



**TONY HAWK'S
PROSKATER™ 4**

BURNQUIST | CABALLERO | CAMPBELL | GLIFBERG | KOSTON | LASEK
MARGERA | MULLEN | MUSKA | REYNOLDS | ROWLEY | STEAMER | J. THOMAS



NEVERSOFT

ACTIVISION
2
SPORTS REVOLUTION

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.

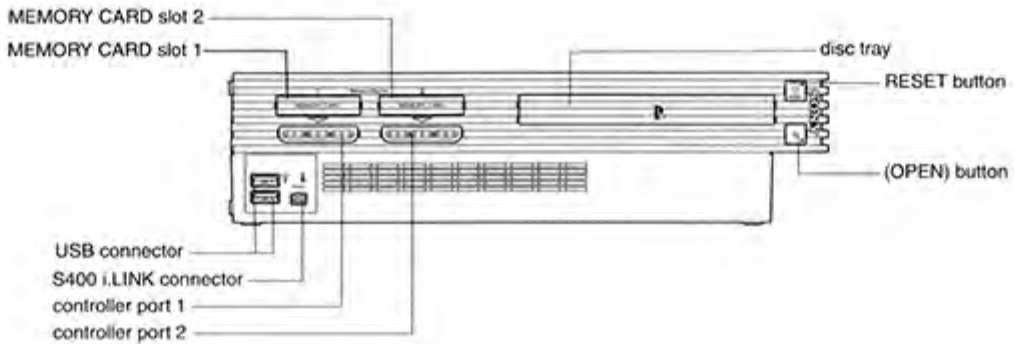
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

CONTENTS

Getting Started.....	2
Starting Up	3
Controlling the Skater.....	4
The Skate Shop.....	7
The Modes of Play	8
Career Mode	9
Multiplayer Modes.....	9
Saving and Loading	11
Instant Replay	11
The Levels	11
The Pros	12
Create-A-Skater	15
Network Play.....	15
3D Real-Time Skatepark Editor	21
Options Menu	24
Credits	25
Customer Support	28
Software License Agreement.....	33

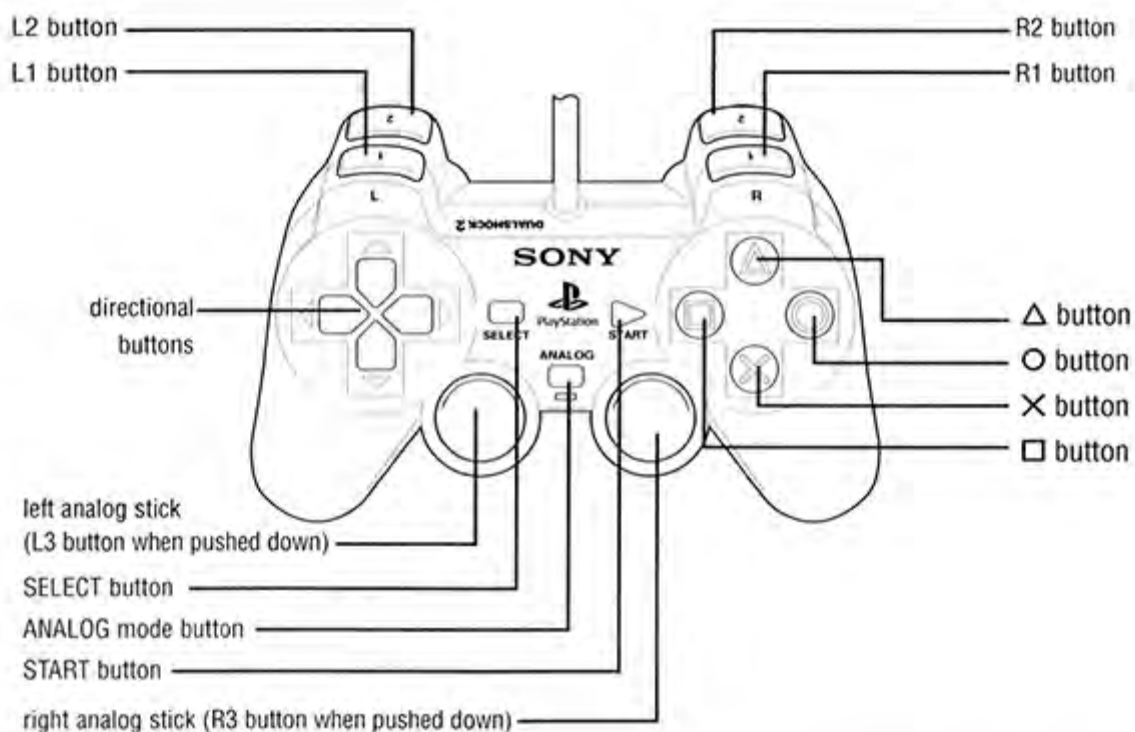
GETTING STARTED



Set up your PlayStation^{®2} computer entertainment system according to the instructions in its 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 Tony Hawk's Pro Skater[™] 4 disc on the disc tray with the label pointing up. Press the **Open** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the directional buttons Up/Down to navigate the menu options. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **Δ** button to go back to navigate through the menu options.

Tony Hawk's Pro Skater™ 4 supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

CONTROLLING THE SKATER

THE BASIC CONTROLS

Crouching

To make the skater crouch, press and hold the **X** button. Crouching while skating around will give the skater more speed.

Ollie (or Jump)

To make the skater ollie (or jump), press and release the **X** button. The ollie can also be performed at the very top of a ramp to increase the height and/or distance (depending on the type of ramp) at which the skater travels.



Grab Tricks

To make the skater perform a grab trick, the skater must first be in the air. Once in the air, press the **O** button in combination with one of the directional buttons. Each direction on the directional buttons will perform a different grab trick. The longer you hold the **O** button down during a grab trick, the longer the skater will perform that grab trick and the score will increase over the length of the grab.

Flip Tricks

To make the skater perform a flip trick, the skater must first be in the air. Once in the air, press the **□** button in combination with one of the directional buttons. Each direction on the directional buttons will perform a different flip trick.

Grind Tricks

To make the skater perform a grind trick, the skater must be near a rail or a grindable surface in the level. First the skater must ollie (**X** button) and then press the **△** button when near the rail/grindable surface to perform a grind.

- **50-50** = When parallel to the rail, press and hold the **△** button.
- **Nosegrind** = Press **↑** on the directional buttons + the **△** button.
- **5-0** = Press **↓** on the directional buttons + the **△** button.
- **Boardslide/Lipslide** = Rotate the board perpendicular to the rail and press the **△** button.
- **Noseslide/Tailslide** = Press **←** or **→** on the directional buttons + the **△** button. Rotate the part of the board you want to slide on into the rail.
- **Smith/Feeble** = Press **↘** or **↙** on the directional buttons + the **△** button.
- **Crooked/Overcrook** = Press **↖** or **↗** on the directional buttons + the **△** button.

Lip Tricks

To make the skater perform a lip trick, skate straight up a ramp or quarterpipe and press the Δ button with a directional button at the lip (or top edge) of the ramp. Press \leftarrow and \rightarrow on the directional buttons to balance.

Manuels

To make the skater perform a "Manual," quickly press \uparrow then \downarrow on the directional buttons. You can also make the skater "Nose Manual" by quickly pressing \downarrow then \uparrow on the directional buttons. Press \uparrow and \downarrow on the directional buttons during a manual to balance.

Reverts

To make a skater "Revert" when landing back down onto a ramp, press the R2 or L2 button right as you hit the ramp surface from coming out of an aerial maneuver.

No Comply

To make the skater perform a "No Comply," quickly tap \uparrow on the directional buttons just before tapping or releasing the \times button.

THE ADVANCED CONTROLS

Nollie

The "Nollie" is an ollie (or jump) performed on the front of the board instead of the rear of the board. To make the skater perform a "Nollie", first press the L2 button to get into position, then press the \times button.



Switch Stance

The skater will score more points when performing tricks in "switch" stance, which is the opposite of the skater's normal stance. To get into "switch" stance, press the R2 button.

Wallrides

To make the skater perform a wallride, approach a wall at a 45 degree angle and ollie into the wall while holding down the Δ button. Press the \times button to wallie. Tap $\uparrow\uparrow$ and press the \times button to wallplant.

Boneless/Fastplants/Beanplants

To make the skater perform a "Boneless", "Fastplant" or "Beanplant" (varies between pro skaters), quickly tap $\uparrow\uparrow$ on the directional buttons and release the \times button.

Spine Transfers

To make the skater transfer over a "spine" (two quarter-pipe ramps placed back to back), press the R2 or L2 button when launching off of one side of the "spine."

Skitching

To make the skater "skitch" (get pulled along behind a vehicle), press **↑** on the directional buttons when directly behind a vehicle. Press **←** and **→** on the directional buttons during a "skitch" to balance the skater.

Flatland Tricks

All flat land tricks stem from the manual (**↑↓**, or **↓↑**). Once in a manual, tapping twice on the **○** button, **△** button, or **□** button, or any combination of those buttons, will produce a variety of flatland tricks. You must balance the skater during the string of flatland combos using the directional buttons.

Double Tap Flips and Grabs

Press any direction on the directional buttons and tap the flip or grab button twice to bust a double or more advanced version of the base trick. These tricks score more points than their base [single tap] tricks.

Grind/Lip Branching

In the middle of a grind or lip trick, tap twice on the **○** button, **△** button, or **□** button—or any combination—to change your trick.

Powerslide

Press **↓** on the directional buttons while holding down the **R1** and **L1** buttons to do a quick 180°.

CONTROL TIPS

- When the skater bails, tap the controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Career Mode.

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using Reverts and Manuals. Manuals will keep your combo going across flatland ground sections. Reverts will keep your combo going from big air tricks off of ramps.
- During a run (unless in Free Skate Mode), every time you repeat a trick, that trick's point value will decrease. To get a high score, you're going to have to think about your "line" and mix up the tricks that you perform.
- Switch tricks are worth more and devalue separately from your regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.

- Spinning (540, 720) while in the air performing tricks will net bigger scores. Press L1 and R1 buttons to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximize your combos.
- Explore the hidden combos to find new tricks.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc. and use Revert to link them all together. New to Tony Hawk's Pro Skater™ 4 are spine transfers and skitching...and you can link those in your combos too!

THE SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Pro Skater™ 4*, your Special Meter (the meter in the top left of the screen) will fill up. When the meter is glowing yellow, you will be able to perform special tricks that you normally cannot perform. The Special Meter increases as you perform tricks, so you will be able to bust some special tricks in the middle of your first combo.

Special tricks are performed using multiple direction presses on the directional buttons with the corresponding face button. Try playing through Career Mode to earn more special tricks.



CAMERA CONTROL

You can use the right analog stick to move the camera and check out what's around you when you're skating. If you find an angle you really like, you can push down on the right analog stick (the R3 button) and lock the camera into place. Pressing the right analog stick down again will release the camera back to the default position. Alternately, pressing the SELECT button will switch between different camera positions. Continue pressing the SELECT button to return to the default camera position.

THE SKATE SHOP

The Skate Shop, or the Main Menu of *Tony Hawk's Pro Skater™ 4*, allows for you to select from all the different game modes in *Tony Hawk's Pro Skater™ 4*. Pressing **↑** and **↓** on the directional buttons will move the cursor to the desired menu option. Press the **X** button to select the menu option highlighted.

THE MODES OF PLAY

CAREER MODE

This mode requires the skater to complete multiple objectives within each level to advance to the next. This mode will allow you to increase your stats, earn new special tricks, collect some cash, gain pro points, unlock new levels, and eventually take on the ultimate pro challenges.



SINGLE SESSION

Choose a level and try to do your best skating within a two-minute session. You can set high scores and new records in this mode. The College is open for skating right from the start. In order to choose alternate levels, you must play through Career Mode to earn access to them.

FREE SKATE

Choose a level and skate as long as you want to. Practice your lines, hit your tricks over and over again, and master the levels prior to trying to set some records in Single Session.

2-PLAYER

If you and a friend are ready to go head-to-head, then you've come to right place. This mode contains many different 2-Player games. Note: In order to select 2-Player mode from the Main Menu, two controllers must be plugged into the PlayStation®2.

NETWORK PLAY

Are you connected to the Internet or a Local Area Network (LAN)? If so, then get ready to battle it out in up to 8-player games against players all over the world! Please read the section on Network Play to learn more about how to get Tony Hawk's Pro Skater™ 4 connected to the Internet.

CREATE-A-SKATER

If you want to be creative, you should try making your own skater. Create-A-Skater allows you to start from scratch and create your very own skater to play with in any mode of Tony Hawk's Pro Skater™ 4.

BUILD A PARK

Time to create the skate park of your dreams! Specify the size and name of your park, and start building. You can choose from tons of different pieces.

OPTIONS

This is your one-stop shop for setting all of your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, check out level records, enter cheat codes, watch movies, setup your network options, or play a new game demo of Activision's "Shaun Murray's Pro Wakeboarder™".

CAREER MODE

In *Tony Hawk's Pro Skater™ 4*, the Career Mode structure has been enhanced from previous versions of the game. When you begin, your skater will start out in "free skate" within the level, meaning that you can explore the level and familiarize yourself



prior to beginning your objectives...there will be no time limit, so feel free to skate around as long as you like! You will need to complete goals in each level to progress through the different levels. Eventually, you will want to complete enough goals to attempt your ultimate challenge and become a true pro skater.

VIEWING THE GOALS

There are 16 goals in each level, so you will need to use the "View Goals" option in the Pause Menu to keep track of which ones you've completed.

PRO CHALLENGES

Once you have completed enough goals, you will be presented with your "Pro Challenge," which is the ultimate goal specific to each pro skater. Completing this challenge will unlock additional "Pro" goals throughout all the levels. There are 190 total goals in *Tony Hawk's Pro Skater™ 4*...so you'll have your work cut out for you!

SPENDING CASH

You will be rewarded cash by completing specific goals and finding cash icons as you explore the levels. If you want to get some reward out of all the cash you've earned, return back to the Skate Shop (Main Menu) and select Spend Cash from the Career Mode menu. You will be able to buy all sorts of goodies from here...new levels, skaters, cheat codes, clothing options, decks and movies! Spend carefully...the more you save, the better the treats you can buy later!

Note: Secret levels contain goals that can be played in Career Mode. If you purchase a Secret level, make sure you try out all the goals you've also unlocked!

MULTIPLAYER MODES

NETWORK PLAY

Hook your PlayStation®2 to the Internet or a Local Area Network (LAN), and play up to eight-player games simultaneously. If you've got Internet access and either a modem or ethernet adaptor, you can challenge skaters around the world.

Note: If you don't have Internet access, you can always play in 2-Player split-screen.

2-PLAYER

Hook two controllers up and you can play against a friend in split-screen action.

MULTIPLAYER GAMES

Trick Attack

The player with the highest score at the end of the time limit wins!

Score Challenge

New to Tony Hawk's Pro Skater™ 4! It's similar to Trick Attack, except there's no time limit and the match ends when the first skater reaches the target score!

Combo Mambo

New to Tony Hawk's Pro Skater™ 4! The player who busts the biggest combo during the time limit wins! Make your combos count, 'cause your highest scoring combo will be your score for the match.

Slap!

This one's easy to explain—the player who slaps the most, wins! When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slap smacking those other skaters around!

King of the Hill

There's a crown out there somewhere, and the first player to find it becomes King. While you're King, there will be a crown above your head, and your score—in time—will start counting up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

Graffiti

The player with the most "tagged" objects wins! Obstacles are "tagged" with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Goal Attack (online only)

New to Tony Hawk's Pro Skater™ 4! Unlock goals in Career Mode, master them, and then compete against each other to see who can complete all the goals first! The server player selects which goals are active. Race around the level and talk to a judge to activate a goal. The player (or team) who completes all the goals first, wins.

Capture the Flag (online only)

Form teams and then try to capture each other's flags. Find the other team's flag and grab it, then return it to your base for a capture. Your team's flag must be at your base for you to score. If your flag is not at your base, an arrow will point to its location—find the person who has it and slap him to return your flag!

Horse

The old classic "H.O.R.S.E." (or the word of your choice) returns! In this one-on-one best trick contest, nail a trick then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, they get a letter. First one to get all the letters tastes defeat!

Note: The Horse game option is only available in 2-Player mode.

Free Skate

Keep it real with a no-time, no-score, and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

Note: By default, all online games start out in Free Skate mode.

SAVING AND LOADING

To save a game, you'll need at least 80Kb of free space available on your memory card (8 MB) (for PlayStation®2). To check your free memory and/or delete existing games, use the PlayStation®2 Internal Memory Card Manager.

To load a previously saved game, select **Load Game** from within the Options Menu.



INSTANT REPLAY (SINGLE PLAYER ONLY)

If you want to check out some sick combo you've just landed, select Instant Replay from the Pause Menu. You'll see the last minute or so of your run played back for you. Press **→** on the directional buttons to speed up the playback, press **←** on the directional buttons to slow it down. Press the **START** button to bring up the Replay Menu.

THE LEVELS



College



San Francisco



Alcatraz



Kona



Shipyard



London



Zoo



THE PROS

Tony Hawk's Pro Skater™ 4 features 14 of the hottest professional skateboarders!



TONY HAWK

Hometown: San Diego, CA

Resides: Carlsbad, CA

Stance: Goofy



BOB BURNQUIST

Hometown: Rio de Janeiro, Brazil

Resides: Sao Palo, Brazil

Stance: Regular



STEVE CABALLERO

Hometown: San Jose, CA

Resides: San Jose, CA

Stance: Goofy



KAREEM CAMPBELL

Hometown: Harlem, NY

Resides: Los Angeles, CA

Stance: Regular



RUNE GLIFBERG

Hometown:

Copenhagen, Denmark

Resides: Costa Mesa, CA

Stance: Regular



ERIC KOSTON

Hometown: San Bernardino,
California

Resides: Hollywood, CA

Stance: Goofy



BUCKY LASEK

Hometown: Baltimore, MD

Resides: Carlsbad, CA

Stance: Regular



BAM MARGERA

Hometown: Philadelphia, PA

Resides: West Chester, PA

Stance: Regular



RODNEY MULLEN

Hometown: Gainesville, FL

Resides: Hermosa Beach, CA

Stance: Regular



CHAD MUSKA

Hometown: Loraine, OH

Resides: Woodland Hills, CA

Stance: Regular



ANDREW REYNOLDS

Hometown: Lakeland, FL

Resides: Huntington Beach, CA

Stance: Regular



GEOFF ROWLEY

Hometown: Liverpool, England

Resides: Huntington Beach, CA

Stance: Regular



ELISSA STEAMER

Hometown: Fort Myers, FL

Resides: Huntington Beach, CA

Stance: Regular



JAMIE THOMAS

Hometown: Dotham, AL

Resides: Encintas, CA

Stance: Regular

CREATE-A-SKATER

NOTE: Activision Customer Support cannot troubleshoot user-made skaters.

EDIT SKATER

In *Tony Hawk's Pro Skater™ 4* you can create nearly any kind of skater you can think of. Create your own skater—then go online to show off your look!

Note: You cannot change or customize certain items with other items.



EDIT STATS

Stats increase your skater's performance. There are ten types of stats for each skater, both pro and created skaters.

Tip: In Career Mode, stats that are earned can be tweaked and rearranged any way you like. (Default stat settings cannot be changed.) Collect the stat points by completing goals in Career Mode, and increase your stats until all categories are full.

NETWORK PLAY



*NOTE: By joining an online session, you must leave the Activision controlled environment provided within *Tony Hawk's Pro Skater™ 4*. While the game's content has been rated for Teen audiences, the content of the game may change due to interactive exchanges. Activision and Sony Computer Entertainment America take no responsibility for content external to the game itself.*

Ready to go online and play against opponents around the world? To play online with *Tony Hawk's Pro Skater™ 4*, you'll need a Network Adaptor® (Ethernet/Modem) [for PlayStation®2] or a supported networking device [see www.activision.com/support for details on which 3rd party devices are supported]. You'll also need an ISP [Internet Service Provider].

Note: America Online is only supported through the Network Adaptor® Start-Up Disc that is included with the Network Adaptor [for PS2].

SETUP

The first time you try to go online with Tony Hawk's Pro Skater™ 4, the game will ask you to set up your connection. You can also go to **OPTIONS > NETWORK OPTIONS** to install a new network device or change settings.

You will first need to tell the game if you have already set up your connection through the Sony Network Adaptor Start-Up Disc or if you want to configure everything yourself. Select **NETWORK OPTIONS > CONFIGURATION > SONY NETWORK COMBINATION** if you wish to load your setting from a memory card. You will be prompted to choose a valid Sony Combination File.

Select **MANUAL SETTINGS** if you wish to configure your Network Adaptor or 3rd Party peripheral directly within THPS4.

Once you select **MANUAL SETTINGS** you will then need to select **SETTINGS...** to input any details relevant to your connection (hardware used, username, password, phone number to dial, DNS settings etc.). Visit www.activision.com/support for more details.

After you are finished, you should always save your Network Settings for THPS4 by selecting **SAVE SETTINGS**. This will make sure that the next time you load the game, your new network preferences will be used.

GETTING IN THE GAME

Once your hardware is connected and properly configured, you're ready to go online. Select **NETWORK PLAY** from the Main Menu and your PlayStation®2 will attempt to verify your network settings.

NOTE: If you can't get past the Main Menu, then your network is not configured properly. Check your hardware, cables, and network settings, and try again.



Next you will need to select the skater you want to play online with. Set your online **PLAYER NAME** and then select **READY**.

Next, select **INTERNET** to attempt to play Tony Hawk's Pro Skater™ 4 over the Internet, or LAN [Local Area Network] in order to play against other PlayStation®2 users connected locally on your network.

If playing on the Internet, your PlayStation®2 will attempt to retrieve the Message of the Day. If you see the Message of the Day, then congratulations—you're online with your PlayStation®2.

Next, you will see a message asking you if you wish to establish a GameSpy Profile. Tony Hawk's Pro Skater™ 4 uses GameSpy (www.Gamespy.com) for its online matchmaking. By establishing a profile and providing GameSpy with your email address, you will be able to track friends online via THPS4's Homie List (see below). Visit www.gamespy.com for details on GameSpy profiles.

Next, select **PLAY ONLINE** from the **INTERNET OPTIONS** menu if you wish to immediately play a game.

The GameSpy **REGION LIST** (not shown in LAN mode) shows the available GameSpy areas that hold Tony Hawk's Pro Skater™ 4 servers. The number to the right of the region name indicates how many servers are online in that particular region.

Once you enter a region, you'll see a list of servers on your right. At the bottom left is the chart window, and to the bottom left is the User List. In the upper left you have the **ACTION** menu:

- **HOST GAME** – Start a server of your own.
- **JOIN GAME** – Join one of the servers shown on the right.
- **OBSERVE GAME** – Join a server as an observer.
- **REFRESH** – Update the Server List on the right of the screen.
- **USER LIST** – Change focus to the User List, where you can scroll through the list of players in this room. If you have logged in with a GameSpy Profile then you can select a user to add him or her to your **HOMIE LIST**.
- **HOMIE LIST** – Select this option to see the status of all of your friends already added to your Homie List. The Homie List will show you if your friends are online, and where they're playing.
- **ENTER MESSAGE** – Select this option to type in a chat message that will appear in the Chat Window in the lower left.

JOINING A GAME

If you select Join, the highlight cursor will move to the Server List. As you highlight each server, pertinent information about that server is shown :

- **PING TIME** – The time it takes to send data from your PlayStation®2 to the server. A low ping time means that you have a fast connection to the server.
- **MODE** – The game that is being played, or will be played.
- **SKILL** – Skill Level gives you a rough idea how skilled the players are in a particular server. If set to 1, you'll be playing newbies; 5 is for hardcore *Tony Hawk's Pro Skater™ 4* players only!
- **LEVEL** – The level on which the game is being played.
- **PLAYERS** – The number of players currently in the game. Eight is the maximum.
- **1-8** – The player names of the players in the game will be listed at the bottom of the **SERVER INFO** menu.



Highlight a server and press the **X** button to attempt to join that server. If the server has room, the level will load, and away you go!

HOSTING A GAME

If you choose to host a game, you will be presented with the SERVER OPTIONS menu. Once your server is up, other players will see it in the SERVER LIST and can attempt to join it. When starting a server, you'll get the following options:

- **SERVER NAME** – Set the name of your game as it will appear in the server list to other players.
- **LEVEL** – The level you plan to host in (can also be changed at any time once you're in the game).
- **PLAYERS** – The highest number of players you will allow on your server. The max for broadband hosted games is 8, for modem users it's 3. Depending on your connection you can decide what number of players works best for you.
- **TEAMS** – How many teams you want to play with – you can change this once you're in the game.
- **SKILL LEVEL** – Rate your skill level – 1 is for beginners, 5 is for high scoring vets.
- **PASSWORD** – You can password protect your server if you only want people who know the password to be able to join. Leave it empty if you want everyone to be able to join.
- **READY** – Select this when you're good to go and ready to start serving.

FIREWALL NOTE: In order to host, or serve, a Tony Hawk's Pro Skater™ 4 game from behind a router with NAT (Network Address Translation), or a firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on port 5150 UDP (User Datagram Protocol) to the IP address assigned to your PlayStation®2.

Tip: If, for some reason, your PlayStation®2 loses contact with the Tony Hawk's Pro Skater™ 4 GameSpy matchmaker, you will be given an error message and a warning (i.e. "Your game was not posted on GameSpy..."). If you receive this message, then it means your server failed to register with the GameSpy matchmaker and other players will not be able to see it. You can either keep playing by yourself, or QUIT, check your network connection and firewall settings, and start your server again.

PLAYING IN A NETWORK GAME

A Tony Hawk's Pro Skater™ 4 server is hosted by one of the players, and can hold up to eight skaters. If you selected JOIN SERVER to get into the game, then you are considered a "client" to that server. If you selected START SERVER, you're considered the "server" player.



After joining, you will most likely be dropped into Free Skate Mode. During Free Skate, you can cruise around and get a feel for the layout of the level, or chat it up with your fellow skaters.

When the server player is ready to start a game, you will get a notification, and then the game will start. After the game is completed, you will be shown the final rankings screen, and then return to Free Skate.

PAUSING WHILE ONLINE - CLIENT

Once you're in the game it's up to the Server player to start the game—you're just along for the ride. By pressing the **START** button you can access the Client Pause Menu. There are several options listed:

- **CONTINUE** – Return to the game.
- **OPTIONS** – Brings up a sub menu:
 - EDIT TRICKS – Change your trick setup. You can only view your tricks—not edit them—if a game has started.
 - PRO TRICK OBJECTS – Select this option to see what extra ramps the server has enabled.
 - SCREEN MODE – Change to Widescreen mode if your TV supports it.
 - SOUND OPTIONS – As in an offline game, you can change music tracks, adjust volume levels, and modify other sound options from this menu.
 - SCORE DISPLAY MODE (teams only) – You can toggle the scoring display to show individual scores, or just team totals.
 - PLAYER NAMES – Toggle the names above the player's heads on or off.
 - AUTO BRAKE – By default, when you pause the game or type a message your skater will stop skating—this is auto braking. You can turn this off if you'd like to keep control of your skater when menus are up—for example if you are playing and a buddy is typing.
- **PLAYER LIST** – See who's in the game and add them to your Homie List (requires a GameSpy Profile).
- **SET CUST RESTART/GOTO RESTART** – Set a point to return to, and then warp back to that point. Only available during free skate.
- **CHAT MESSAGE** – Select this option to use the DUALSHOCK®2 analog controller to manually enter chat messages.
- **OBSERVE** – This option will drop you into observer mode. Note: You will not be able to return to the game without first quitting and playing again.
- **QUIT** – You can exit your game at any time by selecting QUIT.

Tip: Tony Hawk's Pro Skater™ 4 supports a USB keyboard for text entry. To send a quick chat message, press the spacebar or enter key on the keyboard and start typing. Press enter again to send your message.

MENU AVAILABLE TO A SERVER PLAYER

As the server player, you'll be hosting the game and it's up to you to decide which games are played, what the options are, and when they start. You'll be given the same Pause Menu options as the clients (see above), with the following added options:



- **SERVER OPTIONS** – Nearly identical to the options listed when you started the server. From here you can turn teams on and off, change the name of your server, add a password to it, and control whether player to player collision is on or off.
- **CHANGE LEVEL** – Change to a different level. All players in the game will move with you to the new level.
- **PLAYER LIST** – Select a player to add to your Homie List. Or, if they're acting up select **KICK** to boot them from your game, or **BAN** to boot them and not allow them to ever rejoin.
- **SIT OUT** – Select this option if you would like to stop playing THPS4, but you want to leave your server up for the other players to continue to play in. There are two sub options:

FIRST COME, FIRST SERVE – After you, the server player, is removed from the game, one of the other players in the game will become the new "server" player and will have control over game options, teams, and starting new games.

AUTO-SERVE – When you leave the game the game will sit and wait for at least two other players to join. When they do, the server will automatically start games for them to play.

NOTE: In both of these modes, for the game to continue functioning for the other players you must leave your PS2 on. You will not be able to rejoin the game as a player until you quit and restart your server.

Tip: You can only serve on levels that you have unlocked....Unlock additional levels by playing offline in Career Mode. As a client, you can join a game being played in any type of level – even secret ones!

TEAM PLAY

If the server has teams on, you can team up and combine scores. There can be up to 4 teams. You can have any number of players on any number of teams—play 2 on 2 on 2 on 2, or 7 on 1—you decide.

When teams are created on the server you will see up to 4 team flags in the level. Skate into a flag to join that team, or skate to a different flag to change teams. You can't change teams once a game has started.

DOWNLOADING AND UPLOADING PARKS

In addition to playing online with THPS4, you can also trade parks online. Select **NETWORK PLAY > READY > INTERNET > DOWNLOAD PARKS** to visit the Neversoft Online Vault. The vault holds all of the created parks that people have contributed. Please see Program

Utilities in the Software License Agreement for information regarding the ownership of the parks people have created utilizing the computer code from THPS4. Select a park in the list to download that park to your PS2. You will also be prompted to save that park to a memory card (8 MB) [for PlayStation®2].



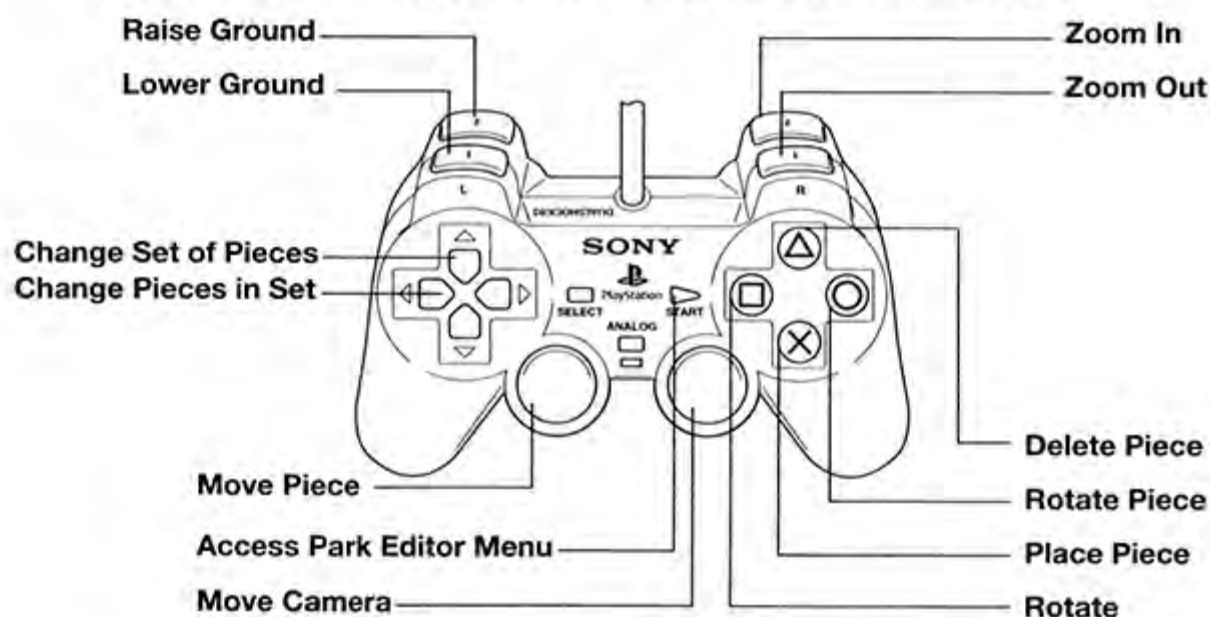
Push left and right on the directional buttons to change categories, and see additional parks available for download.

If you'd like to contribute your created park to the Neversoft Vault, select **UPLOAD PARK** from the **INTERNET OPTIONS** menu and follow the prompts.

NOTE: If you have any questions about the park you have contributed, send email to parks@neversoft.com. ACTIVISION AND NEVERSOFT RESERVE THE RIGHT TO REFUSE TO DISPLAY OR MAKE AVAILABLE YOUR PARK AT ANY TIME AND FOR ANY REASON AT THEIR SOLE DISCRETION.

3D REAL-TIME SKATEPARK EDITOR

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATION



Tony Hawk's Pro Skater™ 4 has one of the most advanced level editors ever created, letting you use ramps, rails, pools, fun boxes, obstacles and quarterpipes to create dream parks in real-time.

NOTE: Activision Customer Support cannot troubleshoot user-made editor parks.

Basic Controls

The currently selected piece acts as your "cursor" as you use the left analog stick to move the piece around your park. The **O** button rotates the piece and the **X** button places it down. The **Δ** button will erase any pieces intersecting with the current piece.

Changing Pieces

Use the directional buttons to select pieces. The Up and Down directional buttons allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left hand corner of the screen. Once you've selected a category, the Left and Right directional buttons scroll you through the pieces available in that category. The name of the selected piece is listed above the piece at the top of the screen.

Raising and Lowering the Ground

Use the L1 and L2 buttons to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the "S Bowl" in the Pools category, then press the L1 or L2 button to raise and lower large sections of your park at once.

OTHER CONTROLS

Pressing the **START** button will bring up the Park Editor Menu.

The R1 and R2 buttons will zoom the camera in and out.

THE PARK EDITOR MENU

While building, press the **START** button to access the Park Editor Menu.

- Continue – Continue where you left off in the park editor.
- Test Skate – Places you in your created park with the last character you played with and allows you to test out your creation.
- Switch Theme – There are two themes to choose from and the theme can be changed at any time. It will not erase or affect the layout of the park.
- Resize Park – Adjust the size of your park.
- Nuke Park – This will totally clear the park so that you can start over...if you must!
- Save Park – Save your park to a memory card (8 MB) [for PlayStation®2]. The name you save under will become the name of your park.
- Load Park – Load a preciously created park from a memory card (8 MB) [for PlayStation®2].
- Load Premade Park – Allows you to load a pre-built park included with *Tony Hawk's Pro Skater™ 4*. You can learn a lot about park layout by looking at the included parks, and can erase and rebuild parts of them.
- Quit – This will take you back to the Main Menu.



Tip: To select a different character or to play in a different mode, first Save your park, then quit to the Main Menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible.

Restart Points

- Player 1 Start - The green object marked "1P" is the Player One start point. This piece will mark the starting point for player one. Only one can be placed in a level.
- Player 2 Start – The red object marked "2P" is the Player Two start point. The Player Two start point works the same way; it marks where the second player will start in a multiplayer game.
- Horse Start – These mark the starting positions in a Horse game. The Player One start point also doubles as a Horse start point. Only six Horse start points can be placed in a level.

- Crown Start – This piece is used to mark where the crown will appear in King of the Hill games. You can place up to six crowns in your level.
- Flag Start – These will indicate where the team flags will be placed in Capture the Flag games (an online multiplayer game).

GAPS

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything – a jump from one ramp to another, a transition across two quarterpipes far away from each other, grinding a long, kinked rail, or even manualing across a particularly tough table.



Creating Gaps

Gaps always link two objects together. In the Editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a white, wireframe "wall" attached to the piece. In order to achieve a gap in the game, the player must jump through one gap poly, and pass through the other side of the gap poly before landing.

Put the Gap Tool over a piece with a gap attached to it to modify that piece's "gap poly." The **O** button will rotate the gap poly to a different side of the piece. The **R1/R2/L1/L2** buttons will modify the dimensions of the currently selected gap. Press the **X** button to access that gap's Gap Menu.

The gap's name will be shown at the bottom of the screen when a player completes the gap in the game.

*Tip: You can always get back to the Gap Menu by placing the Gap Tool over a piece shaded blue and pressing the **X** button.*

You can erase a gap by placing the Gap Tool over a piece involved in the gap and pressing the **Δ** button. This will remove both sides of the gap.

EDIT TRICKS

Note: Activision Customer Support cannot troubleshoot user-made tricks.

While you're hanging in the skate shop, or skating in the game, you can always edit your tricks. Swap tricks around until you find a perfect set to your liking.

To change a trick assignment, select the trick category that you want to edit (Grab Tricks, Flip Tricks, Lip Tricks, and Special Tricks). Select the trick you want to assign to a trick slot, then select the button combination that you want to assign to that trick.

Special Tricks

Special tricks always require at least three button presses. All skaters start out with only four special trick slots, but as you complete goals in Career Mode, you can earn up to seven more slots.

OPTIONS MENU

- Save Game / Load Game – Please see Saving and Loading section of the manual.
- Control Setup – Allows customization of controller settings:

Vibration – Turn vibration On or Off (defaults to On).

Autokick – Select On for automatic acceleration of your skater. Select Off for manual acceleration. If turned Off, use the button to kick (defaults to On).

180 Spin Taps – Selecting On will change the way R1 and L1 buttons work in the game. When Spin Taps are active, you need only tap the R1 or L1 buttons to rotate your skater in fixed 180 degree increments (defaults to Off).

- Network Options – Please see the Network Play section of the manual.
- Sound Options – Allows customization of various sound related options:
 - Songs – Toggle the soundtrack to play Random or In Order.
 - Skip Track – Allows you to skip the current track.
 - Playlist – Displays all the music tracks on the soundtrack. You can decide which tracks you want to hear and which you do not.
 - Music Level – Adjusts the volume of the music tracks.
 - Sound Level – Adjusts the volume of the sound effects in game.
- Taunt Options – Allows the user to customize the skater's taunts. There are four taunts that can be edited (button controls are displayed with taunts).
- Blood – Allows the user to turn the blood effects On or Off.
- High Scores – You can view all of the highest scores in the game. Toggle left and right to see all the levels. Each level has five Best High Scores and five Best Combos, as well as Longest Grind, Longest Manual, Longest Lip, and Longest Combo.
- Cheat Codes – This is where you enter those secret codes from magazines and online fan sites. You don't think we're going to tell you what they are, do you?
- Movies – View all of the movies that you purchase or unlock.
- Shaun Murray's Pro Wakeboarder™ Demo – Play a demo of an upcoming Activision 02™ game called Shaun Murray's Pro Wakeboarder™.
- Credits – See all of the names of the people that made this game possible.



CREDITS

DESIGNED & DEVELOPED BY

Neversoft Entertainment

NEVERSOFT THPS4 TEAM

Jon Bailey, Ted Barber, Brad Bulkley,
Dave Cowling, Ralph D'Amato,
Lisa Davies, Mike Day, Peter Day,
Zac Drake, Chad Findley, Alan Flores,
Steve Ganem, Kurt Gutierrez, Kendall
Harrison, Jim Jagger, Brian Jennings,
Gary Jesdanun, Joel Jewett,
Sandy Jewett, Henry Ji, Garrett Jost,
Larry Liberty, Adam Lippmann, Logan,
Dana MacKenzie, Andy Marchal,
Ryan McMahon, Kevin Mulhall,
Nolan Nelson, Johnny Ow,
Chris Peacock, Joe Pease, Scott Pease,
Chris Rausch, Paul Robinson,
David Rowe, Mark L. Scott,
Aaron Skillman, Chauwa Steel,
Darren Thorne, Jason Uyeda,
Todd Wahoske, Chris Ward, Mick West

ADDITIONAL ART, DESIGN, AND PRODUCTION WORK

Jeremy Andersen, Aaron Cammarata,
Edwin Fong, Christopher Glenn,
Noel Hines, Junki Saita

NEVERSOFT THANKS

Mike Vallely, Mat Hoffman,
Rick Thorne, Todd Falcon,
Martin Ramos @ Kona,
Mrs. Ramos @ Kona, Old Star Skateshop,
Skatelab (Simi Valley), All @ 5N
Systems, Lori @ Dolby, Kristoffer @
Dolby, Mike Degler @ Brady,
Ken Schmidt @ Brady, Doug Walsh,
Keith Arem @ PCB, Mitch Soule @ RAD,
Nelson @ Sonic Fusion,
Graham Fuchs, Stacey Yfuarate,
PlanetTonyHawk.com
And those who have supported
THPS3 online play!

CHECK OUT TODD FALCON AT
www.toddfalcon.com

Published By

Activision Publishing, Inc.

EXECUTIVE PRODUCER

Mike Ward

PRODUCER

Stacey Drellishak

ASSOCIATE PRODUCER

Lindsey Hayes

MUSIC SUPERVISION

Nelson Bae, Lori Lahman, SonicFusion

SOUND EFFECTS

Keith Arem, PCB Productions

SKATEBOARDER VIDEO SUPERVISION AND EDITING

Josh Friedberg, 411 Video Productions

INTRO MOVIE

Jenny Bright, Spheric Productions

VIDEO COMPRESSION AND EDITING

Chris Hepburn, Kenny Ramirez,
Forward Never Straight Productions

KONA USA

Martin Ramos, www.sk8kona.com

CHICAGO LEVEL CREATED BY

Rainbow Studios for
Mat Hoffman's Pro BMX 2

THANKS TO

Vincente Baez, Peter Choi, Eric Clark,
Thomas di Cosola, Dakota Jones,
Troy Perry, Roman Stepanov,
Brian Westergaard, Brian Bright,
Chip Bumgardner

V.O. ACTORS

Larry Cedar, Mat Hoffman,
Jenna Jameson, Atiba Jefferson,
Daniel Joseph, Sean Lesure,
Tara Strong, Rick Thorne,
Wally Wingert, Dave Wittenberg

SKATERS

Tony Hawk, Bob Burnquist,
Steve Caballero, Kareem Campbell,
Rune Glifberg, Eric Koston,
Bucky Lasek, Bam Margera,
Rodney Mullen, Chad Muska,
Andrew Reynolds, Geoff Rowley,
Elissa Steamer, Jamie Thomas

Activision Studios

E.V.P., WORLDWIDE STUDIOS

Larry Goldberg

V.P., NORTH AMERICAN STUDIO

Dave Stohl

Activision Marketing and Brand Management

E.V.P., GLOBAL PUB & BRAND MGMT

Kathy Vrabeck

V.P., GLOBAL BRAND MGMT.

Will Kassoy

DIRECTOR OF GLOBAL BRAND MGMT.

David Pokress

ASSOCIATE BRAND MANAGER

Michael Chiang

MANAGER, CORPORATE COMMUNICATIONS

Ryh-Ming C. Poon

Creative Services

V.P., CREATIVE SERVICES

Denise Walsh

MANAGER, CREATIVE SERVICES

Jill Barry

PACKAGING DESIGN

Imagewerks

MANUAL DESIGN & LAYOUT

Ignited Minds, LLC

Legal

George Rose, Greg Deutsch,
David Kay, Carolina Trujillo

Quality Assurance/ Customer Support

PROJECT LEAD

John Rosser

SENIOR PROJECT LEAD

Ben DeGuzman

MANAGER, CONSOLE TESTING

Joe Favazza

MANAGER, NIGHT SHIFT

Adam Hartsfield

FLOOR LEAD

Aaron Justman

NIGHT CREW LEAD

Michael A. Marzola

DATABASE COORDINATOR

Lee Cheramie

NETWORK LEAD

Alex Epstein

TEST TEAM

Michael Lashever, Brett Adams,
Daniel Jawed, Vyente Ruffin,
Clint Baptiste, Brian McCohn,
Scott Zimmerman, Dave Padilla,
Jack Wright, Mike Caldwell,
Adam Tortolano, Francis Guese,
DeMarco Scott, Mike Ortiz,
Tony Rodriguez, Anthony Gordon,
Keefe Kwan, Jim Robles,
Justin Hannah, James Patton,
Taylor Livingston, Brandon Norton,
Matt McPherson, Edward Vernon,
Vanessa Bosick, Ty Walker,
Rami Burpee, Michael Manzano,
Jeff Birdsall, Mike Wesby,
Kop Tavornmas, Ryan Ramsey,
Hubert Cheng, Kerry Marshall,
Ilya Vaynshteyn, John Phu,
Jesse Shannon, Steve Peterson,
Nick Falzon, Ian Moreno,
Glenn Vistante, Henry Villanueva,
Jason Potter, Jeremy Richards,
Frank Vasquez, Monzelle Dozier,
Monsor Middleton, Kevin Moore,
Brad Arnold, Ryan Whearty,
Sasan Helmi, Maurice Wilson,
Sean Wiedeman, Jesse Rodriguez,
Fletcher Brennan, Peter Beal,
Indra Siswanto, Rich Gormley

CUSTOMER SUPPORT MANAGER
Bob McPherson

CUSTOMER SUPPORT LEADS
Rob Lim, Gary Bolduc, Mike Hill

QA SPECIAL THANKS

Jim Summers, Jason Wong,
Tim Vanlaw, Nadine Theuzillot,
Ed Clune, Marilena Rixford,
Matt McClure, Sion Gibson,
Chris Keim, Indra Gunawan,
Marco Scataglini, Todd Komesu,
Mike Beck, Jeremy Gage,
Willie Bolton, Chad Siedhoff,
Jennifer Vitiello, Sarah Pepin,
Kali Pepin, Shawn Scotland,
Mary Dunn, Nick Favazza,
Mike Rixford, Alex Coleman,
Omari Valentine, Doug Mirabello,
Jade Kimbrough

ACTIVISION SPECIAL THANKS

Simon Jeffery, Kenny Ochoa,
Sanctuary Music Group, Bryan Ridgeway,
Lance Mountain, Ty Evans,
Ian Deacon, Fred Mortagne,
Daniel Harold Sturt, Ed Templeton,
Arto Saari, Luke McKirdy, Bill Weiss,
OP King of Skate,
Jennasis Entertainment

PRODUCTION SPECIAL THANKS

Mom & Dad, Dave Anderson,
Brian Bright, Chip Bumgardner,
Shawn Capistrano, Irwin Chen,
Paula Cuneo, Jim Desmond,
Simon Ebejer, Michael Fletcher,
Graham Fuchs, Adam Goldberg,
Eric Koch, Krageon Lum,
Maclean Marshall, Chuck Park,
Jeff Poffenbarger, Stacy Rivas,
Jairo Silva, Jesse Smith, Trey Smith,
Stacy Sooter, John Sweeney,
Nicole Willick, Kelly Byrd,
The D'Arcy Team, John Dilullo,
Paul Stephens, Derek Kroeger,
Katy Hayes

SPONSORS

Adio, Axion, Baker Skateboards,
Billabong, Birdhouse Skateboards,
Bootleg Skateboards, Circa, City Stars,
CKY, Dolby, Dragon Optics,
Element Skateboards, Emerica,
Enjoi Skateboards, Es, Etnies,
Flip Skateboards, Four Star, Genetic,
Girl Skateboards, Globe, Hawk Clothing,
Hawk Shoes, Hurlley International,
Independent Truck Co., Kona Skatepark,
Melodia cafe & restaurant, Monster
Trucks, Muskabeatz, Old Star Skateshop,
Powell/Bones Brigade Skateboards,
Quiksilver, Ricta Wheels, Sessions,
Shorty's Skateboards, Skatelab, Tensor
Trucks, The Faction, The Firm, TSA,
Valley Skateboards, Vans, Volcom,
Zero Skateboards

Nokia, Connecting People, and the
Original Accessories logo are registered
trademarks of Nokia Corporation and/or
its affiliates.

MUSIC CREDITS

"Big Shots"

Performed by Eyedea and Abilities
Written by G. Keltgan, M. Averill
Published by Eyedea & Abilities
[p] 2001 RhymeSayers Entertainment LLC
Courtesy of RhymeSayers Entertainment

"Doodles of D's"

Performed by De La Soul
Written by David Jolicoeur, Vincent Mason,
Kelvin Mercer, Paul Huston, Tom Waits
Published by T-Girl/Daisy Age Music as
administered by Warner-Tamerlane
Publishing Corp. [BMI], Six Palms Music
Corp. [BMI]; Prins Pawl Musick [BMI], Fifth
Floor Music [ASCAP]

[p] 1991 Tommy Boy Music

Produced Under License From Rhino
Entertainment Co. by arrangement with
Warner Special Products
All rights reserved. Used by permission.

"Mass Appeal"

Performed by Gang Starr
Written by Christopher Martin, Keith Elam
Published by Gifted Pearl Music [ASCAP] and
III Kid Music [ASCAP] as administered by EMI
Music Publishing
[p] 1994 Chrysalis
Courtesy of Virgin Records America, Inc.

"Beach Blanket Bongout"

Performed by JFA
Written by Brian Brannon, Michael
Cornelius, Mike Sversvold, Don Redondo
Published by JFAMUSIC.COM [BMI]
[p] 1981 Placebo Records
Courtesy of Placebo Records

"Manthem"

Performed by Bouncing Souls
Written by Greg Attonito, Bryan Kienten,
Michael McDermott, Pete Steinkopf
Published by Universal/MCA Publishing [p]
2001 Epitaph/Courtesy of Epitaph

"I'm a Star"

[featuring Grandmaster Melle Mel]
Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records

"Verses of Doom" [featuring Jeru the
Damaja] Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records

"Bodyrock" [featuring Biz Markie]

Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records

"Anarchy in the U.K."

Performed by Sex Pistols
Written by Glen Matlock, Paul Cook, Steve
Jones, John Lydon
Published by Warner Chappell Music Ltd.
[PRS] and Sex Pistols Residuals [ASCAP] as
administered by WB Music Corp. [ASCAP],
Glitterbest Ltd., Careers-BMG Music
Publishing, Inc. [BMI]

[p] 1977 Warner Bros. Records, Inc./Virgin
Records Ltd.
Courtesy of EMI Film & TV Music
Produced under license from Warner Bros.
Records, Inc. By Arrangement with
Warner Special Products
All rights reserved. Used by permission.

"Express Yourself"

Performed by N.W.A.
Written by Charles Wright
Published by Warner-Tamerlane Publishing
Corp. [BMI] and Music Power [BMI] as
administered by Warner-Tamerlane
Publishing Corp. [BMI]
[p] 1988 Priority Records, Inc.
Courtesy of EMI-Priority Records under
license from EMI Film & Television Music
Featuring samples from the Charles Wright
& The Watts 103rd Street Rhythm Band
recording "Express Yourself" produced
under license from Warner Bros. Records,
Inc. by arrangement with Warner Special
Products
All rights reserved. Used by permission.

"Spokesman"

Performed by Goldfinger
Written by John Feidman
Published by Vegan Boy Music [ASCAP]
[p] 2002 ZMJO Corporation
Courtesy of Mojo/Jive Records

"Yer Country"

Performed by U.S. Bombs
Written by Kerry Martinez, Duane Peters
Published by World War Music [ASCAP] and
Dr Zeuss Music [ASCAP]
[p] 1989 Hellcat Records
Courtesy of Hellcat Records

"House of the Rising Drum"

Performed by Delinquent Habits
Written by Martin/Thomas/Martinez
Published by Memory Lost Music/Keimont
Music/Graveyard Shift Music [ASCAP] as
administered by Music of Windswept
[ASCAP]
[p] 1999 Station 13 Records, Inc.
Courtesy of Windswept Pacific

"Death Alley"

Performed by Zeke
Written by Donald Hales, Ronald Pierce, Abe
Riggs, Richard Yalowitz
Published by Aces & Eights/Zeke
[p] 2001 Aces & Eights Records
Courtesy of Aces & Eights Records as
administered by Sub Pop Records

"Dig That Groove Baby"

Performed by Toy Dolls
Written by Michael Algar
Published by Maxwood Music
[p] 1983 Sanctuary Records Group Ltd.
Courtesy of Sanctuary Records Group

"My Adidas"

Performed by Run-DMC
Written by Darryl McDaniels,
Rick Rubin, Joseph Simmons
Published by Protoons, Inc. [ASCAP]
[p] 1986 Profile Records, Inc.
Courtesy of Profile/Arista under license
from BMG Music Group

- "Skate and Destroy"
 Performed by The Faction
 Written by Steve Caballero,
 Gavin O'Brien, Adam Segal
 Published by Tenebrae Music (BMI)
 Courtesy of IM Records
- "Drunken Lullabies"
 Performed by Flogging Molly
 Written by Dennis Casey, Matthew
 Hensley, David King, Nathan Maxwell,
 Bridget Regan, George Schwindt
 Published by ZGF RPM, Inc.
 [p] 2002 Side One Dummy
 Courtesy of Side One Dummy
- "The Number of the Beast"
 Performed by Iron Maiden
 Written Stephen Harris
 Published by Iron Maiden Holdings Ltd.
 [adm. by Zomba Enterprises Inc. (U.S. &
 Canada) (ASCAP) and by Zomba Music
 Publishers Ltd R.O.W.
 [p] 1982 Iron Maiden Holdings Ltd.
 Courtesy of Sanctuary Records Group
- "Seneca Falls"
 Performed by The Distillers
 Written by Brody Armstrong
 [p] 2002 Hellcat Records
 Courtesy of Hellcat Records
- "Bad Fun"
 Performed by The Cull
 Written by Ian Robert Astbury,
 William Henry Duffy
 Published by Tayminister Limited (PRS)
 and Screenchoice Limited (PRS) as
 administered by Chappell & Co. (ASCAP)
 [p] 1986 Beggars Banquet Records
 Limited
 Licensed courtesy of Beggars Banquet
 Records Limited
 www.beggars.com
 All rights reserved. Used by permission.
- "Shimmy"
 Performed by System of a Down
 Written by John Dolmayan, Daron
 Malakian, Shavo Odadjian, Serj Tankian
 Published by Ddevil Music as
 administered by Sony/ATV Tunes LLC
 [p] 2001 Sony Music Entertainment, Inc.
 Courtesy of Columbia Records by
 arrangement with Sony New Media Licensing
- "Labor"
 Performed by Aesop Rock
 Written by Ian Bavitz
 Published by Bazooka Music (SESAC)
 [p] 2001 Definitive Jux Records
 Courtesy of Definitive Jux Records
 All rights reserved. Used by permission.
- "TNT"
 Performed by AC/DC
 Written by Bon Scott, Angus Young,
 Malcolm Young
 Published by J. Albert & Sons (USA), Inc.
 as administered by Carlin America
 [p] 1976 J. Albert & Sons (Pty) Ltd.
 Produced under license from Elektra
 Entertainment Group by arrangement
 with Warner Special Products
- "Simple Song"
 Written and Performed by Avail
 From the Lookout! album "4AM Friday"
 Courtesy of Lookout! Records
 By arrangement with Ocean Park Music
 Group
 www.lookoutrecords.com
- "Savoir Faire"
 Performed by Rocket From The Crypt
 Written by John Reis
 Published by Mr. Buttermaker Painting
 [BMI] [p] 2001 Vagrant Records
 Courtesy of Vagrant Records under
 license from TVT Records
- "Whenimondamic"
 Performed by Lootpack
 Written by Jack Brown, Otis Jackson,
 Romeo Jimenez
 Published by Madlibinvazion [BMI]
 [p] 1999 Stones Throw Records
 Courtesy of Stones Throw Records
- "All My Best Friends Are Metalheads"
 Performed by Less Than Jake
 Written by Peter Anna, Vinnie Fiorello, Roger
 Manganelli, Derron Nuhfer, Buddy Schaub
 Published by Sarcastic Sugar Music
 (ASCAP)
 [p] 1998 Capitol Records, Inc.
 Courtesy of Capitol Records, Inc. under
 license from EMI Film & Television Music
- "Freightliner"
 Performed by Hot Water Music
 Written by Jason Black, Chuck Ragan,
 George Rebelo, Chris Wollard
 Published by Nudie Magazine Day
 (SESAC), Lockgroove (SESAC), I Like Mine
 Slow (SESAC), Giterdoneson (SESAC)
 [p] 1997 No Idea Records
 Courtesy of No Idea Records
 From the album "Fuel for the Hate Game"
- "Non Compos Mentis"
 Performed by Haiku De Etat
 Written by Aceyalone, Mikah 9, Abstract
 Rude, Adrian Burley
 Published by Smacked Yak Publishing
 Courtesy of Smacked Yak Pure Hip-Hop, Inc.
- "Grant"
 Performed by Nebula
 Written by Mark Abshire, Eddie Glass,
 Ruben Romano
 Published by Volcanic Pineapple
 [p] 2001 Sub Pop Records
 Courtesy of Sub Pop Records
- "By The Time I Get To Arizona"
 Performed by Public Enemy
 Written by Carlton Ridenhour, Gary
 Rinaldo, Hank Shocklee
 Published by Reach Global, Inc. [BMI],
 Subfunk Music [BMI], Songs of Universal,
 Inc. [BMI]
 [p] 1991 Island Records, Inc.
 Courtesy of
 The Island Def Jam Music Group
 Under license from Universal Music
 Enterprises, Inc.
- "Blackball"
 Performed by The Offspring
 Written by Bryan Holland
 Published by Gamete Music Inc. [BMI]
 [p] 1989 Nitro Records
- "Bloodstains [Darkness Version]"
 Performed by Agent Orange
 Written by Mike Palm
 Published by Covina High Music [BMI] as
 administered by Peer Music Ltd. [BMI]
 [p] 1981 Posh Boy Music
 Courtesy of Posh Boy Music
- "Bad Dreams"
 Composed and Performed by Jai Plus
 Courtesy of City Stars
- SONICFUSION WOULD LIKE TO THANK
 THE FOLLOWING FOR ALL THEIR HELP
 WITH THE MUSIC IN THIS GAME**
 Egon Alapatt, John Anderson,
 Bill Armstrong, Brady, Benton,
 Tony Beram, Stephanie Brownstein,
 Michael Closter, Jennifer Crosby,
 Keith D'Arcy, Kim Draper, Hywel Evans,
 Bernadette Faddoul, Stacy Fass,
 Jesse Ferguson, David Ferreria,
 Robbie Fields, Jon Fine, Esther Friedman,
 Sonya Galvin, Eddie Glass,
 Jennifer Goodman, Michael Guarracino,
 David Landau, Wayne Ledbetter,
 Abby Lin, Manny Lorenzo,
 Deborah MacCulloch, Doug Mark,
 Craig Marshall, Mary McDowell,
 Steve Morgan, Melissa Munana,
 Kenny Ochoa, Tonya Puerto,
 Victor Rodriguez, Shawn Rogers,
 Gary Schwindt, Adam Segal, Siddiq,
 Dana Sims, Lisa Socransky, Jason Swan,
 Don Terbush, Clive Wills
- and special thanks to
 Stuart Prager, Esq.

CUSTOMER SUPPORT

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

Internet/E-Mail: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions. If you cannot find an answer to your issue you can email us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only. The multiplayer components of Activision games are handled only through internet/e-mail.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support.

It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

SEND CORRESPONDENCE FOR TONY HAWK TO

Tony Hawk Fan Club

31878 Del Obispo, Suite 118-602

San Juan Capistrano, CA 92675

Or visit: www.clubtonyhawk.com.

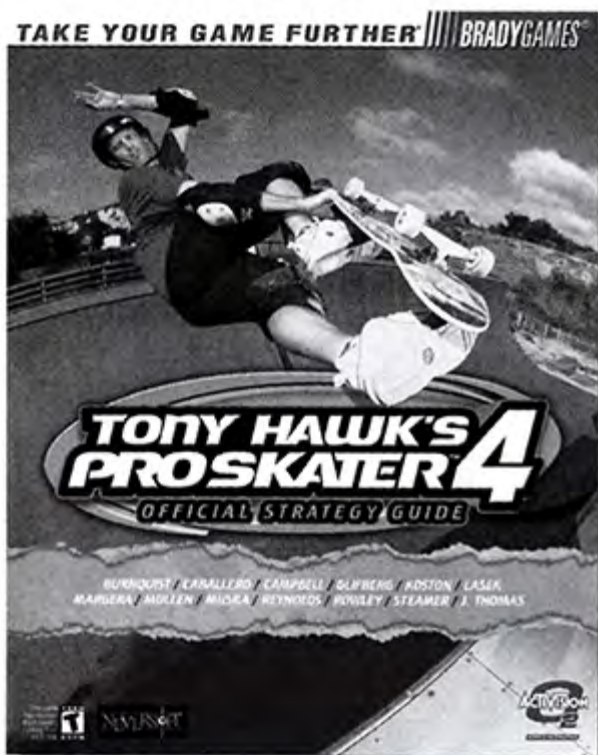
ONLINE GAMEPLAY

Visit www.thps4.com for advanced troubleshooting and the latest network play information.

Sony Computer Entertainment America shall not be held responsible for actual, incidental or consequential damages that result from problems regarding online game play related to *Tony Hawk Pro Skater™ 4*. Please see NETWORK PLAY section for details regarding SCEA customer support relating to the network adaptor.

TAKE YOUR GAME FURTHER **BRADYGAMES**

AIR ON THE PRO SIDE...



the Official Strategy Guide from BradyGames shows you how!

- Game Basics and Complete Walkthrough.
- Detailed Level Maps.
- Game Secrets Revealed!
- Signature Series Guide features history of the *Tony Hawk's Pro Skater*™ series, bios of all the skaters, interviews, and more!



To purchase BradyGames' *Tony Hawk's Pro Skater*™ 4 Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

ISBN: 0-7440-0187-0

UPC: 7-52073-00187-2

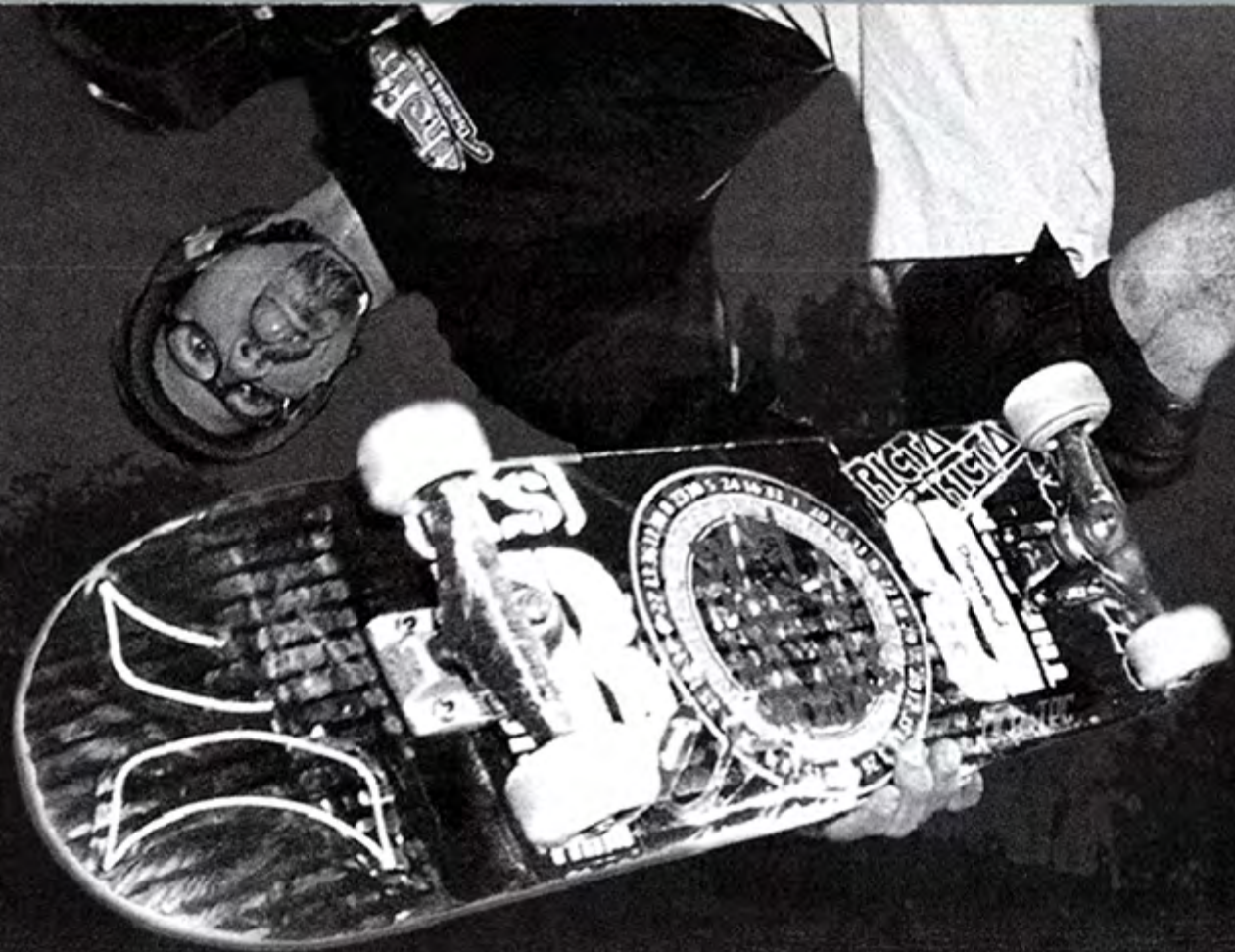
PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK

NEVERSOFT

ACTIVISION
O2
SPORTS REVOLUTION

BRADYGAMES
TAKE YOUR GAME FURTHER

© 1999-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision O2, Pro Skater and Sports Revolution are trademarks of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. Developed by Neversoft Entertainment, Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



411VM.

*the best skateboarding
video magazine
on the planet.*

DVD VIDEO VHS

clip of the week
411VM.com



TONY HAWK'S PRO SKATER™ 4 GOES WIRELESS WITH mMODE.™

Now AT&T Wireless
lets you take
TONY HAWK'S
PRO SKATER™ 4
with you—right
on your phone
with mMode™. Visit
attwireless.com/mMode
for more info.

CO-PUBLISHED BY:



www.activisionO2.com



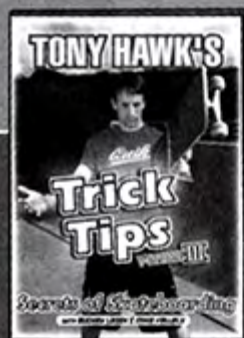
www.jamdat.com

© 2002 AT&T Wireless. All Rights Reserved. Credit approval, a GSM/GPRS compatible phone and an active voice calling plan required. Not available for purchase or use in all areas. Monthly charge and usage fees apply for mMode. Additional software required. The GSM letter mark is a trademark of the GSM Association. © 1999-2002 Activision, Inc. and its affiliates. All rights reserved. Activision is a registered trademark and Activision O2 and Pro Skater are trademarks of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. © 2002 JAMDAT Mobile Inc. JAMDAT and JAMDAT Mobile are trademarks of JAMDAT Mobile Inc. Published and distributed by JAMDAT Mobile under license.



Synchronized backside lipslide anyone?

Brand new vids from Tony Hawk:



See things differently.

Plus, enjoy these:

- Trick Tips Vol. I & Vol. II
- One Step Beyond
- OP King Of Skate • The End
- Destroying America

www.redline-entertainment.com © 2002 Redline Entertainment Available on DVD or VHS



REDLINE
ENTERTAINMENT

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

PROGRAM UTILITIES. This Program contains certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of the Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.
- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per CD or DVD replacement. Note: Certified mail recommended.

In the U.S., send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.

**Exclusive
Demo on disk.**



SHAUN MURRAY'S PRO WAKEBOARDER™



**Available
Now.**



PlayStation®2



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

© 1999-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision and Pro Surfer are registered trademarks and Activision 02, Pro Skater, Pro BMX, Pro Wakeboarder and Sports Revolution are trademarks of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk, Kelly Slater is a trademark of Kelly Slater, Mat Hoffman is a trademark of Mat Hoffman and Shaun Murray is a trademark of Shaun Murray. All other trademarks and trade names are property of their respective owners. 80425.226.US

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PRODUCTS RANGE FROM
RATING PENDING TO TEEN

RP-T
CONTENT RATED BY
ESRB

ACTIVISION
02

SPORTS REVOLUTION

ACTIVISION02.COM