

the
SIMPSONS™

Skateboarding

TEEN
T
CONTENT RATED BY
ESRB

MATT GROENING

ELECTRONIC ARTS™



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.

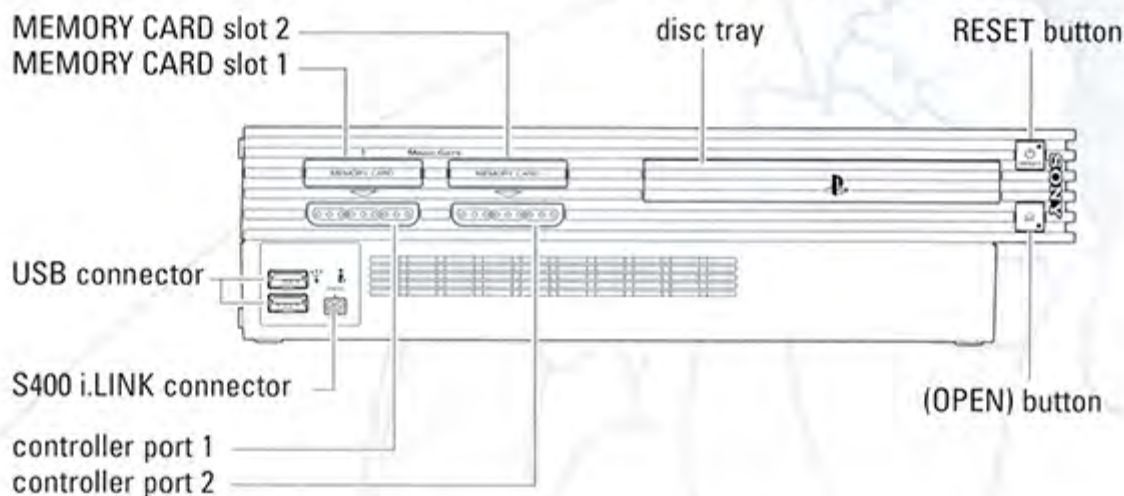
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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STARTING THE GAME

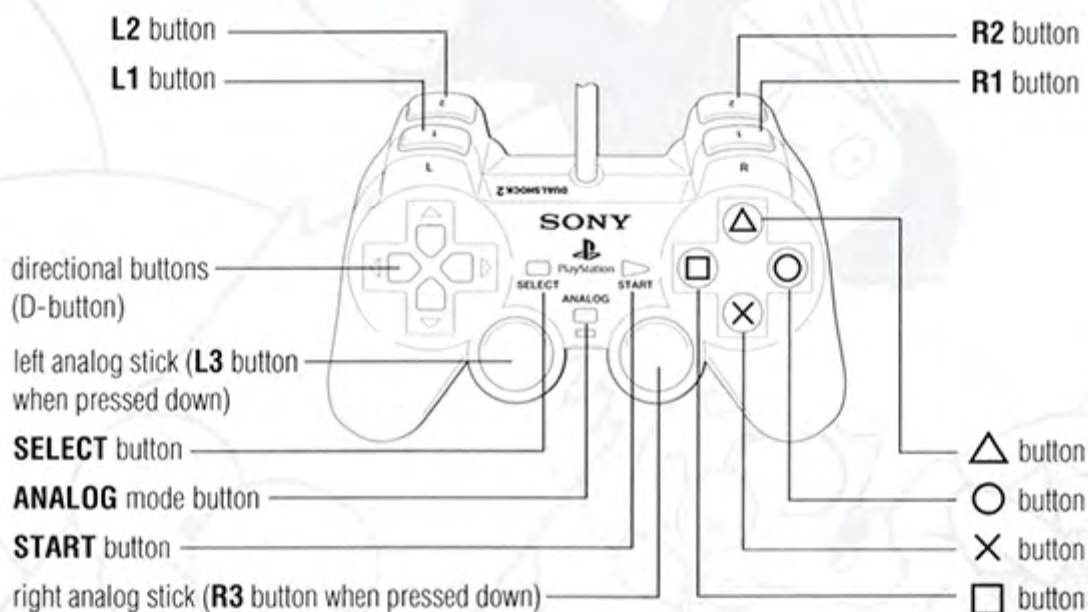
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place *The Simpsons™ Skateboarding* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MATT GROENING

BASIC CONTROLS

You want to be the coolest thing on four wheels? This is a good place to start. Start with these simple tricks and moves before you try to get all crazy on the half pipe. Ollie off a ramp, grind on a rail, kickflip off a ledge—just make sure you don't biff in front of your friends.

GAME CONTROLS

Kick to move forward	D-button or left analog stick ↑
Turn	D-button or left analog stick ↔
Ollie	✕ button
Lock speed/Power up Ollie	✕ button (hold)
Brake	D-button or left analog stick ↓
Grinds	▲ button + D-button or left analog stick
Grabs	● button + D-button or left analog stick
Board flips	■ button + D-button or left analog stick
Pause the game	START button

MENU CONTROLS

Highlight menu items	D-button ⇅
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	✕ button
Return to previous screen	▲ button

- You're going to need to know more than the basics if you don't want to look like a wanna-be out there. For a more detailed list of commands, ► *Complete Controls* on p. 6.

INTRODUCTION

The Annual Skate Tour is coming to Springfield! Practice your kicks and your grabs, because you're going to be competing for some big bucks. We're talking literally dozens of dollars here!

The Annual Skate Tour is open to locals only, so that means only you and your fellow Springfieldians can enter. Everybody in town is going to have their eyes on that \$99 Grand Prize, including, naturally, the Simpsons. Homer, Marge, Lisa, and of course Bart are going to be hitting the half pipe hard to show the town just what they're capable of when money's at stake.

So grab your skateboard, hit the course, and get ready for the Annual Skate Tour championship!



MATT GROENING

COMPLETE CONTROLS

OK, hotshot. You know your Indies from your Methods. You know your grinds from your grabs. You think that's enough to win the Locals Only tournament? Think again. You'd better learn as many of these moves as you can or else catch the first bus out of Springfield.



EA Tip: Pressing and holding the X button to lock your skater at slower speeds is crucial to completing certain objectives within the game.

BASIC MOVES

Kick to move forward	D-button or left analog stick ↑
Turn	D-button or left analog stick ↔
Ollie	X button
Lock speed/Power up Ollie	X button (hold)
Brake	D-button or left analog stick ↓
Grinds	▲ button + D-button or left analog stick
Grabs	● button + D-button or left analog stick
Board flips	■ button + D-button or left analog stick
Invert (Hand Plant)	▲ button + D-button ↑ (when approaching the lip of a vert or halfpipe)
Manual	D-button ↑ then D-button ↓ (quickly)
Nose Manual	D-button ↓ then D-button ↑ (quickly)
Pause the game	START button



EA Tip: To get out of a pipe or bowl, press and hold the D-button or the left analog stick ↑ as you go over the lip.

GRINDS

Find a nice, long edge and grind away. You can grind on rails, fences, benches, and a whole lot more. If it's got an edge, you can probably grind on it!

50-50 grind	▲
Nose Grind	▲ + D-button ↑
Nose Slide	▲ + D-button ⇐
5-0 Grind	▲ + D-button ↓
Tail Slide	▲ + D-button ⇨
Blunt Grind	▲ + D-button ↖
Board Slide	▲ + D-button ↗
Crooked Grind	▲ + D-button ↘
Crooked Slide	▲ + D-button ↙

GRABS

Perform a grab while airborne. Each character has his or her own unique grabs. These Special grabs require you to be In The Zone (► p. 11)

→ To perform a grab, catch some air and press the D-button and then press and hold the ● button. Release the ● button before you land or else you'll biff it.

NOSE GRABS

Nose Grab	D-button ↑ then ● button (hold)
Friendly Ghost	D-button ↑, ↑, then ● button (hold)
Weinberger	D-button ↑, ↓, then ● button (hold)
Jasper	D-button ↑, ↗, ⇨, then ● button (hold)
Casper	D-button ↑, ↗, ⇨, ↘, ↓, then ● button (hold)
Special Nose Grab	D-button ↑, ↗, ⇨, ↘, ↓, ⇨, ⇐, ↖, ↑, then ● button (hold)

TAIL GRABS

Tail Grab	D-button ↓ then ● button (hold)
Improbable	D-button ↓, ↓, then ● button (hold)
Unlikely	D-button ↓, ↑, then ● button (hold)
In Your Dreams	D-button ↓, ↗, ↖, then ● button (hold)
Impossible	D-button ↓, ↗, ↖, ↘, ↑, then ● button (hold)
Special Tail Grab	D-button ↓, ↗, ↖, ↘, ↑, ↗, ↖, ↘, ↓, then ● button (hold)

FRONT RAIL GRABS

Indy	D-button ⇨ then ● button (hold)
Gutted	D-button ⇨, ⇨, then ● button (hold)
Spineless	D-button ⇨, ⇨, then ● button (hold)
Boneless	D-button ⇨, ↘, ↓, then ● button (hold)
Boned	D-button ⇨, ↘, ↓, ↗, ⇨, then ● button (hold)
Special Front Grab	D-button ⇨, ↘, ↓, ↗, ⇨, ↘, ↑, ↗, ⇨, then ● button (hold)

BACK RAIL GRABS

Method	D-button ← then ● button (hold)
Melloncollie	D-button ←, ←, then ● button (hold)
Stinkyfish	D-button ←, →, then ● button (hold)
Blinkyfish	D-button ←, ↖, ↑, then ● button (hold)
Bummed Out	D-button ←, ↖, ↑, ↗, →, then ● button (hold)
Special Back Grab	D-button ←, ↖, ↑, ↗, →, ↘, ↓, ↙, ←, then ● button (hold)

BOARD FLIPS

Perform a board flip while airborne.

360 Flip	■ button + D-button ↑
Kickflip	■ button + D-button ↓
Shove-it	■ button + D-button ←
Shove-it 360	■ button + D-button →



EA Tip: To perform a late Board Flip, wait for the skateboard to clear the lip and then execute the Board Flip.

SPINS & FLIPS

Tweak out your jump with some spinning action. Press and hold the appropriate button while skating to power up your spin or flip.

Spin right	R1 button
Spin left	L1 button
Back Flip	R2 button
Front Flip	L2 button



EA Tip: Use Manuals and Nose Manuals to link tricks together for ultra-cool mega-combos!

CAMERA

Move camera	right analog stick
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SETTING UP THE GAME

Before you can get all fancy-pants with your game mode selection, you have to take care of a couple things first.

To set up a single player game:

1. Select NEW GAME or LOAD GAME from the Main menu.
2. Select SKATE THE TOUR from the Game Type pop-up. The Character Select screen appears.
3. Press the D-button ⇄ to highlight an unlocked character, then press the ✖ button to select. The character skates down the ramp.
4. Press the ✖ button again to confirm your character. If you have any unlocked boards, the Board Select window appears.
5. Press the D-button ⇄ to highlight an unlocked board, then press the ✖ button to select. The Level Select window appears.
6. Press the D-button ⇄ to highlight an unlocked level, then press the ✖ button to select. The Tour menu appears (► *Tour* on p. 14).



MATT GROENING

PLAYING THE GAME

Now don't get nervous. Just because the entire town of Springfield is watching your every move doesn't mean you're going to choke. Just stay calm. **STAY CALM!** Remember your moves and you'll be fine. Or, you might land flat on your face and be utterly humiliated. You never know.

- Following a Skillz School, Skatefest, or Timed Trick Contest game, the What Next? screen appears. From here you can retry the current game, change levels, enter the Shop (► p. 13), and more.

GAME SCREEN



IN THE ZONE

Pull off a rapid series of cool tricks to add to your In The Zone meter. Once the meter is full, all of your attributes are temporarily boosted—sort of like Bart on an all-syrup Squishee rush—and you can pull off ultra cool In The Zone Grabs and Inverts. If you biff, either while you're building up the meter or while you're In The Zone, the meter resets to zero.



The In The Zone meter only appears in Skillz School when necessary for the current trick.

PAUSE MENU

If somebody tried to tell you how to ride your board, would you listen? Heck no! So why would you let somebody tell you which course to ride, or which music to listen to? From the Pause menu, you can set up the game the way you like to, not the way The Man tells you to!

The following is the Pause menu for Skatefest and Timed Trick Contest modes.

Continue your current game

Restart at Start Point

Check out the commands for all tricks

Select a new level for your current game

Return to the title screen



➤ Set Start Point below

Show the objectives for the level

Spend your hard-earned cash to boost your attributes

Access the Options window (➤ Options on p. 13)



The Skillz School Pause menu differs from the above Pause menu in two regards: There is an additional BEGINNER TIPS option in Skillz School, but there is no SET START option.



Selecting RESTART from the Pause menu resets your score to zero.

SET START POINT



When you see one of these markers on the ground in Skatefest mode, you can choose this spot as your new starting point for the level. Afterwards, when you select RESTART in the Pause menu, you will restart at this point.

➔ To choose a Start Point marker as your new start point, skate onto it and select SET START from the Pause menu.

OPTIONS

The Simpsons™ Skateboarding has more options than a Kwik-E-Mart candy rack. Come to the Options screen and see for yourself.

Change the music played during the game

Save a game to a memory card (8MB)(for PlayStation®2) (► *Saving and Loading* on p. 22)

Toggle the vibration on your controller ON/OFF

Turn Kent Brockman's commentary ON/OFF

Accept all changes



Change the overall sound level

View the high scores for the current level

View your unlocked cheat codes

The Grind Arrow gives you a visual idea of where you'll land when transferring from a grind

Load a game from a memory card (► *Saving and Loading* on p. 22)

SHOP

After you earn the cold hard cash, the first thing you're gonna wanna do is spend it on boosting your attributes. Pay a visit to the Shop and get hooked up with better turning, faster speed, and more, provided you have the money to pay for it.

- You can access the Shop from the Pause menu or after a Skillz School, Skatefest, or Timed Trick from the What Next? menu.
- Press the D-button or the left-analog stick \updownarrow to select an attribute to increase, then press the D-button or the left-analog stick \leftrightarrow to buy or sell some of that attribute.
- Press the \times button to exit the shop.



MATT GROENING

TOUR

The Annual Skate Tour has three events at every level: Skillz School, Skatefest, and Timed Trick contest. If you want to skate home as the grand champ, you have to beat all events at all levels. Yeah, you've got your work cut out for you.

To start any of these events, follow the steps in *Setting Up The Game* (> p. 10) and then select the event from the Tour menu.

SKILLZ SCHOOL

Finally, a school that even Bart likes. Develop your expert boarding abilities with the help of six different lessons at every level. Not only will you be a better boarder once you've finished the lessons, you'll also be a little richer. And I do mean "a little."

- You can tackle the challenges for any level in any order you want, and you can also repeat challenges. However, you only earn money the first time you complete a challenge.

SKATEFEST

Skatefest is sort of like the decathlon of the Locals Only competition. You have to pull off cool stunts, grab items, win money, find hidden skateboards, and more, all while trying to beat the high scores. Sounds tough, you say? Duh.

- After you choose SKATEFEST from the Tour menu, the Objectives screen appears, showing you all the tasks you need to complete to finish the level. The intro video to the level also gives you a run-down of the objectives. And if that's still not enough, you can refresh your memory by selecting SHOW OBJECTIVES from the Pause menu.



MATT GROENING

Different objectives have different rewards. For example, here are the rewards for the Springfield Elementary level:

OBJECTIVE	REWARD
Kid Catcher	Required to unlock Downtown Springfield level
Collect SKINNER	Required to unlock Downtown Springfield level
Shop-A-Holic	Unlock secret area
Collect all the items to reveal a new board	Unlock new board
Find the clocks and beat the score	Money!



Once you collect all the items to unlock a new board, you still have to find the board and grab it to add it to the character's Board Select window.

TIMED TRICK CONTEST

Here's your chance to really show the world—or at least Springfield—your moves. You can place first, second, and third at every level. For every two first-place finishes you achieve, you unlock a new skater!



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MULTIPLAYER

OK, so maybe FREE MONEY isn't your cup of tea. No big whoop. You can still hit the local courses with a friend even if you don't want to compete in the Annual Skate Tour. How, you ask? Read on.

TIMED TRICK CONTEST

This is just like the single-player Timed Trick Contest (► p. 15), but you take on a friend in split-screen head-to-head action. The rules are simple: whoever has the most points when the time runs out, wins.

HORSE

Challenge your friend to a friendly game of monkey-see, monkey-do. In Play Horse mode, one skater performs a trick, and then the other must beat their score. Every time one of you fails to surpass your opponent's score, you get one letter closer to spelling "horse." The first one to spell "horse" is a chowderhead.

To play a game of Horse:

1. From the Game Type popup, select MULTIPLAYER. The Choose Game screen appears.
2. Select HORSE. The Choose Skater (Player 1) screen appears.
3. Both players select their characters. The Choose Level screen appears.
4. Choose your level. The game begins.
 - At first, the only level available is Springfield Elementary. The rest you must unlock in Skatefest mode (► p. 14). For descriptions of the different levels, ► *Levels* on p. 17.
5. Player 1 sets a target score by performing a trick.
6. Player 2 attempts to perform a trick of greater value. If he or she succeeds, then Player 1 must beat the new target score.
7. As soon as one of the players fails to beat the target score, that player gets an H (the first letter of the word "horse").
8. The target score resets and the player who did not get the letter then sets a new target score.
9. The game ends when one of the players gets all the letters of "horse."

LEVELS

With all these way-cool locations, it's no wonder that the Annual Skate Tour organizers picked Springfield. The levels are listed below from easiest to hardest. By the time you get to Springfield Gorge, you better be ready for some serious, death-defying boarding!

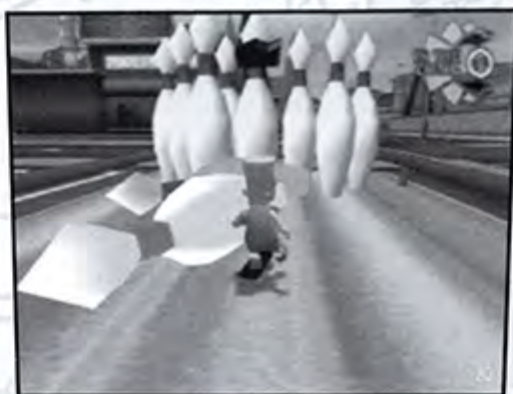
- At first, the only level available is Springfield Elementary. The rest you must unlock in Skatfest mode (► p. 14).

SPRINGFIELD ELEMENTARY



What better place to start your skating career than an elementary school? Skate through the parking lot, grind on the playground, skate up onto the roof—this course is kid's play.

DOWNTOWN SPRINGFIELD



Generally business owners don't want skateboarders hanging out around their shops, but with all the tourism that the Annual Skate Tour is bringing to Springfield, who are they to complain? So go nuts at the Kwik-E-Mart, the Krusty Burger, Stonecutter's Lodge, and many other fine establishments. It's open season on Downtown Springfield.

BURNS' MANOR



The intimidating estate of C. Montgomery Burns, Springfield's nefarious billionaire, can be a skateboarder's dream park or a complete nightmare. With a huge hedge maze, priceless statues, and a dark, scary dungeon, there are plenty of opportunities for doing tricks, but that might be tough with the hounds on your tail.

CONSTRUCTION SITE



Look out East St. Louis—Springfield is a town on the move! New businesses are clamoring to grab a piece of Springfield's discretionary dollar pie, and new businesses means construction sites, and construction sites are a boarder's paradise. Half pipes, full pipes, planks, ditches, cranes, and more. Reap the fringe benefits of Springfield's economic boom.

SIR PUTT-A-LOT'S



The scene of the legendary minigolf showdown between Bart Simpson and Todd Flanders plays host to a whole new sport. Skate over a shark, through a castle, around a dinosaur, and of course past a windmill—and you thought playing *golf* on one of these courses was fun!

KRUSTYLU STUDIOS



This is where the magic happens. That special Krusty-Brand magic. The fabled studios where the Krusty the Clown show comes to life are the perfect venue for you to put on your act of high-flying, death-defying skateboarding. Try to pull off a couple of tricks in front of the cameras. You could be famous!

SPRINGFIELD MALL



With two levels of such fantastic shops as Gum For Less and Ned Flanders' own The Leftorium, the Springfield Mall is one of the most popular places in town. With all those wide pedestrian aisles of nice, smooth linoleum, it also makes for one heck of a skate park. Throw in the roof level and you've got quite a forum for practicing your advanced moves. As Homer says, "Food, fun, and fashion, the mall has it all."

ITCHY + SCRATCHY LAND



Welcome to the Violentest Place On Earth! From the whimsical Torture Land to the charming Searing Gas Pain Land, this magical theme park is fun for kids of all ages. Add in a few ramps and a corkscrew or two, and you've got skateboarding fun for the whole family.

POWER PLANT



While skateboarding around barrels of radioactive waste might not be everybody's idea of a good time, there's no denying that the Springfield Nuclear Power Plant makes a great venue for the Annual Skate Tour. Launch off one of the towers, skate the pipes deep within the plant, do whatever you want—Mr. Burns can't stop you! Although you might want to avoid the puddles of green, glowing ooze.

SPRINGFIELD GORGE



This is it: The ultimate test of your skateboarding abilities. Many people have tried to skateboard Springfield Gorge. Few have lived to tell the tale. The terrain is unforgiving, and you'll need to use every trick you've learned so far to pull off a successful run. With rocky trails, boulders, raging rivers, and more, you're a long way from Springfield Elementary.

SAVING AND LOADING

When you first start *The Simpsons Skateboarding*, the game automatically checks any memory card you have loaded for previously saved data. If you wish to load previously saved data, highlight **LOAD GAME** on the Main menu and press the **X** button.

To save a game:

1. Press the **START** button to access the Pause menu.
2. Select **OPTIONS**. The Options window appears.
3. Select **SAVE**.
4. Press the **X** button to confirm your save.
5. Press the **X** button again to return to the Pause menu.



Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.



Each memory card may only contain one *The Simpsons™ Skateboarding* save file.



MATT GROENING

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LIMITED 90-DAY WARRANTY

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