Rights Reserved. © 2001 KONAMI CORPORATION. © 2001 Disney. ESPN, ESPN the games, and X Games are trademarks of ESPN, Inc.

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **ESPN X GAMES SKATEBOARDING™** disc on the disc tray with the labeled side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.



MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games.

At least 50Kb of free space must be available on the memory card in order to save game data. If there is not 50 Kb of free space available, then some older game data must be erased before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see "Saving & Loading Game Data" on page 23.

CONTROLLER

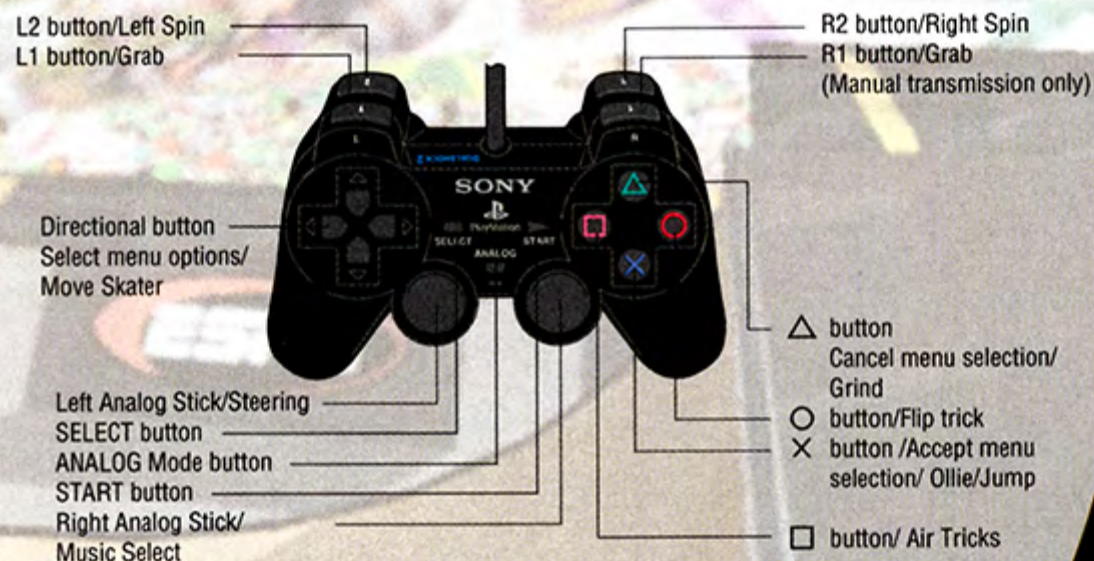


THIS GAME SUPPORTS THE DUALSHOCK™2 ANALOG CONTROLLER AND THE DUALSHOCK™ ANALOG CONTROLLER. FOR 1 PLAYER, THE CONTROLLER SHOULD BE CONNECTED TO CONTROLLER PORT 1. FOR 2 PLAYERS, THE CONTROLLERS SHOULD BE CONNECTED TO CONTROLLER PORT 1 AND 2.

ESPN X GAMES SKATEBOARDING™ is best enjoyed with the DUALSHOCK™2 analog controller. With this controller, both the directional buttons and the left analog stick can be used for control; the ANALOG mode button and red LED mode indicator are always set to ON.

VIBRATION FUNCTION

When VIBRATION is set to ON in Option mode, the controller will vibrate in response to player movement. The controller will vibrate in both Digital and Analog modes.



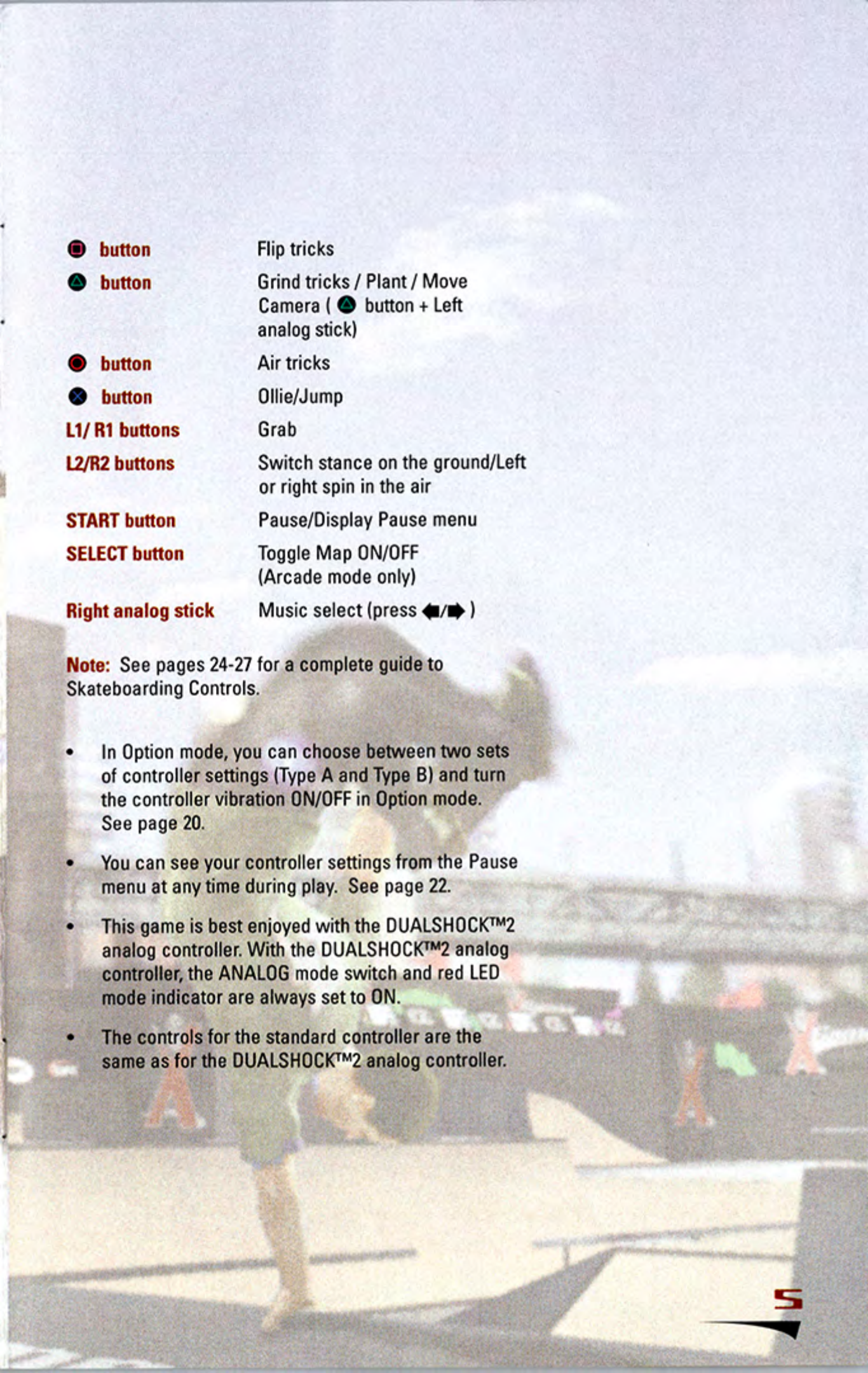
CONTROLS

MENU SCREENS

START button	Start game
SELECT button	Not used
Directional buttons	Highlight options
Left analog stick	Highlight options
 button	Confirm/Proceed to next menu
 button	Cancel/Return to previous menu
 button	Not used
 button	Not used
L1, L2, R1, R2 buttons	Not used

BASIC SKATEBOARDING (TYPE A)

Directional buttons	Move skater:  – accelerate forward  – brake  – turn left  – turn right
Left analog stick	Move skater:  – accelerate forward  – brake  – turn or curve skater to the left depending on how you "roll" the stick to the left  – turn or curve skater to the right depending on how you "roll" the stick to the right



 button	Flip tricks
 button	Grind tricks / Plant / Move Camera ( button + Left analog stick)
 button	Air tricks
 button	Ollie/Jump
L1/ R1 buttons	Grab
L2/R2 buttons	Switch stance on the ground/Left or right spin in the air
START button	Pause/Display Pause menu
SELECT button	Toggle Map ON/OFF (Arcade mode only)
Right analog stick	Music select (press  / )

Note: See pages 24-27 for a complete guide to Skateboarding Controls.

- In Option mode, you can choose between two sets of controller settings (Type A and Type B) and turn the controller vibration ON/OFF in Option mode. See page 20.
- You can see your controller settings from the Pause menu at any time during play. See page 22.
- This game is best enjoyed with the DUALSHOCK™2 analog controller. With the DUALSHOCK™2 analog controller, the ANALOG mode switch and red LED mode indicator are always set to ON.
- The controls for the standard controller are the same as for the DUALSHOCK™2 analog controller.

MAKING MENU SELECTIONS



You'll always use the same controls throughout the game to make menu selections.

- Use the left analog stick (or directional button) to highlight the options on screen. If the options are in a vertical column, press **↓** or **↑**. If the options are arranged horizontally, press **[right]** or **[left]**. When an option is highlighted, you may see information about it in a text box.
- To choose the highlighted option, press the **ⓧ** button. When you choose an option, you'll usually proceed to the next menu (or the next option).
- To negate an option choice, or to close a menu and back out to the previous screen, press the **△** button.

Note: Instructions for making selections are shown at the bottom of every menu screen.

GAME MODE MENU



Press the START button at the Title screen to enter Mode Select. All the game modes available are listed on this screen. Press the left analog stick (or directional button) $\blacktriangle/\blacktriangledown$ to highlight different options. A mode description appears for each selection. For options with an arrow to the right, press the left analog stick (or directional button) [right] to see a further list of sub options.

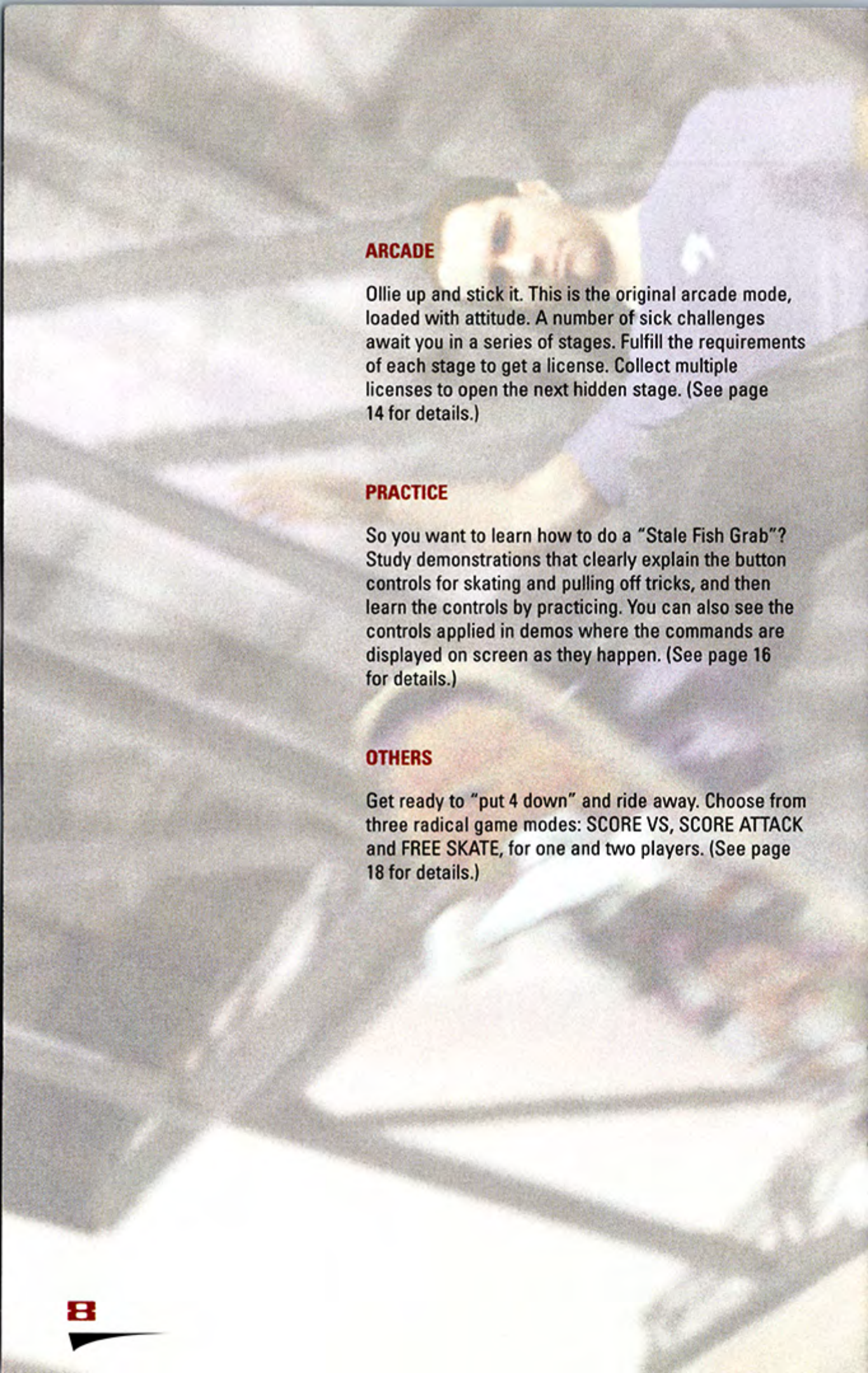


Note: On any menu screen, a left or right pointing arrow means you can press the left analog stick (or directional button) in that direction to see more options.

When the option you want is highlighted, press the $\times$ button to confirm and move on to the next menu.

X GAMES

Experience all the intensity and drama of the X Games – the premier action sports event in the world – and go for the gold! Choose your rider from among eight professional skaters and create your board with authentic name-brand decks, wheels, trucks and bearings. Compete for points in two different stages – Vert and Park – and take a stab at winning medals. As you progress in the game and collect medals, more decks become available. One or two players can play in this mode. (See page 12 for details.)



ARCADE

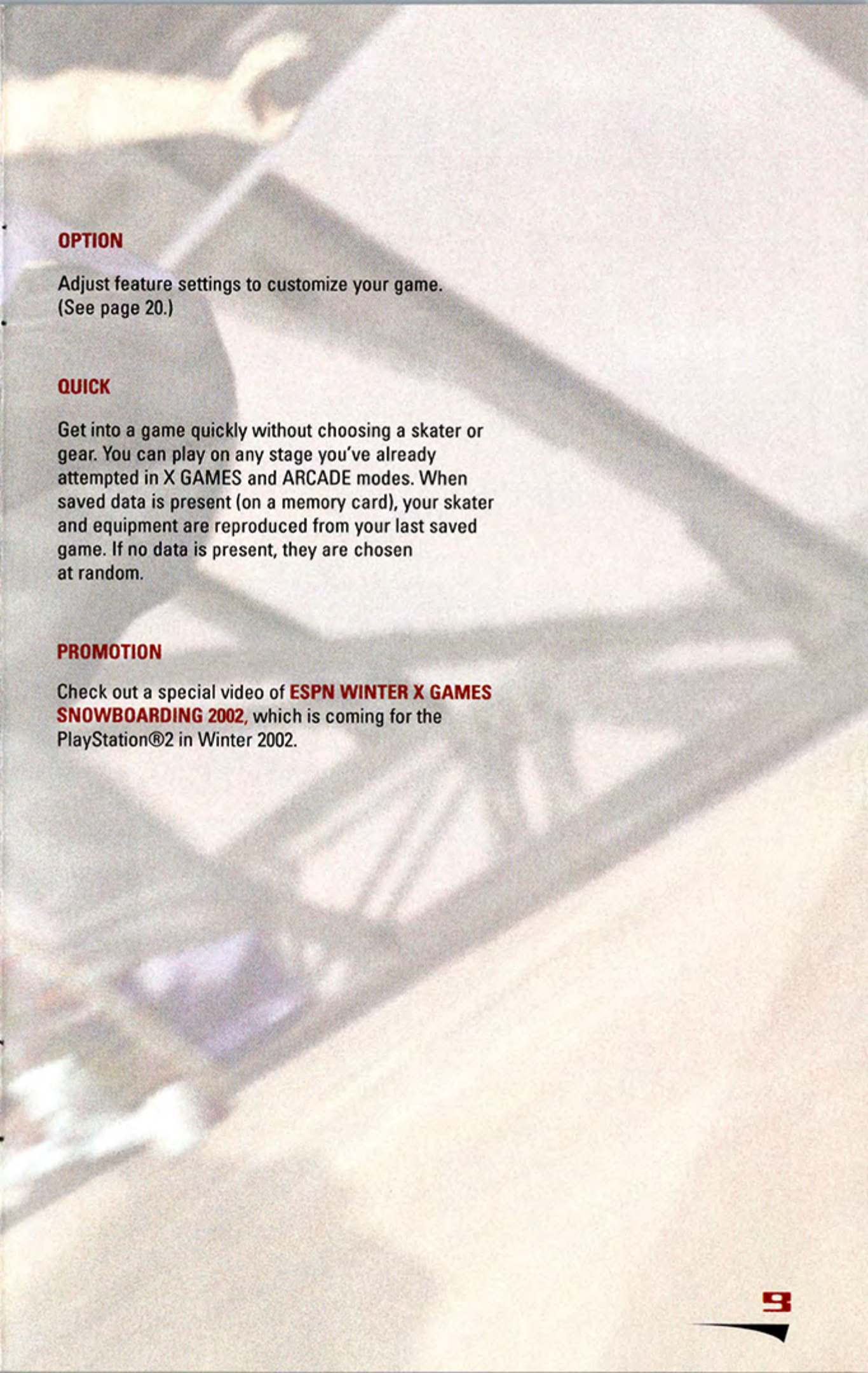
Ollie up and stick it. This is the original arcade mode, loaded with attitude. A number of sick challenges await you in a series of stages. Fulfill the requirements of each stage to get a license. Collect multiple licenses to open the next hidden stage. (See page 14 for details.)

PRACTICE

So you want to learn how to do a "Stale Fish Grab"? Study demonstrations that clearly explain the button controls for skating and pulling off tricks, and then learn the controls by practicing. You can also see the controls applied in demos where the commands are displayed on screen as they happen. (See page 16 for details.)

OTHERS

Get ready to "put 4 down" and ride away. Choose from three radical game modes: SCORE VS, SCORE ATTACK and FREE SKATE, for one and two players. (See page 18 for details.)



OPTION

Adjust feature settings to customize your game.
(See page 20.)

QUICK

Get into a game quickly without choosing a skater or gear. You can play on any stage you've already attempted in X GAMES and ARCADE modes. When saved data is present (on a memory card), your skater and equipment are reproduced from your last saved game. If no data is present, they are chosen at random.

PROMOTION

Check out a special video of **ESPN WINTER X GAMES SNOWBOARDING 2002**, which is coming for the PlayStation®2 in Winter 2002.

SELECTING YOUR SKATEBOARDER



Get heavily motivated. Skate as one of eight different awesome skateboarding professionals:

BOB BURNQUIST
RICK McCRANK
CARLOS DE ANDRADE
COLIN McKay
CHAD FERNANDEZ
CHRIS SENN
KERRY GETZ
LINCOLN UEDA

ESPN X GAMES SKATEBOARDING™ is the only game that offers 40 tricks and signature moves per character, performed with the stylistic integrity of each skater. Each skater has a different skill arrangement representing how he actually skates. Become each rider and experience his individual presence, power and style.

Highlight the skaters in turn to see each one's status categorized by Ollie (jump height), Speed, Balance and Turning abilities. To make pure thought reality, think about the skating challenge you plan to take on, and choose a skater whose abilities best match the demands of the upcoming event.

When a skater is highlighted, press the **X** button to read more about him. Press the **X** button again to make your final selection.

SELECTING YOUR EQUIPMENT



Choose equipment to assemble a skateboard that takes advantage of your chosen skater's abilities, or one that is tailored specifically for the next event you plan to participate in. Your choice of equipment affects your skateboard's overall Ollie, Speed, Balance and Turning capabilities, so make your selections carefully considering the performance you desire.



DESIGN

With DESIGN highlighted, begin designing your skateboard by selecting, in turn, your deck (the board), wheels and truck type (trucks hold the wheels to the deck).

SETTING

With SETTING highlighted, you'll customize the truck and bearings by selecting different settings for them. As you check out the possible settings, notice how the ratings for Speed, Balance and Turning change. Use this information to pick out the best gear for the next ride. Match up your truck and bearings for maximum effect. Or take a chance on combinations you haven't tried before just to see what they'll do.

CONFIRM

With CONFIRM highlighted, check out your new skateboard. If it's just right, press the  button again to accept it and move on.

Remember, you can try out your skateboard in Practice or Free Skate mode before taking it on the road to a scored event.

X GAMES MODE



Go for the gold – all you gotta do is do it! Make three runs over the same stage in a timed bid for the highest score.

To start, select a 1 PLAYER game (challenge the computer) or a 2 PLAYER game (challenge a friend). Next, select your skater(s) and board(s). (See pages 10-11.) Then select a stage:

X GAMES VERT: Perform your best repertoire of tricks on the huge vertical ramp. Pulling multiple tricks will also earn higher scores.

X GAMES PARK: Show off your tricks on a stage set with ramps, rails and walls. Try using the wide amount of terrain to create different trick combinations.



SCORE: Your score increases with every point-worthy trick you perform.

COMBO: The number of tricks performed in a row.

TIME: Seconds left in the run. All runs are allowed 1 minute (60 seconds).



TRICK: The name of a trick just performed is announced and appears here. Points scored for the trick appear to the left of the name.

SPECIAL:

Sections of the gauge fill as you perform tricks. When it is 1/3, 2/3 or 3/3 full, you are able to perform special tricks with special button commands. (See page 27)

SWITCH:

This displays whether you are riding the board "regular" (left foot forward) or "goofy" (right foot forward). Tricks are more difficult to perform in Switch mode (when your rider is using the opposite of his given stance (see pages 28-31) and as a result, you score higher points. Press the L2 or R2 button to switch your stance.

B6M:

Select your favorite tune by pressing R3 (right analog stick right or left during gameplay.

Two riders play on a split screen, with the same indicators for each skater.

Your score appears after each run over a replay of your performance. Medals are awarded after your third run.

Finally, press the  button to display the End screen, with some or all of the following options (depending on whether it follows your first, second or final run).

PROCEED:

Continue the stage

RETRY:

Redo the last run.

STAGE SELECT:

Return to the Stage Select menu.

WATCH REPLAY:

Review your latest performance.

END RUN:

Return to the Game Mode menu.



VERT			
	1st	2nd	3rd
1 Lincoln Seda	75.00	75.00	75.00
2 Katty Gutz	72.00	72.00	72.00
3 Chris Sims	70.75	70.75	70.75
4 Carlos De Andrade	65.00	65.00	65.00
5 Colin McElroy	63.50	63.50	63.50
6 Chad Fernandez	63.25	63.25	63.25
7 Rob McCreary	63.00	63.00	63.00
8 Eric Burrows	55.00	55.00	55.00



ARCADE MODE



Doing things your way is the best part about skating. Fulfill the requirements in a series of street and fantasy stages to earn special licenses. Earning new licenses will unlock secret stages that will test your riding skill and creativity to the max.

Select your character(s) and board(s), then move on to the Stage Select menu. The dots that appear under each stage on the the Stage Select screen are hidden skateboards that can be found in that level. Only the LOS ANGELES stage can be selected at first, but more stages will become available when you achieve the required number of licenses.

When a stage is highlighted, a list of its missions appears so you know what your challenges are. Select a stage, and then select the mission you will attempt.

LOS ANGELES: Are you down for it? Ride ground zero of the skateboarding world.

MUSEUM: Skate where no man has skated before - on the back of a dinosaur.

SAN FRANCISCO: Experience the "big air" of the famous city by the bay. San Francisco was the host city of the 1999 and 2000 X Games.

PASSENGER LINER: Accept this titanic challenge and its equally dangerous obstacles.

NEW YORK: The streets and subways of the big apple have some "big" challenges which await you.

RUINS: This ancient stage will amaze you with its subterranean depths and complex levels.

SCORE: Your score increases with every point-worthy trick you perform.

COMBO: The number of tricks performed in a row.

TIME:

Seconds left in the run. Each run is allowed a different amount of time.

TRICK:

The name of a trick just performed is announced and appears here. Points scored for the trick appear to the left of the name.

SPECIAL:

Sections of the gauge fill as you perform tricks. When it is 1/3, 2/3 or 3/3 full, you are able to perform special tricks with special button commands. (See page 27.)

SWITCH:

This displays whether you are riding the board "regular" (left foot forward) or "goofy" (right foot forward). Tricks are more difficult to perform in Switch mode (when your rider is using the opposite of his given stance (see pages 28-31) and as a result, you score higher points. Press the L2 or R2 button to switch your stance.

LICENSES:

These icons in the lower right corner display the licenses you have completed for the current level.

MAP:

Press the SELECT button to toggle the stage map ON/OFF. The moving square in the map shows your position.

B6M:

Select your favorite tune by pressing R3 (right analog stick) right or left during gameplay.

END RUN:

Return to the Game Mode menu.





Your license result and score appear after each run over a replay of your performance.

Press the **X** button to display the End screen, with the following options.

RETRY: Redo the last run.

LICENSE INFORMATION: Display a list of missions for the current stage. Highlight each mission to see a demo and explanation.

STAGE SELECT: Return to the Stage Select menu.

WATCH REPLAY: Review your latest performance.

END RUN: Return to the Game Mode menu.



PRACTICE MODE

The hardest part of skateboarding is finding a hassle-free place to practice. In Practice mode, you can naturally develop your board control and tricks before taking them to the street. Use what's offered in this mode to cultivate your skill and transform your character from a poser into a masterful skateboarder. The Course Select screen offers the following options:

TUTORIAL DEMO: Starting with level 1, see the button controls explained for all tricks from easiest to hardest.

PRACTICE: Put what you've learned into action on a timed run. You can practice the same run an unlimited number of times.

APPLY DEMO: Watch a skater go through an entire run while the button controls are explained.



OTHERS MODE

Three intense game variations challenge your skills:

SCORE VS:

2 Player competition where the person with the highest score wins.

SCORE ATTACK:

Attempt to make the highest score possible within a time limit. Secret stages are revealed when you reach high scores.

FREE SKATE:

No rules, no limits. Skate wherever you want to. The score that appears in the upper left corner of the screen is the score of the best trick executed.





OPTION MODE



Option mode allows you to adjust a variety of game options to customize your game. After selecting **OPTION** from the Game Mode menu, you can reset or use the following options.

SOUND

Set sound-related options, including:

BGM TEST:

Sample the background music. Press [right] to access the CD image, press [up] or [down] to change CDs. Press the **X** button to play and press the [triangle] button to stop playing the selected CD.

SOUND MODE:

Select **STEREO** or **MONO** depending on your speaker setup.

VOLUME:

Set the volume for **BGM** (background music), **SE** (sound effects), your game **PROGRESS**, and the **ANNOUNCER's** voice.

EXIT:

Return to the main Option screen.



CONTROLLER

Choose between two button assignment sets: **TYPE A** and **TYPE B** and turn the controller vibration **ON** or **OFF**. (You can see your controller settings from the Pause menu at any time during play. (See page 22.)

RECORD

View the scores and medal winners from each game mode.

MEMORY CARD

Save and load game data using a Memory Card (8MB) (for PlayStation®2).

SAVE

Save game data here if you did not do so after completing the last stage. Since you can have only one saved game file per memory card, if saved data already exists, it will be overwritten by the new data.

LOAD

Load saved game data and continue play from where you left off.

AUTO-SAVE

Turn the Auto-Save feature ON/OFF. When it's ON, your game will be saved automatically after every stage.

ALL STAFF

View a parade of names of the talented teams who created **ESPN X GAMES SKATEBOARDING™**.



PAUSE MENU



Press the START button during gameplay to display the Pause menu. You will see some or all of the following options, depending on where you are in the game when you pause.

CONTINUE:

Continue the game.

RETRY:

Start the stage over from the beginning.

STAGE SELECT:

Return to the Stage Select menu.

COMMAND LIST:

Check a list of button controls to jog your memory on how to perform tricks.

SOUND OPTIONS:

Display the SOUND options from Option mode to make adjustments.

END RUN:

Return to the Mode Select menu by selecting YES. This will also end the current game. Select NO to continue the current game.

SAVING & LOADING GAME DATA



The SAVE and LOAD features give you the opportunity to preserve your game settings and progress and resume play at a later time. You'll need at least one Memory Card (8MB) (for PlayStation®2) to save game data.

NOTE: Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

SAVING

Insert a memory card into MEMORY CARD Slot 1 of your PlayStation®2, preferably before beginning play. Then, when you complete a stage and a record is updated, the Save menu appears. Select YES to save or NO to cancel the save.

To manually save your game, use the SAVE option in Option mode. While you're in Option mode, you can set the AUTO SAVE feature to ON to save automatically after every stage.

Note: At least 50Kb of free space must be available on the memory card in order to save game data. If there is not 50 Kb of free space available, then some older game data must be erased before saving. The new game being saved will overwrite any previously saved **ESPN X GAMES SKATEBOARDING™** game data on the memory card.

LOADING

To load a saved game, use the LOAD option in Option mode. You can load saved game data from any memory card containing previously saved **ESPN X GAMES SKATEBOARDING™** game data.

COMPLETE GUIDE TO SKATEBOARDING CONTROLS

You can learn all the controls in Practice mode by watching a tutorial demo and then trying out the moves yourself.

The controls in this section assume your controller is set to Type A in Option mode. If you're using Type B, switch the [triangle] button with the L1/R1 buttons in the Grab Tricks and Grind Tricks controls.

Note: If you're using the standard controller, replace "left analog stick" in the following instructions with "directional button."

BASICS

You can slightly alter your flight path by pressing the left analog stick or directional button ◀ or ▶ while in midair. Release the buttons to stop.

Ollie (jump):

Press the ⊗ button to squat and release it to do an Ollie. The longer you hold down the ⊗ button, the higher your Ollie will be.

Nollie:

Hold down the L1 or R1 button and press the ⊗ button.

Switch:

Press the L2 or R2 button.

Power Slide (brake):

Press ▾ + ▾ while skating.

Wall Ride:

While facing the wall, Ollie (⊗ button) and then press the △ button.

Spin Trick:

Ollie (⊗ button), then press the L2 or R2 button for a left or right spin while in midair.

FLIP TRICKS

- Kick Flip:**  button
- Pop Shove It:**  +  button
- Heelflip:**  +  button
- 360° Flip:**  +  button
- Hardflip:**  +  button
- Kickflip to Indy:** Half turn up on the left analog stick +  button
- 360° KickFlip to B/S:** Full turn on the left analog stick +  button
- Varial:** 2 full turns on the left analog stick +  button

GRAB TRICKS

- Nose Grab:** L1/R1 button
- Mute Grab:**  + L1/R1 button
- Indy Grab:**  + L1/R1 button rotate arrow to point down
- B/S Grab:**  + L1/R1 button
- Stale Fish Grab:**  + L1/R1 button
- Indy Nose Bone:** Half turn up on the left analog stick + L1/R1 button
- Mute Pisser:** Full turn on the left analog stick + L1/R1 button
- 900°:** 2 full turns on the left analog stick + L1/R1 button

AIR TRICKS

- Tail Grab:** ○ button
- Rocket Air:** ▲ + ○ button
- Benihana:** ▼ + ○ button
- Madonna:** ◀ + ○ button
- Grab Tuck Knee:** ▶ + ○ button
- Japan Air:** Half turn up on the left analog stick + ○ button
- Back Flip:** Full turn on the left analog stick + ○ button
- McTwist:** 2 full turns on the left analog stick + ○ button

GRIND TRICKS

Keep your balance during a grind by pressing left and right on the directional button.

You can do an Ollie during a grind by pressing the X button.

- 50/50 Grind:** Ollie X then
△ button then Ollie
(off the rail) then
△ button
(When parallel to the rail)
- Smith Grind:** ▲ + △ button
- 5/0 Grind:** ▼ + △ button
(When parallel to the rail)
- Blunt Slide:** ◀ + △ button
- Tail Slide:** ▶ + △ button
- F/S Disaster Slide:** △ button
(When vertical to the rail)
- B/S Disaster Slide:** ▼ + △ button
(When vertical to the rail)

FLAT TRICKS

The higher your speed, the longer your tricks will last.

Tail Manual: ⬆ + ⬇ + ⬆ button

Nose Manual: ⬇ + ⬆ + ⬆ button

PLANT TRICKS

Hand Plant: ⬆ button near the top
of the ramp

Rock 'n' Roll: ⬅ + ⬆ button

Sad Plant: ➡ + ⬆ button

SPECIAL TRICKS

You can perform the first 3 tricks when the Special Level Gauge is between 1/3 and 3/3 full. You can perform the last trick when the Special Level Gauge is at MAX.

Special Flip: ⬆ + ⬆ + ⬆ button

Special Grab: ⬆ + ⬆ + L1/R1 button

Special Air: ⬆ + ⬆ + ⬆ button

Super Move: Press the ⬆ button twice

PRO SKATERS



BOB BURNQUIST

Respected by skaters throughout the world as the primary innovator of switch stance tricks on the vertical plane, Bob possesses a technical skill level that can only be appreciated by hardcore fans. He continuously pushes the boundaries of skateboarding and impresses those who've witnessed his talents. Bob is currently the top Vert skater in both North America and throughout the world.

Hometown: Vista, CA
Birth Place: Rio de Janeiro, Brazil
Height: 6' 2"
Weight: 165 lbs
Stance: Regular
Sponsors: The Firm, Es Shoes, Hurley
Clothing, Nixon Watches, Ricta
Wheels, Oakley Eyewear

Ollie: 4
Speed: 6
Balance: 4
Turning: 6



CHRIS SENN

Chris has secured the most X Games gold medals on the street course to date, which include wins in 1995, 1998 and 1999. He's a skater you definitely have to watch out for in any contest situation. Chris creates obscure lines and dials in a high-speed approach toward every transition and obstacle in his path. Simply put, he makes the impossible become a reality.

Hometown: Grass Valley, CA
Birth Place: Long Beach, CA
Height: 6'0"
Weight: 150 lbs
Stance: Regular
Sponsors: Adrenalin Skateboards,
Emérica Shoes, Destructo
Trucks, TSA Clothing

Ollie: 4
Speed: 5
Balance: 6
Turning: 5

COLIN MCKAY

The name "Colin McKay" has been synonymous with skateboarding for a long time. He has amazed people all over the world with his precise board control and technical lip tricks on the vertical plane. Colin is a motivated and talented vertical skater who can also hold his own on street terrain.

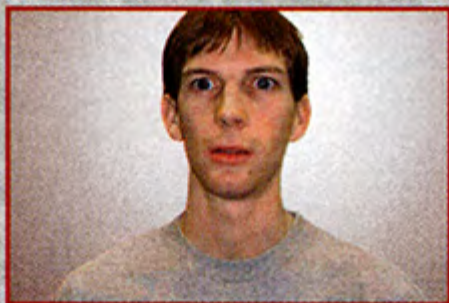


Hometown: Carlsbad, CA
Birth Place: Vancouver, BC, Canada
Height: 5' 10"
Weight: 155 lbs
Stance: Goofy
Sponsors: DC Shoes, RDS Skate Shop,
Girl Skateboards, Nixon
Watches, Royal Trucks,
Momentum Wheels, Electric
Eyewear

Ollie: 6
Speed: 7
Balance: 3
Turning: 4

KERRY GETZ

Kerry is relatively a newcomer to the pro competition circuit. Although he was a rookie at the time, his consistent skating skills took him all the way to the top of the World Cup Skateboarding statistics for the year 2000. He's currently ranked #2 in the world and #1 in North America in Street competitions.



Hometown: Philadelphia, PA
Birth Place: Lehigh, PA
Height: 5' 8"
Weight: 125 lbs
Stance: Regular
Sponsors: Habitat Boards, DVS Shoes,
Nocturnal Skateshop,
Ezekiel Clothing, Royal Trucks,
Electric Eyewear,
Bones Bearings, Clive

Ollie: 3
Speed: 6
Balance: 7
Turning: 4



CARLOS DE ANDRADE

Small in stature, but big in technical skating ability, Carlos De Andrade has become a household name in the world of street skating. He has steadily climbed through the rankings since arriving in America five years ago. Carlos is a technical master of unsurpassed skill.

Hometown: Huntington Beach, CA
Birth Place: Curitiba, Brazil
Height: 5' 0"
Weight: 127 lbs
Stance: Regular
Sponsors: World Industries, Etnies
Shoes, Volcom Clothing,
Darkstar Wheels, Venture
Trucks, Oakley Eyewear

Ollie: 6
Speed: 4
Balance: 3
Turning: 7



LINCOLN UEDA

Lincoln is a Japanese-Brazilian who has enjoyed success and world travel through his talents on a skateboard. He is usually observed flying high above the Vert ramp at most demos and contests leaving spectators in awe. Lincoln is highly respected among his peers and fans and is one of the most popular skaters in Japan.

Hometown: Costa Mesa, CA
Birth Place: São Paulo, Brazil
Height: 5' 6"
Weight: 135 lbs
Stance: Goofy
Sponsors: New Deal Skateboards, Etnies
Shoes, Hurley Clothing,
Electric Eyewear, Crail Trucks,
Cortechology Wheels

Ollie: 7
Speed: 4
Balance: 3
Turning: 6

CHAD FERNANDEZ

Chad has been skateboarding since he was a little kid and has grown up to become one of the most famous and respected skaters in his native California. His tricks are precise yet powerful, and his keen skills on rails and ledges are a must-see.

Hometown: Los Angeles, CA
Birth Place: Bellflower, CA
Height: 5' 11"
Weight: 165 lbs
Stance: Goofy
Sponsors: World Industries, Globe Shoes,
Darkstar Wheels, Independent
Trucks

Ollie: 5
Speed: 3
Balance: 7
Turning: 5

RICK McCRANK

Rick's ever-smooth style and technical skating skills have garnered him a wealth of respect and attention in the past four years. He's adaptive to any terrain and possesses a creativity that few can match.

Hometown: Vancouver, BC, Canada
Birth Place: Peterborough, Ontario, Canada
Height: 5' 10"
Weight: 145 lbs
Stance: Regular
Sponsors: Girl Skateboards, Es Shoes,
Momentum Wheels, Nixon
Watches, Matix Clothing,
Royal Trucks, Bones Bearings

Ollie: 5
Speed: 6
Balance: 6
Turning: 3



MUSIC CREDITS



"Scar"

Performed by: American Hi-Fi
 Written by: Stacy Jones
 Published by: BMG Songs, Inc. (ASCAP) o/b/o itself and Disciples of Judra
 "Scar" is available on the American Hi-Fi album "American Hi-Fi"
 American Hi-Fi appears courtesy of Island Records under license from Universal Music Enterprises.
www.americanhi-fi.com



"OK Nightmare"

Performed by: Caviar
 Written by: Blake G. Smith
 Published by: EMI April Music, Inc.
 "OK Nightmare" is available on the Caviar album "Caviar"
 Caviar appears courtesy of Island Records under license from Universal Music Enterprises.



"Jenny (867-5309)"

Performed by: Crease
 Written by: Alex Call and Jim Keller
 Produced and mixed by: Paul Trust
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 "Jenny (867-5309)" is available on the Crease album "Vindication" (RR 8558)
 Crease appears courtesy of Roadrunner Records
www.roadrunnerrecords.com



"Secret Agent"

Performed by: Foreign Legion
 Written by: Keith Griego, Zachary Turner and Ricky Govan Jr.
 Published by: self-published (BMI)
 "Secret Agent" is available on the Foreign Legion album "Kidnapper Van"
 Foreign Legion appears courtesy of Insidious Urban
www.foreignlegionhq.com



"A Place For My Head"

Performed by: Linkin Park
 Written by: C. Bennington, R. Bourdon, B. Delson, M. Shinoda, J. Hahn, M. Wakefield and D. Farrell
 Published by: Zomba Enterprises Inc. (ASCAP)/Zomba Songs Inc. (BMI)
 "A Place For My Head" is available on the Linkin Park album "Hybrid Theory"
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 By Arrangement With Warner Special Products



"Hit Or Miss"

Performed by: New Found Glory
 Written by: New Found Glory
 Published by: Blanco Meow Music (ASCAP)
 "Hit Or Miss" is available on the New Found Glory album "New Found Glory"
 New Found Glory appears courtesy of Drive Thru Records/MCA



"Who Would've Thought"

Performed by: Rx Bandits
 Written by: Matthew Embree
 Published by: Rxmusic (ASCAP)
 "Who Would've Thought" is available on the Rx Bandits' album
 "Progress"
 Rx Bandits appear courtesy of Drive Thru Records/MCA



"Death Of The Alphabet"

Performed by: Schatzi
 Written by: Christian Kyle
 Published by: Honky Crisis Publishing
 "Death Of The Alphabet" is available on the Schatzi EP "Death Of
 The Alphabet"
 Schatzi appears courtesy of Mammoth Records



"Waste"

Performed by: Skrape
 Written by: Billy Keeton, Will Hunt, Brian Milner, Mike Lynchard and
 Pete Sison
 Published by: EMI Music Publishing
 "Waste" is available on the Skrape album "New Killer America"
 Skrape appears courtesy of the RCA Record label. Under license
 from BMG Special Products.
www.skrape.com



"Fat Lip"

Performed by: Sum 41
 Written by: Sum 41
 Published by: EMI April Music, Inc. and Steve Jooz, Dave Baksh and
 Greg Nori (SOCAN)
 "Fat Lip" is available on the Sum 41 album "All Killer No Filler"
 Sum 41 appears courtesy of Island/Def Jam



"A Short Supply (Of Truth)"

Performed by: Union 13
 Written by: Union 13
 Published by: Union 13 Music (BMI)/Westbeach
 Music (BMI)
 "A Short Supply (Of Truth)" is available on the Union 13 album
 "Youth, Betrayal & The Awakening"
 Union 13 appears courtesy of Epitaph
www.epitaph.com
www.uniontrece.bizland.com



"The Drop In"

Performed by: Voodoo Glow Skulls
 Written by: F. Casillas/E. Casillas
 Published by: JIAF (BMI)/Westbeach Music (BMI)
 "The Drop In" is available on the Voodoo Glow Skulls album
 "Symbolic"
 Voodoo Glow Skulls appear courtesy of Epitaph
www.epitaph.com
www.voodooglowskulls.com

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