



EVOLUTION 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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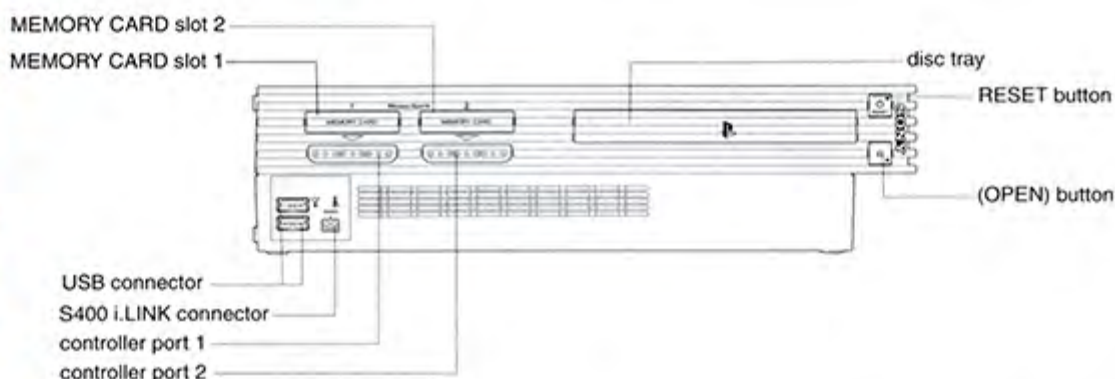


Thank you for purchasing **EVOLUTION SKATEBOARDING™**. Please read this manual before starting play. Doing so will allow you to get the most out of your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

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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 **EVOLUTION 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 230Kb of free space must be available on the memory card in order to save game data. If there is not 230Kb 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 21.

SELECT WINDOW CONTROLS

- ⊗ button Enter selection; Next screen
- △ button Cancel; Back
- directional buttons Select items; Move cursor

REPLAY CONTROLS

- ⏏ button Pause
- △ button Frame advance
- ➡ button Fast-forward
- ⊙ button Restart
- ⊗ button Exit
- L1 button Slow
- R1 button Toggle display

OPTIONS p. 20

GAME CONTROLS

Using the DUALSHOCK®2 analog controller is recommended.

- Controller buttons are standard setting. Edit button configurations in the Options, page 20.
- Identical commands may have different results depending on the skater being played.
- The directional buttons and the left analog stick have the same function.

- L2 / R2 buttons Spin, Switch stance
- START button Pause
- ↑ button Forward
- ↓ button Brake
- ← button Left turn
- ➡ button Right turn
- ↗ button Sudden left turn
- ↘ button Sudden right turn
- SELECT button Change camera angles
- L1 button Fakie
- R1 button Combo/Special trick
- ⏏ button Flip tricks
- △ button Grind tricks
- ⊙ button Grab tricks
- ⊗ button Ollie
- right analog stick Change music selection
- R1 button + left analog stick Skater View (when stopped)



STARTING THE GAME

Pressing the START button at the title screen will yield the Mode Select Screen. Select items using the directional buttons and enter selections with the **X** button.

MODE SELECT SCREEN



Arcade p. 6

Complete objectives within each level to advance through the game. Clearing the objectives stated in each stage enables the Player to gain access to more stages. Routes levels and objectives differ depending on the skater chosen.

Trial p. 12

Participate in 2-run contests with the pros in different settings, including Vert and Park. The skater with the highest average score wins. 2-Player compatible.

Free p. 14

Players may revisit stages already unlocked for unlimited riding time.

Practice p. 13

A tutorial feature that trains the skater in basic skills needed for riding. Trick demonstrations can also be viewed.

Challenge p. 15

This mode presents increasingly difficult obstacles to be cleared.

VS p. 15

2-Player mode. Players compete against each other.

Edit p. 16

Create an original skater, edit your board, assign combos or produce a skate video

Quick p. 15

Set up shortcuts in this mode. This simplifies preference settings.

Option p. 20

Various option settings, record confirmation, and saving and loading of data take place here.

ARCADE MODE

Clear the objectives within the given time frame as listed in the stage preview screen. As objectives are cleared, the Player may gain access to a new stage, depending on the number required for that stage. Skater selection dictates the objectives the Player will need to complete, as well as the level sequence and layout.



SKATER SELECT

Choose one of 8 pro skaters to play, or create an original character. Select the skater using the directional buttons, and enter selections with the **X** button. Pressing the **□** button displays the skater's stats.



- In Arcade Mode, available levels and objectives vary based on the skater chosen.

Ollie	Vertical leap ability
Speed	Speed of movement and jump distance
Grind	Grind trick balance
Balance	Handplant/Manual balance
Spin	Rotational speed
Turning	Turning ability
Stance	Skater stance (regular/goofy)

PRO SKATERS p. 26



STAGE SELECT

Select a stage to play. Browse the menu with the directional buttons, and enter the selection with the **X** button. Only unlocked stages are available for selection.



OBJECTIVES LIST

The objectives for the stage selected are shown. A check mark appears next to each objective when it has been completed.

PAUSE WINDOW

The Pause window comes up when the START button is pressed during the game. Press the **□** button to toggle between the Pause Menu and the Game Options Menu. Select items using the directional buttons, and press the **X** button to enter the selection.



Continue	Return to the current game
Retry	Begin a new run
Stage Select	Return to Stage Select Screen
End Run	Return to Mode Select Screen
Command List	Show trick commands
Spot List	Show bonus list of skate spots
Mission Check List	List of objectives, explanations, and clearance status

RESULTS SCREEN

After play segment is complete, Score, Skater Points and Mission status will be displayed. Proceed to next screen by pressing the **X** button.



END OF STAGE

A Menu window comes up when the **X** button is pressed at the Results Screen. Select items with the directional buttons, and enter selections with the **X** button.



- | | |
|---------------------|---|
| Retry | Start from the beginning |
| Stage Select | Return to Stage Select Screen |
| Replay | Play back previous action |
| Replay Edit | Edit and save replays. Saved replays can be edited later in the REPLAY EDIT mode. <i>See page 18.</i> |
| End Run | Return to Mode Select Screen |

MULTI MENU



Various settings may be edited before entering a stage. Once changes are made, select **GO** to continue and enter the stage.



GEAR

**Deck Size**

The size of the board

Small

Maneuverability, consistency

Normal

Standard setting highlighting the skill of the skater

Large

Easier ollies

Truck Settings

The type of trucks used

Tight

Perfect for grinding

Medium

Standard setting highlighting the skill of the skater

Loose

Maneuverability; easier turns

Wheel Size

The dimensions of the wheels

Small

Easier grinds

Normal

Standard setting highlighting the skill of the skater

Large

High speed

Bearings

The type of bearings used

Fast

Speedy movement and increased distance when jumping

Normal

Standard setting highlighting the skill of the skater

Slow

Less speed, more security

Deck

Choose deck design. Deck selection may be increased by fulfilling various criteria, or by obtaining decks in Arcade Mode.

Deck Tape

Choose the color of your deck tape

Trucks

Choose the color of your trucks

Wheels

Choose the color of your wheels

Exit

Return to Multi Menu Screen when all gear parameters have been set.

STYLE



- | | |
|--------------|--|
| Hair | Change hairstyles and hats |
| Shirt | Change shirts |
| Pants | Change pants |
| Shoes | Change shoes |
| Enter | Return to Multi Menu Screen when all style parameters have been set. |

COMBO EDIT

Register up to 2 special combos per skater.



Place the cursor on EDIT LIST and select the tricks to be combined using the **X** button. Tricks designated with arrows have additional air duration parameters, which can be set using the directional buttons.

- | | |
|---------------|--|
| Test | Check out the combo created. |
| Rename | Assign a new name for the newly created combo. |
| Exit | Exit settings and return to Multi Menu. |



STICKER EDIT



Deck

Choose the deck to put stickers on

Sponsor

Select a sticker and then decorate your deck using the directional buttons to determine location, **L1** / **R1** buttons to rotate and the **L2** / **R2** buttons to alter size. Hold down the **confirm** button to make fine-tune adjustments. Press the **confirm** button to remove stickers in the order they were applied.

Exit

Save settings and return to Multi Menu.



TRIAL MODE

Compete for points against other skaters in Vert and Park. Each skater is allotted 2 runs, and the one with the highest average wins the round. To begin, first select the number of players and press the **X** button to enter your selection. Players will perform alternately in 2P Mode.



STAGE SELECT

Select the stage to be played with the directional buttons, and enter the selection with the **X** button.



Vert

Stomp air and lip tricks on a vert ramp. A high volume of different tricks is the way to a high score.

Park

Throw down airs and grinds in a street session. Originality counts in this stage; skaters are rated on their choice of line and trick combinations.



RESULTS SCREEN

TRIAL RESULT VERT			
	1st RUN RESULT	2nd	
1	A. Sean	100.0	100.0
2	R. McCrank	77.90	77.90
3	M. Appleyard	76.46	76.46
4	C. McKay	68.01	68.01
5	S. Williams	66.13	66.13
6	C. Senn	64.13	64.13
7	K. Getz	63.80	63.80
8	D. Way	63.72	63.72

Points and standings are displayed after the stage is completed. Press the **X** button to proceed to the next screen. Then, browse the menu items with the directional buttons and select with the **X** button.

- Retry** Begin stage from the beginning
- Stage Select** Return to Stage Select Screen
- Replay** Show replay footage
- Replay Edit** Edit and save replays. Saved replays can be edited later in the REPLAY EDIT mode. *See page 18.*
- End Run** Return to Mode Select Screen

PRACTICE MODE

Practice moves and tricks in a specially designed skate location. This feature is also a tutorial mode, in which players may view a demo to learn trick commands. The demo will run automatically. To skip the demo and go directly to practice the move, press the **X** button.



LEVEL SELECT

Select a level between 1 and 5 for a practice session, using the directional buttons to select and the **X** button to enter the selection. Level 1 tricks are basic moves, while Level 5 tricks are more advanced.



Press the **START** button during a practice session to display the Pause Window. Select items with the directional buttons, and enter the selection with the **⊗** button.

- | | |
|---------------------|--|
| Continue | Continue playing the practice session |
| Retry | Restart the current practice session |
| Demo | View the demo that corresponds to current practice session |
| Level Select | Return to Level Select Screen |
| End Run | Return to the Mode Menu Select Screen |
| Command List | Show all trick commands |

OTHER MODES

Other modes, such as 2-Player mode, are also available. Select preferences with the directional buttons, and enter the selection with the  button. To stop playing in the middle of a game, select End Run from the Pause Window to return to the Mode Menu Select Screen.

FREE SKATE



Stages opened in Arcade Mode are available to skate without a time limit.
Single player only.

EDIT MODE

SKATER EDIT

Create your own skater, and play your original character in other game modes. When a parameter has been edited, a NEW icon will appear.

STYLE



Face

Choose facial features

Hair

Choose hairstyles and hats. **L2**/**R2** buttons are used to alter color.

Shirt

Choose a shirt. Press **L2**/**R2** buttons to alter color, and **L1**/**R1** buttons to alter pattern and brand.

Pants

Choose a pair of pants. Press **L2**/**R2** buttons to alter color, and **L1**/**R1** buttons to alter brand. Selecting shorts allows you to choose a style of socks.

Shoes

Choose a pair of shoes. Press **L2**/**R2** buttons to alter color, and **L1**/**R1** buttons to alter brand.

Voice

Give your skater a voice. Press **L2**/**R2** buttons to alter voice, and **L1**/**R1** buttons to alter pitch.

Next

Proceed to next screen

STATUS



Displays skater parameters. Initially, there are 23-38 Status points available to distribution among the following abilities. Gain additional Status points for this skater during Arcade Mode.



Ollie	Vertical leap ability
Speed	Speed of movement. Effects jump distance
Grind	Grind trick balance
Balance	Handplant/Manual balance
Spin	Rotational speed
Turning	Turning ability
Stance	Skater stance (regular/goofy)

NAME ENTRY

Enter in the form of Last Name, First Name. Press NEXT to proceed to next screen.

EDIT COMPLETE



Style	Return to Style Edit Screen
Rename	Return to Name Entry Screen
Undo	Re-edit all preferences
Exit	Save and exit Skater Edit

STICKER EDIT



Deck	Choose deck to apply stickers to
Sponsor	Choose sponsor sticker to apply to the deck
Move	Use the directional button to move the sticker
Rotate	Press R1 / L1 to rotate the sticker
Resize	Press R2 / L2 to resize the sticker
Exit	Save and exit Sticker Edit

Setup

Test

Rename

Exit

Save settings

Edit saved replay data from each mode. Select "Play" to view, and "End" to return to the Edit Mode Menu.

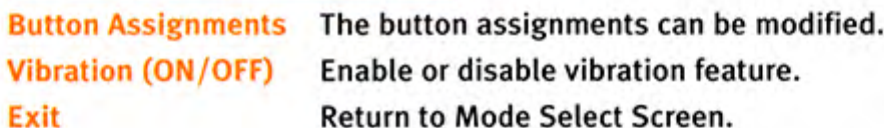
You can save up to 20 replay files.



Choose background music to play during the edited Replay.

Preference setup, saving and loading of data, and confirmation of records are all done here. Select items with the directional buttons, and press the button to enter the selection.

Enter preferences for controller operation, vibration feature, etc.



All sound related preferences can be found here.

BGM Test	Give the soundtrack a listen
Sound Mode	Switch between Stereo and mono sound. <i>See About Dolby Surround Pro Logic II P.25</i>
Volume Settings	Adjust various noise levels from 1-10.
Exit	Return to Mode Select Screen

TRICKS

TRICK COMBOS



SPECIAL GAUGE

ADDITIONAL TRICKS

TRICK COMBOS

Bonus points are awarded when a skater successfully executes more than one trick, in succession, prior to landing.

SPECIAL GAUGE

Levels of the Special Gauge rise whenever a trick is completed successfully. When the reading reaches MAX, the skater is able to make Special and Edit Combo moves. These are added to the stock every time MAX is reached on the Special Gauge.

ADDITIONAL TRICKS

An Additional Trick can be executed by pressing a trick command during a certain window of time (immediately after executing a trick, while the trick name is still displayed and flashing). This will increase the trick score substantially.

BASICS

Ollie (Jump)

⊗ button to crouch down, release to leap
The longer the key is held down, the higher the ollie will be.

Nollie

L1 to set up, **⊗** button to finish

Switch

L2 or **R2** button

Fakie Ollie

Go Switch, **L1** to set up, **⊗** button to finish

Power Slide (Brake)

↓ directional button + ↓ directional button (quickly)

Wall Ride

Jump alongside or into a wall, and then hold

down the button.

Spin Trick (Left spin)

L2 button when airborne

Spin Trick (Right spin)

R2 button when airborne

To stop performing a trick, release the button

Flight direction may be affected slightly by using the directional buttons while airborne.

GRAB TRICKS

- | | |
|----------------|------------------------------------|
| Ollie North | ⊙ button |
| Nose Grab | ↑ D button + ⊙ button |
| Double Handed | ↗ D button + ⊙ button |
| Backside | ➡ D button + ⊙ button |
| Stalefish | ↖ D button + ⊙ button |
| Tail Grab | ↓ D button + ⊙ button |
| Roast Beef | ↘ D button + ⊙ button |
| Mute | ← D button + ⊙ button |
| Indy | ↙ D button + ⊙ button |
| Cross Bone | ↑ D button + ↑ D button + ⊙ button |
| Grab Tuck Knee | ➡ D button + ➡ D button + ⊙ button |
| The 900 | ↓ D button + ↓ D button + ⊙ button |
| McTwist | ← D button + ← D button + ⊙ button |

Be sure of your landing spot during Air Tricks. Missing the half-pipe or other landing spot will result in an ugly spill. To avoid this spill, double-tap down (↓, ↓) quickly, just prior to hitting the ground.

GRIND TRICKS

- | | |
|----------------|---|
| 50/50 Grind |  button with <i>parallel approach</i> |
| Disaster Slide |  button with <i>perpendicular approach</i> |
| Nose Grind |  D button +  button |
| Smith Grind |  D button +  button |
| Tailslide |  D button +  button |
| K Grind |  D button +  button |
| 5-o Grind |  D button +  button |
| Blunt Slide |  D button +  button |
| Disaster Slide |  D button +  button |
| Feeble Grind |  D button +  button |

Balance is especially important in Grind tricks. Maintain balance with the directional buttons (➡/⬅).

If executed at the right time, pressing the  button at the end of the grind may result in an additional, or GRIND OUT, trick.



PRO SKATERS



MARK APPLEYARD

Mark's roots stem from the streets of Toronto, Ontario and since he was first discovered as an unknown amateur he's impressed and influenced countless skaters. Mark's hard work ethic, technical flair and extremely smooth style have placed him in numerous videos, magazines and road trips across the globe.

What's more, his outgoing personality keeps those close to him laughing and excited to be in his presence. Mark has unquestionably established his skill and merit amongst his peers in a relatively short amount of time and he's only getting better.

STATS

DOB	November 11, 1982
Birthplace	Burlington, Ontario
Resides	Huntington Beach, CA
Height	6ft.
Weight	155 lbs.
Years Skating	9 years
Stance	Regular

SPONSOR INFORMATION

Board	Flip Skateboards
Wheels	Thunder Trucks
Wheels	Ricta Wheels
Clothes	Volcom Clothing
Shoes	Circa Shoes
Shop	Active Ride Shop



KERRY GETZ

Kerry maintains one of the best kickflips in the business. His solid, smooth and steady skating abilities have consistently placed him on the podium amongst his peers at major professional competitions throughout the world. This kid from the East Coast has managed to create quite a following in just a few short

years. Aside from his gifted talents and passions on his skateboard, Kerry owns a skateboard shop, Nocturnal in Philadelphia, and enjoys driving and working on his fast cars.

STATS

DOB	June 10, 1975
Birthplace	Leighton, PA
Hometown	Philadelphia, PA
Height	5ft. 8 in.
Weight	140 lbs.
Years Skating	15 years
Stance	Regular

SPONSOR INFORMATION

Board	Habitat
Wheels	Royal
Wheels	Habitat
Clothes	Ezekiel
Shoes	DVS
Bags	Clive
Other	Nocturnal Skateshop

**RICK MCCRANK**

Always explosive, unpredictable and adaptive, Rick is an all-around Canadian powerhouse with a casual style. In most instances he's comfortable on any given terrain and possesses an imaginative finesse on his skateboard that few can match. Rick usually has the crowd and his peers screaming in disbelief

in competitions and demonstrations throughout the world. The words "consistent" and "powerful" are best used to describe Rick's skating ability. He is also a father to daughter, and recently opened a skateshop, Anti Social in Vancouver, B.C.

STATS

DOB	January 23, 1976
Birthplace	Peterborough, Ontario
Hometown	Vancouver, BC
Height	5ft. 10 in.
Weight	145 lbs.
Years Skating	14 years
Stance	Regular

SPONSOR INFORMATION

Board	Girl
Wheels	Royal
Wheels	Momentum
Clothes	Matix
Shoes	Es
Shop	Nixon watches, Anti Social Skateshop

**COLIN MCKAY**

This Vancouver, B.C. native has been pushing his abilities and the progression of skateboarding on the vertical plane for well over a decade. Colin's natural gift for skateboarding is strong on the streets as well, but his real love and devotion to his craft is on vertical terrain. He's appeared in numerous television

commercials, owns and maintains a skate shop, RDS in Encinitas, CA and has become a familiar name to skateboarding enthusiasts. To describe Colin's talents in words is nearly impossible; his skating must be seen and experienced to be believed.

STATS

DOB	August 29, 1975
Birthplace	Vancouver, BC
Hometown	Carlsbad, CA
Height	5ft. 10in.
Weight	155 lbs.
Years Skating	16 years
Stance	Goofy

SPONSOR INFORMATION

Board	Seek
Trucks	Independent
Wheels	Momentum
Clothes	DC Shoes
Shoes	DC Shoes
Other	Nixon, RDS



ARTO SAARI

Originally from Helsinki, Finland, Arto has made quite a name for himself amongst skateboarders all over the world. Over the past year he's dedicated the majority of his skating time to filming and shooting for videos and magazine coverage and it's readily evident that his efforts have yielded renowned results. Last year Arto

was honored as Thrasher magazine's 2001 "Skater of the Year" attesting that he's one of the biggest talents in the world of skateboarding today. With continual magazine coverage, interviews, video parts, tours and general accessibility to his teenage fans, Arto is a skater that will be on top of the scene and remembered for many years to come.

STATS

DOB	November 9, 1981
Birthplace	Helsinki, FIN
Hometown	Huntington Beach, CA
Height	6ft. 1 in.
Weight	160 lbs.
Years Skating	9 years
Stance	Regular

SPONSOR INFORMATION

Board	Flip
Trucks	Independent
Wheels	Ricta
Clothes	Rusty
Shoes	Es
Other	Von Zipper



CHRIS SENN

This three-time XGames Street Champion continues to be a major threat in professional skateboarding competitions around the globe. Chris' adaptive and creative approach to skate terrain is his forté. He skates it all and often seeks and attacks street courses with speedy and inventive lines where other competitors

don't or can't see the lines. He's a father and an aspiring fine artist as well, and enjoys time at home away from the contest circuit. He's currently ranked 1st in the overall World street standings and 1st in North American street standings for 2001. It's a safe bet that Chris is one to watch if you're looking for some pure inspiration in your skating.

STATS

DOB	December 11, 1972
Birthplace	Grass Valley, CA
Resides	Huntington Beach, CA
Height	6ft.
Weight	150 lbs.
Years Skating	18 years
Stance	Regular

SPONSOR INFORMATION

Board	Adrenalin
Trucks	Destructo
Wheels	Revolution
Clothes	TSA
Shoes	Emerica



DANNY WAY

For over a decade Danny Way has pushed the boundaries of professional skateboarding through his critical thinking, sheer determination, confidence and physical strength. Danny presently holds the world's record for highest air above the lip of a vertical ramp at 18' 3" and the longest jump measuring in at over

65 feet. In addition, he's the only skater with enough courage to drop into a ramp from a helicopter high above it's deck. Over the years, he's overcome numerous injuries and has shown the greatness of athleticism in keeping his progression on track. He is a true skateboarding legend in every sense and continues to impress all who witness his power.

STATS

DOB	April 15, 1974
Birthplace	Portland, OR
Hometown	Carlsbad, CA
Height	6ft. 1 in.
Weight	185 lbs.
Years Skating	21 years
Stance	Regular

SPONSOR INFORMATION

Board	Alien Workshop
Wheels	Independent
Wheels	Alien Workshop
Clothes	DC Clothing
Shoes	DC Shoes
Other	Nixon, Spy



STEVE WILLIAMS

Emerging from the streets of Philadelphia, Stevie Williams has made his mark in the ranks of professional skateboarding with his streetwise skills and technical abilities upon urban skate terrain. Stevie is best known for his complex manual tricks and adaptive approach to switchstance moves. In addition, he has helped to

introduce and integrate urban style and hip hop culture to the skateboarding world from the street level.

STATS

DOB	December 17, 1979
Birthplace	Philadelphia, PA
Resides	Los Angeles, CA
Height	5ft. 9 in.
Weight	165 lbs.
Years Skating	10 years
Stance	Regular

SPONSOR INFORMATION

Board	DGK Skateboards
Wheels	Venture Trucks
Wheels	Gold Wheels
Clothes	DC Clothing
Shoes	DC Shoes
Bags	Clive

Written by Mike Palm
Figs. D Music, Inc o/b/o Virtually
Indestructible Music

Slow Me Down

Performed by Default

**Written by (Chad Kroeger, Dallas Smith,
Jeremy James Hora, Dave Benedict,
Danny Craig)**

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Evolution

Performed by Unwritten Law (Scott Russo, Robert Brewer, Steve Morris, Wade Youman, Pat Kim)

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UnReal

Performed by Ill Nino

**Produced and Engineered by Dave Chavarri,
Co-produced by Ill Nino**

Mixing and additional Production by Steve Regina, Rob Caggiano and Eddie Wohl for Scrap 60 Productions.

Lyrics by Cristian Machado.

**Music by Cristian Machado, Marc Rizzo
and Dave Chavarri**

Published by EMI Blackwood Music.

Inc./Nino Chavarri Music/Ill Marc Rizzo
Music/Ill Cristian Music (BMI)

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Elevator

Performed by The Dickies

Written by George Alexander

BMG Songs, Inc.(ASCAP)

OBO Artists Music, Inc.

Courtesy of Triple X Records, Inc.

By arrangement with Music for the Masses

Baby, You Blow My Mind

Performed and Produced by Kurtis Mantronik

Written by K. Mantronic, C. Bush
and A. Heermans

Courtesy of Oxygen Music Works

By arrangement with Music For the Masses

Devotion

Performed and by Charizma and Peanut Butter Wolf

Written by C. Manak and C. Hicks

Published by Miserable Beast Music (BMI).

Appears courtesy of Stones Throw Records

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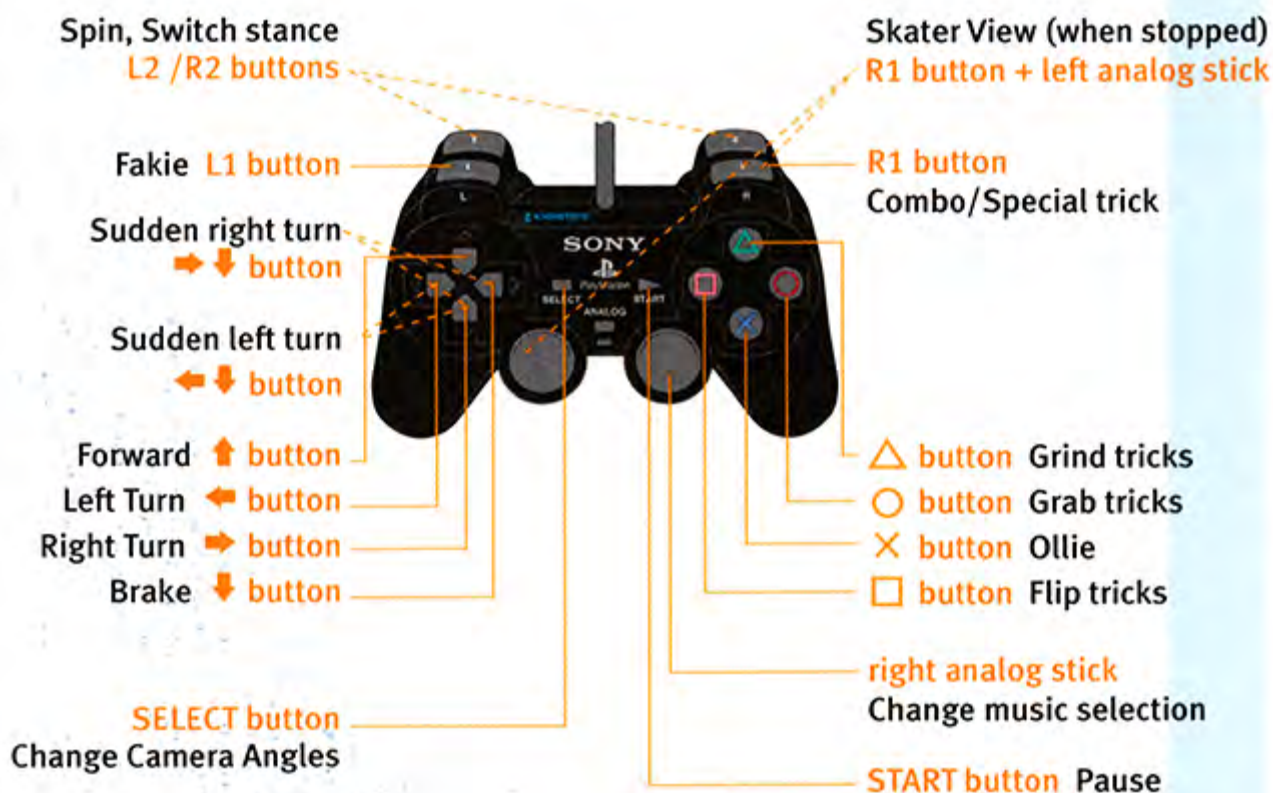
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QUICK REFERENCE GAME CONTROLS

Using the DUALSHOCK®2 analog controller is recommended.

- Controller buttons are standard setting. Edit button configurations in the Options, page 21.
- Identical commands may have different results depending on the skater being played.
- The directional buttons and the left analog stick have the same function.



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