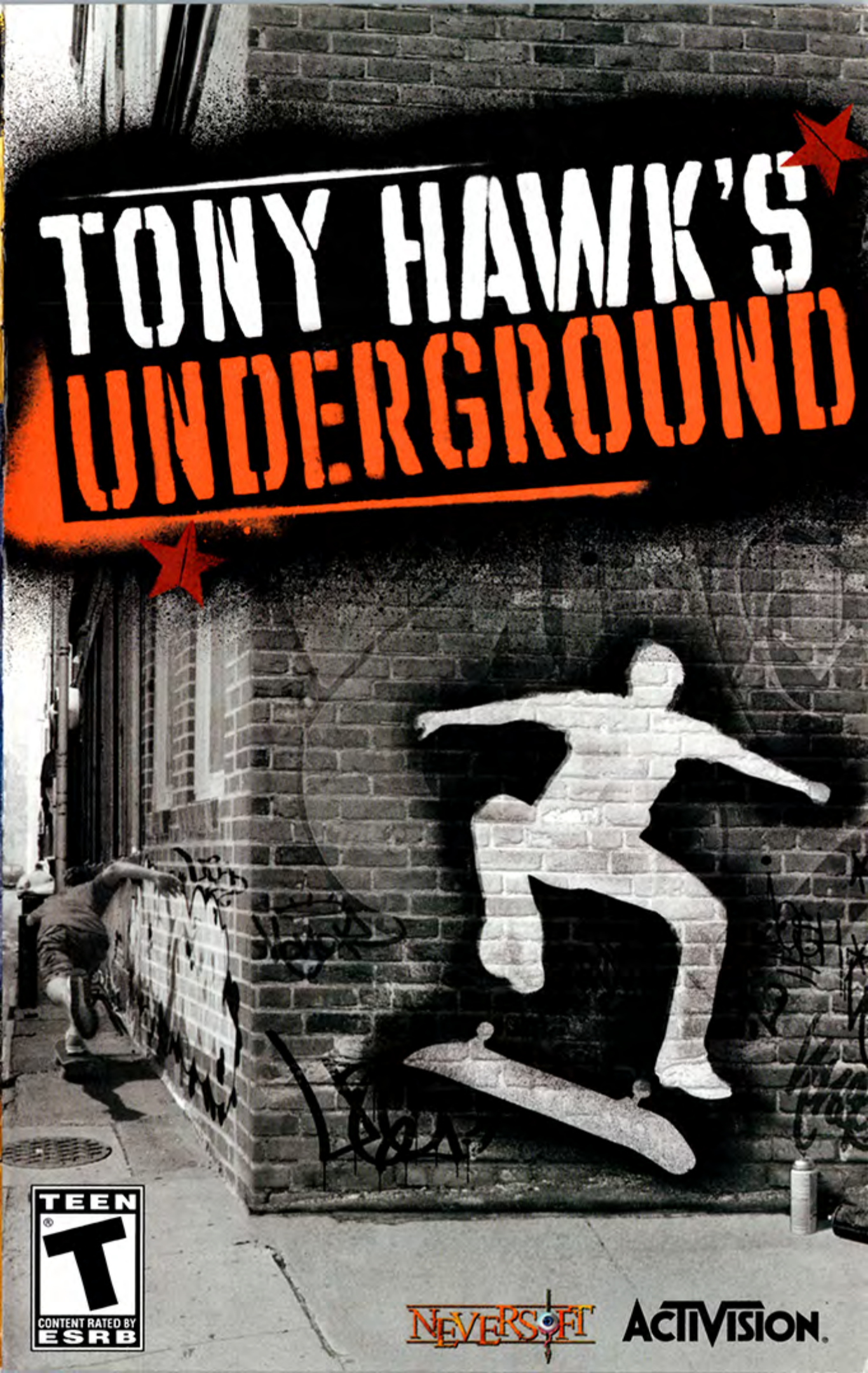
TONY HAWK'S
UNDERGROUND
TEEN
T
CONTENT RATED BY
ESRB
NEVERSOFT
ACTIVISION.

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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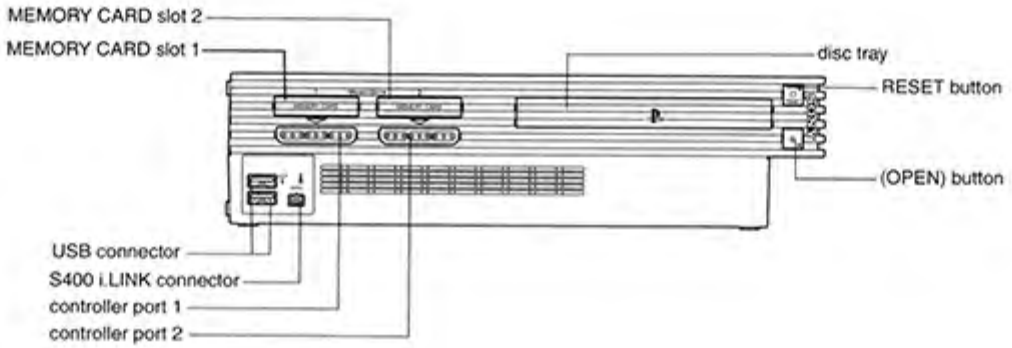
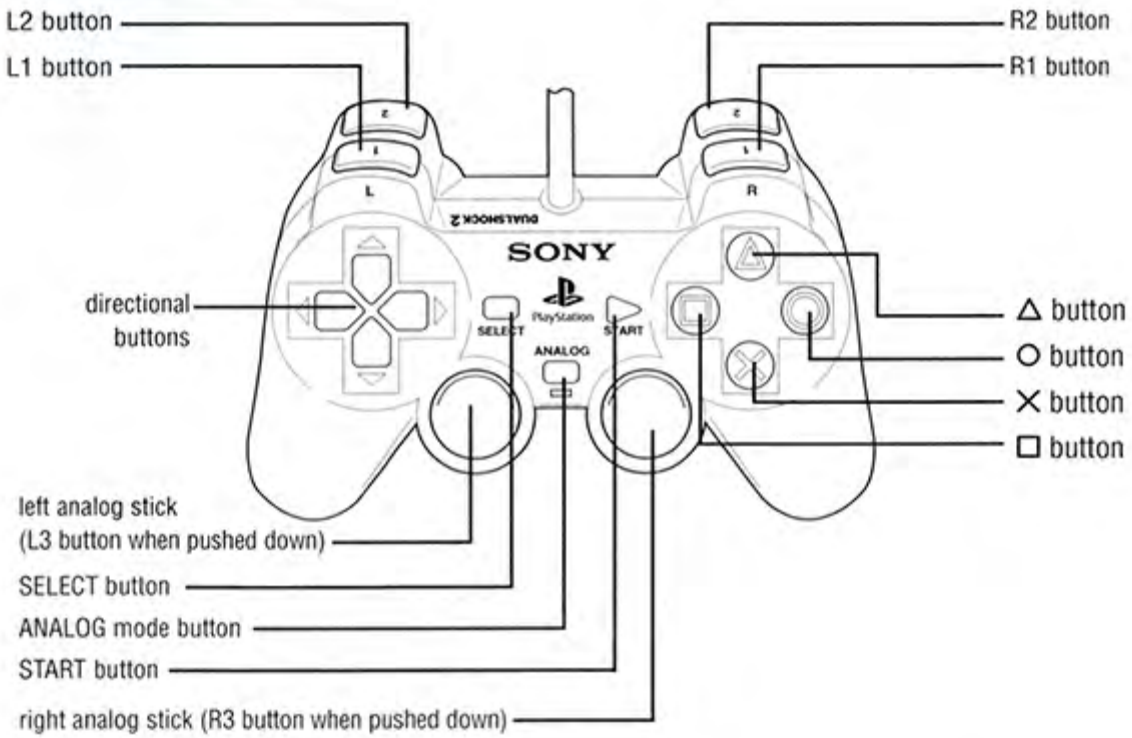
GETTING STARTED



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 Underground 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 ↑↓ 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 △ button to go back to navigate through the menu options.

Tony Hawk's Underground 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

BASIC CONTROLS

Crouching

To crouch, press and hold the ✕ button. Crouching while skating around will make the skater go faster.

Ollie (or Jump)

To ollie (or jump), press and release the ✕ button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

Grab Tricks

To perform a grab trick, you 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 performs a different grab trick. The longer you hold the ○ button down during a grab trick, the longer you'll "tweak" that grab trick. The score for the trick increases over the length of the grab.

Flip Tricks

To perform a flip trick, you 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 performs a different flip trick.

Grind Tricks

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

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

Lip Tricks

To perform a lip trick, skate straight up a ramp or quarterpipe and press the △ button with a directional button at the lip (or top edge) of the ramp. Press ← and → on the directional buttons to balance.

Manuals

To perform a manual, quickly press ↑ then ↓ on the directional buttons. You can also nose manual by quickly pressing ↓ then ↑ on the directional buttons. Press ↑ and ↓ on the directional buttons during a manual to balance.

Reverts

To revert when landing back onto a ramp, press the **R2** or **L2** button when you hit the ramp surface coming out of an aerial maneuver.

No Comply

To perform a no comply, quickly tap ↑ on the directional buttons just before tapping or releasing the ✕ button.

Boneless/Fastplants/Beanplants

To perform a boneless, fastplant or beanplant (varies depending on the pro skater), quickly tap ↑↑ on the directional buttons and release the ✕ button. These tricks will allow you to jump farther and higher than a regular ollie.

ADVANCED CONTROLS

Pressure Flips

Tap the **L2** button once to move your feet into pressure flip position. Press ✕ to jump and the □ button plus either ↑, ↓, ← or → to execute a pressure flip.

Nollie

A nollie is an ollie (or jump) performed on the front of the board instead of the rear. To perform a nollie, first press the **L2** button twice to get into position, then press the ✕ button. Nollie flip tricks follow from nollie stance.

You can also toggle between regular, pressure and nollie positions by pressing the **L2** button while grinding or in a manual.

Note: Pressure and nollie tricks give you more scoring options.

Switch Stance

You'll 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. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

Wallrides

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the △ button. Press the ✕ button to wallie. Press the ↓ directional button and the ✕ button to walljump.

Wallplant

Jump straight into a wall and press ↓ + the ✕ button to plant your foot on the wall and kick off in the opposite direction.

Wallpush

Skate or manual straight into a wall and hold the △ button to push off the wall.

Spine Transfers

To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **R2** or **L2** button when launching off of one side of the spine.

Skitching

To skitch (get pulled 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 flatland tricks stem from the manual (↑↓ or ↓↑). Once in a manual, tapping twice on the ○ button, △ button, □ button or any combination of those buttons will produce a variety of flatland tricks. You must balance during the string of flatland combos using ← and → on 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 (single tap) trick. These tricks score more points than their base tricks.

Grind/Lip Branching

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

Powerslide

Press ↓↓ on the directional buttons then tap the **R1** button to do a quick 180º

Acid Drops

Press the **R2** button while jumping over a quarterpipe ramp to acid drop into the ramp. You can do this while skating or walking. (See the Walking section below.)

WALKING AND CLIMBING

Walking

In *Tony Hawk's Underground* you can get off your skateboard and walk or run. To switch from skating to walking, press the **R1** and **L1** buttons at the same time. While in Walk Mode use the directional buttons to control your skater. By pressing and holding the ✕ button, your skater will run instead of walk.

Note: Using the left analog stick to control your skater while in Walk Mode will make the skater run, not walk, whether or not you're holding the ✕ button down.

Climbing/Hanging

To climb and/or hang, you must first be in Walk Mode; then jump (using the ✕ button) near a wall or hanging wire and then press the **R1** button to grab the ledge. While hanging, press ← and → to move your position and press ↑ to climb up onto the ledge surface.

Note: Not all ledges allow climbing or hanging.

CONTROL TIPS

- When you bail, 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 Skater/Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Story Mode.
- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using reverts and manuals. Manuals keep your combo going across flatland ground sections. Reverts keep your combo going from big air tricks off ramps.

- During a run (unless in a free skate session), every time you repeat a trick, the trick's point value decreases. To get a high score, you're going to have to think about your "line" and mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from 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 nets bigger scores. Press the **L1** or **R1** button 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.
- When landing from a quarterpipe, revert then manual to continue your combo.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use revert to link them together. There are also spine transfers and skitching—and you can link those in your combos, too!

SPECIAL METER AND SPECIAL TRICKS

As you score points in Tony Hawk's Underground, your Special Meter (the meter in the top left of the screen) fills up. When the meter is glowing and pulsing in color, you can perform special tricks that you normally cannot. The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo.

By default, you start with 3 special tricks. You can earn extra special trick slots by completing special tasks in Story Mode. Keep your eye out for some familiar faces with an orange icon above their heads; they might be able to help you earn some new special trick slots.

Special tricks are performed using multiple direction presses on the directional buttons with the corresponding face button. Try playing through Story 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 like, push down on the **right analog stick** (the **R3** button) and lock the camera into place. Pressing the **right analog stick** down again releases the camera back to the default position. Alternately, press the **SELECT** button to switch between different camera positions. Continue pressing the **SELECT** button to return to the default camera position. When walking, tap **L2** to re-center the camera behind the skater.

THE MAIN MENU

The Main Menu of *Tony Hawk's Underground* allows you to select from all the different game modes. Press ↑ and ↓ on the directional buttons to move the cursor to the desired menu option. Press the ✕ button to select the highlighted menu option.

STORY MODE

Story Mode takes a skater from a "nobody" to a "somebody." You'll begin by creating your skater (see Create-A-Skater on page 19). You start in your neighborhood in New Jersey with the goal of becoming a Tony Hawk-like pro superstar. You have to start at the bottom though, to get sponsors and pros to notice you. By completing a variety of complex tricks, tasks and missions, you'll prove yourself and start to move up in the world of skateboarding.

HIGH SCORE/FREE SKATE

Choose a level and try to do your best skating within a two-minute session or simply enjoy a relaxing time-limit free-skate session with no tasks or responsibilities. You can also set high scores and new records in this mode. The New Jersey level is open for skating from the beginning. In order to earn access to and choose alternate levels, you must play through Story Mode.

CREATE/PLAY GOALS

New to *Tony Hawk's Underground*, you can design your own goals! Choose a level and start creating goals that you can trade with friends or share online. Pick from Skate, Combo, High Score and many other types of goals! Or you can download new goals online and play in this mode.

2-PLAYER

When you and a friend are ready to go head-to-head, this mode offers 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 computer entertainment system.

THUG ONLINE PLAY

Take your game skills to the Internet or to a Local Area Network (LAN)! Get ready to battle players all over the world in up to 8-player games! Please read the THUG Online Play section (see page 22) to learn more about how to connect *Tony Hawk's Underground* to the Internet.

CREATE-A-TRICK

Not satisfied with the tricks that we put in the game? Design your own using the all-new Create-A-Trick feature! Design your tricks, and then go online and show off—or even trade tricks with other players around the world.

CREATE-A-PARK

Create the skate park or skate city of your dreams! Specify the size and name of your park and start building. You can choose from a variety of pieces, and use the new Create-A-Rail for totally customized grind rails. Then add your own goals and challenges to the level.

CREATE-A-SKATER

Want to make the ultimate skater? Create-A-Skater allows you to start from scratch and create your own skater to play with in any mode of *Tony Hawk's Underground*.

CREATE-A-DECK

Tired of all those deck graphics that everyone else has? Customize your deck by using the Create-A-Deck mode. Choose from hundreds of images, change your deck and wheel colors and get skating!

SKATESHOP

If you like the deck graphics we provide, this is the place you go to change your deck, griptape and wheel color. Play Story Mode to unlock Skateshop.

DOWNLOAD YOUR FACE

Do you want to be in the game? Put yourself in *Tony Hawk's Underground* by simply taking a picture of your face, sending it to us and then downloading it into the game!

Note: Face downloading requires an Internet connection for your PlayStation®2 computer entertainment system.

OPTIONS/MTX DEMO

This is your one-stop shop for setting 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, set up your network options, customize the user interface or play a new game demo of Activision's *MTX: Mototrax*.

STORY MODE

THE STORY

Do you have what it takes to go from local skate punk to world renowned skate legend? If so, prove it in Story Mode. You start in your hometown with nothing more than a beat-up board and the advice of your best friend, Eric. See if you have what it takes to get noticed, gain sponsors and ultimately turn Pro.

ACCESSING THE GOALS

When you begin Story Mode, you start out in the first level in free skate. Explore the level and familiarize yourself with it. To access a task or goal, skate around the level until you see a pedestrian with a red star floating above his or her head. Skate next to the pedestrian and press the ○ button to start the goal. The pedestrian will give you instructions on what you need to do. Most goals require the task to be completed before a specified time limit, but some have no time limit. Be careful, starting another task before finishing the current one cancels the first task. You need to complete goals in each level to progress through the different levels.

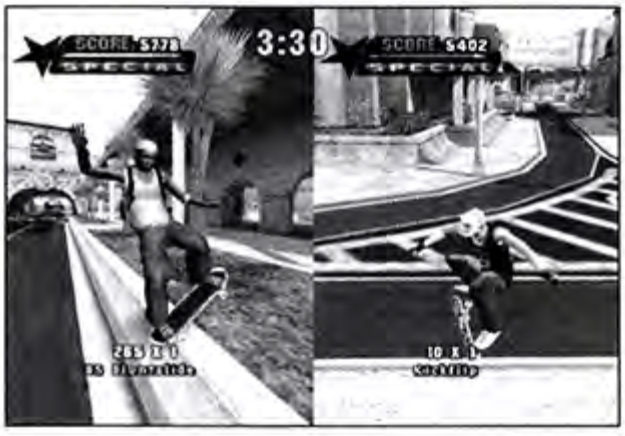
USING THE VIEW GOALS MENU

The View Goals menu tracks your progress through Story Mode and allows you to see which goals you've completed and which goals you need to complete to move to the next chapter. To access the View Goals menu, press the **START** button to pause the game and select **View Goals** from the Pause menu. Jump to an active goal by highlighting the goal you want and pressing the ✕ button.

MULTIPLAYER MODES

THUG ONLINE PLAY

Connect your PlayStation®2 computer entertainment system to the Internet or a Local Area Network (LAN) and play up to 8-player games. If you have Internet access and either a modem or an ethernet adapter, 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 up two controllers 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

Similar to trick attack, except the match ends when the first skater reaches the target score.

Combo Mambo

The player who busts the biggest combo during the time limit wins! Make your combos count, because 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 slapping the 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 will start going 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.

Firefight

New to *Tony Hawk's Underground*! Suspend disbelief for a moment... You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs with the ↑ directional button and the □ button or the ↓ directional button and the □ button. You can keep tapping the □ button for double, triple and even quadruple fireballs! The skill level determines how much of a combo score it takes to launch a massive fireball (1 is easy, 5 is hard).

Goal Attack (online only)

Play Story Mode or your own created goals in Goal Attack. 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 is the winner. You can create your own goals in Create-A-Goal (including ones with vehicles), and then use them in an online Goal Attack session.

Capture the Flag (online only)

Form teams and then try to capture each other's flags. Find the other team's flag, grab it, and 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 or her to return your flag!

Horse (2-player only)

The old classic H.O.R.S.E. (or the word of your choice—behave!) 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, he or she gets a letter. First one to get all the letters tastes defeat!

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. By default, all online games start out in free skate mode.

SAVING AND LOADING

To save a game, you'll need at least 106 kb of free space available on your memory card (8 MB) (for PlayStation®2). To check your free memory and/or to delete existing games, use the PlayStation®2 Internal memory card Manager. To load a previously saved game, select **Load Game** from the Options Menu.

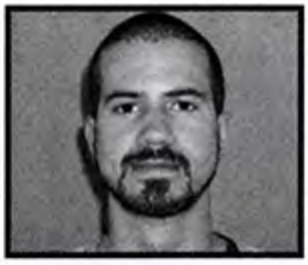
- The *Story/Skater* file requires 106 kb. This file contains both your skater and his/her progress through Story Mode as well as any unlockables you may have earned.
- The *Net Settings* file requires 21 kb. This stores your network settings, homie list and GameSpy profile. After you log into GameSpy or add a new homie, make sure to save your network settings.
- The *Park* file requires 52 kb. The park file contains the layout of the park and any custom goals you've put in it.
- The *Tricks* file requires 52 kb. and contains a single trick that can be traded with friends or uploaded to the online trick vault.
- The *Goals* file requires 116 kb and contains all the custom goals you've created for the levels. Create up to 10 goals in each level—a Goals file can store up to 120 individual goals.

THE PRO SKATERS

In all modes except for Story Mode you can choose to skate as the following 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, CA**

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**

PAUL RODRIGUEZ

Hometown: **Los Angeles, CA**

Resides: **Los Angeles, CA**

Stance: **Regular**

GEOFF ROWLEY

Hometown: **Liverpool, England**

Resides: **Huntington Beach, CA**

Stance: **Regular**

ARTO SAARI

Hometown: **Seinajoki, Finland**

Resides: **Huntington Beach, CA**

Stance: **Regular**

ELISSA STEAMER

Hometown: **Fort Myers, Fl**

Resides: **Huntington Beach, CA**

Stance: **Regular**

JAMIE THOMAS

Hometown: **Dotham, AL**

Resides: **Encinitas, CA**

Stance: **Regular**

MIKE VALLELY

Hometown: **Edison, NJ**

Resides: **Long Beach, CA**

Stance: **Regular**

Tip: Keep an eye out for some of your favorite pros in Story Mode... You never know who you might run into.

CREATE-A-SKATER

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

In *Tony Hawk's Underground*, you can create nearly any kind of skater. Create your own skater—then go online to show off your look!

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

CREATE OPTIONS

From the main Create-A-Skater menu you can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created. New options available in *Tony Hawk's Underground* include Face Mapping and Create-A-Deck.

PIECE CATEGORIES

The available Piece Categories when creating a new skater or editing your current skater are:

- **Information** = Name, Hometown, Age, Sex, Stance, Push, Tricks
- **Head Options** = Skin color, Face type, Hair style, Hair color, Facial hair, Facial hair color, Hat style, Hat color, Hat logo, Glasses, Glasses color
- **Torso Options** = Shirt style, Shirt main color, Shirt second color, Front logo, Adjust front logo, Back logo, Adjust back logo, Backpack, Backpack color, Accessories, Accessories color
- **Leg Options** = Pants, Pants color, Socks, Socks color, Shoes, Shoe color
- **Tattoo Options** = Head tattoo, Chest tattoo, Back tattoo, Left Bicep tattoo, Left Forearm tattoo, Right Bicep tattoo, Right Forearm tattoo, Left Leg tattoo, Right Leg tattoo
- **Scale Options** = Body, Head top, Head, Nose, Jaw, Chest, Waist, Biceps, Forearms, Hands, Thighs, Calves, Feet
- **Pad Options** = Helmet, Helmet color, Helmet logo, Elbowpads, Elbowpad color, Kneepads, Kneepad color

FACE MAPPING

Note: Face downloading requires an Internet connection for your PlayStation®2 computer entertainment system.

New to *Tony Hawk's Underground*, you can take a digital photograph of your face, send it in, download it into the game, and apply it to your Create-A-Skater! By following a few simple steps, you'll be in the game!

Get Your Face in the Game

Follow these steps to get your face in the game:

1. Take a digital photograph of yourself. Make sure it's taken straight from the front and has even, flat lighting (no shadows!).
2. Save your picture as a JPEG file.
3. E-mail the picture as an attached JPEG file to faces@thugonline.com. You'll get a reply e-mail with your personal password.
4. In the game, select **Download Your Face** from the main menu. You'll be taken to the Facemapping menu. Select **Download Face**.
5. Enter your password and select **Done** to retrieve your face from the Internet.

You have now successfully downloaded your face into the game. You can proceed to edit the mapping of your face, as well as facial tone, color or skin (instructions in next section).

Edit Your Face

Follow these steps to edit your downloaded face:

1. Select **Edit Points** from the menu. Edit the points at which your face is mapped onto the Create-A-Skater by following the on-screen instructions. You can continue to edit the points of your face mapping until you're satisfied.
2. Next, match the tone of your face (general color) to a preset face tone. For crazy face colors like red or blue, make your face grayscale in this step—you can color your whole body in step 4.
3. Further match the color of your face to the surrounding skin by selecting Color Your Face from the menu. There are three bars that represent Hue, Saturation and Value of the color of your face. Don't worry if our presets aren't what you want—at this stage you just want to get your face blending seamlessly with the preset surrounding face texture. You can tweak the color of your skin in the next step.
4. Adjust or recolor your skin color by selecting **Color Your Skin** from the menu. Again, there are three bars that represent Hue, Saturation and Value of the color of your skin.

You are now done editing your downloaded face.

Use Your Camera Phone

Note: This feature has only been tested with Nokia® cellular phones that have a built-in camera and the ability to send images to e-mail addresses and receive e-mail messages. Please check with your wireless carrier and research your phone model specifications to determine if it has these capabilities.

Many new cellular phones have built-in cameras and e-mail capability. A quick way to get your face into the game without using a computer is to use your camera phone. Simply snap a picture with your camera phone and e-mail the image (using either e-mail or multi-media messaging services) to faces@thugonline.com. You'll get a reply e-mail with your password and then you're ready to go online and retrieve the image with your PlayStation®2 computer entertainment system.

Troubleshooting

- Make sure that you have attached a picture that has a legitimate picture extension file name. (Example: JPG, GIF or BMP, etc.).
- Make sure that you have attached your file to the e-mail. Do NOT embed the file into the e-mail.
- Visit www.thugonline.com for more information on uploading a face texture.

Face Mapping Terms

By utilizing the face mapping technology provided, you understand and agree that the face mapping technology is provided solely for the purpose of providing you the ability to insert your own face or likeness in *Tony Hawk's Underground* for your own personal use. You are not permitted to use the face or likeness of any other person including, but not limited to the face or likeness of any celebrity, public or historical figure without that person's (or the person's authorized agent's) prior written authorization. Any such use of another person's face or likeness may constitute a violation of state and federal privacy, rights of publicity and/or other intellectual property laws which may subject you to civil and/or criminal penalties.

CREATE-A-DECK

DESIGN DECK

You can design your deck graphics from scratch using Create-A-Deck. There are hundreds of images to choose from, and customization tools available to make every deck unique!

Base Graphic – Choose the graphic that will be on the base of the board. In Base Graphic, you can also change the color of your wheels.

Tiled Layer – You can choose a tiled graphic which will repeat across the entire board.

Layers 1-4 – There are four additional layers where you can apply graphics.

Once you have applied the graphics, you can tweak the placement, sizes or positioning of each graphic using the following options:

- **Adjust** = You can change the graphic's placement on the board rotate the graphic on its axis or scale the graphic up or down in size.
- **Color** = You can adjust the Hue, Saturation and Value of the graphic.
- **Move Forward/Backward** = You can adjust which graphic sits in front or behind another graphic. Select Forward to move a graphic to the top layer so that your other graphics sit beneath it.

THUG™ ONLINE PLAY

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules or game management and other purposes. The information collected does not identify the user personally. A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates or licensed Publishers shall not be liable for any delays, system failures, authentication failures or system outages, which may, from time to time, affect online gameplay or access thereto.

Note: By joining an online session, you must leave the Activision-controlled environment in Tony Hawk's Underground. *The game's content has been rated for Teen audiences, but 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. Please read the terms of use for online play at www.thugonline.com.*

Ready to go online and play against opponents around the world? To play *Tony Hawk's Underground* online, you'll need a Network Adapter® (ethernet/modem for PlayStation®2) or a supported networking device (see www.activision.com/support for details on which third party devices are supported). You'll also need an Internet service provider.

Note: America Online is only supported through the Network Adapter® Start-Up Disc that's included with the Network Adapter® (for PlayStation®2).

SETUP

The first time you try to go online with *Tony Hawk's Underground*, the game will ask you to set up your connection. You can also go to Options then Network Options to install a new network device or change settings.

You'll first need to tell the game if you have already set up your connection using the Sony Network Adapter Start-Up Disc or if you want to configure everything yourself. Select Network Options then Current Configuration then Sony Network Combination if you wish to load your setting from a memory card (8MB) (for PlayStation®2). You'll be prompted to choose a valid Sony Combination File.

Select **Manual Settings** if you wish to configure your Network Adapter® or third party peripheral directly within THUG.

Once you select Manual Settings, you'll need select **Hardware Setup** to input the type of hardware you're using, and then **Connection Settings** to input any details relevant to your connection (user name, password, phone number to dial, DNS settings, etc.). Visit www.activision.com/support for more details.

After you're finished, you should always save your network settings for THUG by selecting **Save Settings**. The next time you load the game, your new network preferences will be used.

GETTING INTO THE GAME

Once your hardware is connected and properly configured, you're ready to go online. Select **THUG Online Play** from the Main Menu. Next, select the skater you want to play with. Then you can Edit Tricks, set your online Player Name and choose Internet to play *Tony Hawk's Underground* over the Internet or select Local Area Network (LAN) to play against other PlayStation®2 computer entertainment system users connected locally on your network. Select **Ready** to continue. Please review the Online Terms of Use at www.thug-game.com/termsofuse and select Accept or Decline. Then your PlayStation®2 computer entertainment system will attempt to verify your network settings and connect.

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

If you are playing on the Internet, your PlayStation®2 computer entertainment system will attempt to retrieve the Message of the Day. If you see the Message of the Day, congratulations. You're online with THUG.

Next, you'll see a message asking you if you wish to establish a GameSpy® Profile. *Tony Hawk's Underground* uses GameSpy® (www.Gamespy.com) for its online matchmaking. By establishing a profile and providing GameSpy® with your e-mail address, you'll be able to track friends online via THUG's Homie List and post your stats online. 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 Underground* servers. The number to the right of the region name indicates how many servers are online in that particular region.

Note: Pro servers may require you to achieve a certain player ranking before you can enter them.

Once you enter a region, you'll see a list of servers on your right. To the left is the user list, and at the bottom is the chat window. In the middle is 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 the lobby. If you've logged in with a GameSpy® Profile, you can select a user to add him or her to your Homie List. The skateboard icons next to the users' names indicate their online ranking. If the skateboard icons are empty, they have not posted their stats online. The more red the icon, the higher the online ranking.
- **Homie List** – Select this option to see the status of your friends already added to your Homie List. The Homie List shows you if your friends are online and where they're playing. Play in their current game by selecting Join, or select **Observe** to watch.
- **Enter Message** – Select this option to enter a chat message that will appear in the chat window in the lower left.

JOINING A GAME

If you select **Join** in the Action Menu, 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 computer entertainment system to the server. A low ping time means 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 Underground* players only!
- **Level** – The level on which the game is being played.
- **Ranked** – YES means that games played in this server's game modes (2 Minute Trick Attack or Graffiti) will be reported to THUG's online stats system.
- **Players** – The number of players currently in the game is listed at the top left. 8 is the maximum. Underneath, the names of the players in the game appear.

The top of the screen also displays whether a game is currently in process or other important info about that specific server. Highlight a server and press the ✕ 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'll be presented with the Server Options menu. Once your server is up, other players will see this information in the Server List and can attempt to join it. When starting a server, you'll get the following options:

- **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 be changed at any time once you're in the game).
- **Load Goals** – Use the challenges you've created in Create-A-Goal in multiplayer games like Goal Attack.
- **Players** – The highest number of players you'll allow on your server. The maximum for broadband hosted games is 8, for modem users 3. Depending on your connection, select the number of players that works best for you.
- **Observers** – The highest number of people you will allow to watch your server.
- **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 ready to start hosting a game.

Firewall Note: In order to host, or serve, a Tony Hawk's Underground *game from behind some brands of routers with NAT (Network Address Translation), or firewalls, you may need to enable Port Forwarding. You'll need to route, or forward, all data on port 5150 UDP (User Datagram Protocol) to the IP address assigned to your PlayStation®2 computer entertainment system.*

PLAYING IN A NETWORK GAME

A *Tony Hawk's Underground* server is hosted by one of the players and can hold up to 8 skaters and 1 observer. If you selected Join Server to get into the game, 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'll get a notification and the game will start. After the game is completed, you'll be shown the final rankings screen and then return to free skate.

Client Pause Menu

Once you're a client in a 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:

  >> Screen Mode – Change to widescreen mode if your TV supports it.

  >> Sound Options – Just like an offline game, you can change music tracks, adjust volume levels and modify other sound options from this menu.

  >> Control Setup – Configure the controls the way you like them.

  >> Display Options – Toggle what info you want to appear on your screen while playing.

  >> Score Display Mode (teams only) – Toggle the scoring display to show individual scores or just team totals.

  >> 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 to maintain control of your skater when menus are up. For example, if you're playing and a friend is typing.

  >> Set Restart/Go To Restart – Set a point to return to and then warp back to that point. Only available during free skate.

- **Edit Tricks** – Change your trick setup or load your own created tricks. You can only view your tricks—not edit them—if a game has started.
- **Player List** – See who's in the game and add them to your Homie List (requires a GameSpy® Profile).
- **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 won't 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 Underground* 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're hosting the game so 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 with the following added options:

- **Start Game** – Brings up a sub-menu:

  >> Game Type – Select the game you want to play—you're the boss!

  >> Time Limit – Decide how long you want the game to last.

  >> Stop At Zero – By selecting Yes, the game will stop all players when the clock is at zero and the game ends. When you select No, players who are in a combo when the timer runs out have the chance to complete their combo before the game ends.

- **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.

  Advanced Options

  Here you can set gamewide preferences such as No Manuals or No Walking. Any option you choose apply to every player in your server. Some cheats from Story Mode even appear here when you unlock them.

  >> 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.

Tip: You can only serve on levels that you've already unlocked. Unlock additional levels by playing offline in Story 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 turned 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 or 7-on-1—you decide.

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

NEVERSOFT ONLINE VAULTS

Tired of THUG's built-in levels and tricks? Then go online and download something new! In addition to playing online with THUG, you can also trade parks, tricks, skaters and goals you've created via the Neversoft Online Vault. The vault holds all the great files that people have contributed. Please see Program Utilities in the Software License Agreement at the end of the manual for information regarding the ownership of what people have created utilizing the computer code from THUG. Scroll through the various types of downloadable content and select an item in the list to download it to your PlayStation®2 computer entertainment system. You will be prompted to save to a memory card (8 MB) (for PlayStation®2).

Note: Activision and Neversoft reserve the right to refuse to display or make available your content at any time and for any reason at their sole discretion.

Upload Content

Got something killer you've created? Select **THUG Online Play** then **Select Skater** then **Ready** then **Internet** then **Upload Content** to share it with others. Choose the desired type of uploadable content from the list on the left (Parks, Tricks, Skaters, Goals). Then select the particular saved file you would like to post on the Neversoft Online Vault. Enter a concise description of your file and select **Done** to upload. Within minutes you should see your content available for download in the Download Content section.

Note: Players are restricted to 1 file each in the 4 different categories. Your newest file will always replace your currently uploaded file.

CREATE-A-PARK

CONTROLS

Dualshock®2 analog controller configuration:

Tony Hawk's Underground has one of the most advanced level editors created, allowing you to design your own level and place different kinds of created goals within the level.

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 control stick to move the piece around your park. The ○ button rotates the piece and the ✕ button places it down. The △ button will erase any pieces intersecting with the current piece.

Changing Pieces

Use the directional buttons to select pieces. The ↑ and ↓ directional buttons allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper lefthand corner of the screen. Once you've selected a category, the ← and → directional buttons scroll through the pieces available in that category. The name of the selected piece is listed above the piece.

Raising and Lowering 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 5 Bowl in the Pools category. Then press the **L1** or **L2** button to raise and lower large sections of your park at once.

Tools and the Clipboard

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the directional buttons to select the Tools category and find the Area Selection cursor. Place the cursor at the desired area. Press the ✕ button to start the selection, use the left analog stick to make your selection (shaded in red), and then press the ✕ button to complete your selection. The selection menu will appear:

Continue – Go back to the park editor.

Copy – Make a copy of the selected area that's stored in the Clipboard category for later use.

Note: If your park is low on memory, you may not be allowed to copy large sections.

Cut – Remove the selected area and store it in the Clipboard for use in a different area.

Delete Pieces – Clear the selected area.

After making a selection and using the Copy or Cut function, use the directional buttons to select the Clipboard category. Scroll to the left or right to view all your saved selections. You can then moved the saved item around the park and use the ✕ button to place it.

The Gap Tool

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 ○ button rotates the gap poly to a different side of the piece. The **R1/R2/L1/L2** buttons modify the dimensions of the currently selected gap. Press the ✕ button to access that gap's Gap menu.

Gap Menu options:

- **Name Gap** – The text that appears onscreen when the player gets the gap
- **Set Gap Score** – How many points the gap is worth
- **Set Gap Type** – You can restrict how a gap can be achieved by setting one of these options. This is useful for setting up advanced created gap goals. You can establish gaps, for example, that the player can only get using a car or when in Walk Mode

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

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

Note: Gaps cannot be attached directly to rails created with the Rail Tool. Rather, they should be attached to pieces underneath the rails.

The Rail Tool

THUG's new freeform rail tool allows you to make complex layouts that go up and over any piece in your park. The Rail Tool allows you to "draw" rails any way you like. When you first highlight the Rail Tool, you'll be in Free Movement Mode. Use the **left analog stick** to move the cursor around your park. Use the **L1/L2** buttons to raise and lower the cursor. **R1/R2** and the **right analog stick** control the camera. Pressing the □ button will "snap" the rail cursor to the nearest existing rail or to the nearest point on an object.

Press the ✕ button to put down a post and start making a rail. As you move the cursor around, you'll see a rail link connecting your initial point to the cursor. Keep pressing the ✕ button to put down rail links. Press the △ button when you're finished with a rail and the cursor will return to free movement.

Editing Existing Rails

The freeform rail tool can also be used to edit existing rails. Move the cursor over a rail or rail link until it starts blinking. Press the △ button to delete the blinking sections. Press the ○ button to "grab" the nearest rail point. Once grabbed, the rail point can be dragged in any direction, raised or lowered. Press the ✕ button to place the rail in the new position and return to free movement.

Note: You can only grind around corners that are 45° or less. As you make rails, links that CANNOT be continuously skated will appear as red. A green link indicates that the rail transition will work.

OTHER CONTROLS

Press the **START** button to bring up the Park Editor Menu. The **R1** and **R2** buttons zoom the camera in and out.

THE CREATE-A-PARK MENU

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

- **Continue** – Continue where you left off in the park editor.
- **Test Play** – Places you in your created park with the last character you played the game with and allows you to test your creation.
- **Create-A-Goal** – See page 33.
- **Set Time of Day** – Skate your park either morning, day, evening or night.
- **Switch Theme** – There are 5 themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.
- **Resize Park** – Adjust the size of your park. You can manipulate each side of your park independently.
- **Nuke Park** – This will clear the park so that you can start over...if you must!
- **Set Max Players** – IMPORTANT! Decide how many people will be allowed to play in your park at one time. The fewer players you allow, the more memory you have to work with. The default is 2, so if you want to take your park online and play with more players, make sure to set you max players accordingly. You can change the max players at any time, but if your park's memory meter is full, you may need to delete pieces and lower ground until you make enough room for the desired number of players.
- **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 Underground*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and resave them.
- **Quit** – This will take you back to the Main Menu.

OTHER IMPORTANT PIECES

Restart Points

- **Player 1 Start** - The green object marked "1P" is the player 1 start point. This piece marks the starting point for player 1. Only 1 start point can be placed in a level.
- **Player 2 Start** – The red object marked "2P" is the player 2 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 H.O.R.S.E. game. The player 1 start point also doubles as a H.O.R.S.E. start point. Only 6 H.O.R.S.E. 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 6 crowns in your level.
- **Flag Start** – These indicate where the team flags will be placed in Capture the Flag games (an online multiplayer game).

The Memory Meter

As you add pieces, rails and goals to your level, the memory meter at the bottom of the screen will fill up. When the entire meter is red, you can no longer add anything to your park.

Note: Decreasing/increasing the Max Players allowed in the park gives you more or less memory to work with.

CREATE-A-GOAL

Ready to design your own game? You can take one of the parks you've created yourself or one of the levels in the game and make your own goals and challenges. Trade your creations online with your friends or play your goals in a multiplayer online game of Goal Attack. Trickspots, sick lines, combo goals, drag races with vehicles—all it takes is little time and a whole lot of creativity.

You can also go online and download other players' great creations and play through them in Goal Attack.

From the Main Menu, select the **Create/Play Goals** option.

If you want to play someone else's goals, select **Load Goals** and load them up. When you get to the Level Select Menu, you'll see a number to the right of each level's name—the number on the far right is the number of created goals in each level. The number preceding it is the number of goals you've beaten.

Select a level and you'll enter it in free skate mode. Skate up to a pedestrian to initiate a goal, or pause and select **View Goals** to jump to a particular goal.

CREATING YOUR OWN GOALS

You also use this mode if you want to make your own goals. To make a goal in a level, press the **Pause** button and select **Create-A-Goal**. If this is your first goal, select **Create New Goal**. Later you'll also be able to access your other created goals for this level on this screen.

Note: For created parks you must access this option from within the Park Editor Options Menu.

CONTROLS

Whenever you create a new goal, the first 2 steps will be the same: first, place the pedestrian that will give out this goal. Second, place the restart piece where you want the player to be placed when he or she starts this goal.

Use the **left analog stick** to move the pedestrian or cursor around the level. The **right analog stick** moves the camera so you can more accurately place items in the level. The **L1/L2** buttons raise or lower an item. The **R1/R2** buttons zoom in and out. Press the ✕ button to place the item in the level.

Next, select from the following list of goal types:

SKATE Letters – The player must collect all 5 letters in the allotted time to win. Place the goal pedestrian (person who gives out the goal in-game) in the level using the previous controls. Next, select the starting point of the player who will be completing the goal (indicated by the green 1P text and yellow arrow). Then place the letters S-K-A-T-E around the level at your desired locations. Players can collect SKATE letters while skating, walking or driving one of THUG's many vehicles.

COMBO Letters – Place the goal pedestrian, player start point and the letters C-O-M-B-O around the level at your desired locations. The player will be required to collect all letters in a single combo.

High Score – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. A high score goal challenges the player to reach a target score you set.

High Combo – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. This goal challenges the player to complete a single combo at a set score.

Skate Tricks – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. In this goal, tricks will appear on the right hand side of the screen and the player must complete them before the screen fills up.

Combo Skate Tricks – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. Combo Skate Tricks are the same as Skate-Tricks, only the player must do combinations of tricks to clear each block.

Tricktris – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. Tricktris is like Skate-Trick only the tricks appear in preset blocks.

Gap – Place the goal pedestrian and player start point, then select a gap or gaps that this goal will involve. Gap goals are some of the most useful and modifiable goals in THUG. A gap goal challenges the player to get a gap (or gaps) and can also ask them to do a specific trick across that gap. Gap goals can be completed when skating, walking or driving a vehicle—so gap goals can be used to set up everything from complex trick spots (e.g., "Do a 900° across this channel") to crazy car jumps.

THE EDIT GOAL MENU

After placing any objects for your goal, you will be taken to the Edit Goal Menu. You can also edit a goal by pausing the game, selecting **Create-A-Goal** and then highlighting the goal you want to change and pressing the ✕ button.

All the editable options for a given goal will appear on this menu. Some of the options:

Edit Positions – This option allows you to reposition the objects you placed when you originally created this goal. You will need to replace them all.

Set Time Limit – Set the number of seconds a player has to complete this goal. The default is 120 (2 minutes).

Set Score – For score-based goals, set the number of points required.

Name Goal – Type in the name of the goal as you'd like it to appear in the View Goals Menu.

Name Ped – Give the pedestrian who will give out the goal a unique name.

Set Goal Text – Type the description of the goal that the pedestrian will "say" to the player when he or she talks to the goal pedestrian.
Note: THUG supports a USB keyboard for easy text entry.

Edit Win Message – You can type a message that your pedestrian will "say" when a player beats your goal.

Delete Goal – Wipe out this goal.

Test Goal (regular levels only) – Select this option to get dropped into the game and automatically start the current goal.

Note: This option will not appear when making goals in Create-A-Park. To test goals in Create-A-Park Mode, return to the Create-A-Park Pause Menu and select Test Play.

Control – Determine how the player will start out when they try this goal. You can always choose between skating, walking and walking only (the player will not be able to switch back to skating for the duration of the goal). In addition, SKATE, High Score and Gap goals also allow you to start the goal in a vehicle specific to the level it's in. Create you own races or destruction derbies if you like!

Pick Gaps (Gap Goals only) – Select the gaps that the player will need to skate in this goal—and don't forget to tell them which ones you chose in your goal text!

Note: You can only choose gaps that you've created yourself or that you've already found in the levels.

Required Trick (Gaps only) – Type in the name of the trick the player must do over this gap (or gaps). Make sure to spell the trick exactly as it appears in the trick string at the bottom of the screen when the trick is done in the game, or your gap goal may not work.

Edit Skate-Tricks/Tricktris – A whole variety.

PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Select this to save your work to a memory card (8 MB) (for PlayStation®2). A Goals file can contain up to 120 goals, with up to 10 in any 1 level.

Note: Goals created in a Create-A-Park are saved with the park.

Load Goals – Load a new goal file.

Note: After loading a goal file you may not see any goals since there may not be any for the particular level you're in. To see what levels contain goals, go to the Level Select screen.

A final note on goals: To learn how to create interesting goals, go into Create-A-Park and load up some of the pre-made parks with goals that you like. Then edit the goals to see how they've been put together.

TRICKS

EDIT TRICKS

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

While you're hanging in the skateshop or skating in the game, you can always edit your tricks. Swap tricks 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 you want to assign to that trick.

SPECIAL TRICKS

Special tricks always require at least three button presses. All skaters start out with only 4 special trick slots, but as you complete goals in Story Mode, you can earn up to 7 more slots.

CREATE-A-TRICK

Combine animations to make your own custom tricks! You can select Create-A-Trick from the Main Menu to start making a trick in the New Jersey level. Once in the game—or in Story Mode or Free Skate Mode—you can always create new tricks by selecting **Create-A-Trick** from the Pause Menu.

Create-A-Trick Menu

If this is your first time, choose **Create New Trick** to enter the trick lab. Or, choose from a variety of premade tricks to see how they were created.

In either case, you'll next be presented with the main "timeline interface." In the upper right you'll see your skater and across the bottom a timeline of the current trick. You build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and will continue through to the end of the last component you've placed.

Start by pressing the ✕ button to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, duration of the animation, and other trick-specific details. When navigating the timeline, use the ← and → directional buttons to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press the ✕ button to modify options associated with it. Some of the options you may see:

Duration – How long this trick component will last, in seconds.

Start/Stop – For a trick with an animation, you can use these parameters to effectively "chop off' the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.

Hold Time (grabs only) – You can force a grab trick to hold itself for this amount of time.

Holdable (grabs only) – Change this to Yes if you want the player to hold or "tweak" this grab by holding either the ○ or □ button during the trick. You are limited to 1 holdable grab per created trick.

Backwards (some tricks only) – Set this to On if you want the trick animation to play backwards instead of forwards.

Scoring – The length and complexity of your created trick determines the score of the trick.

Rotation – You can use the **R2** button to toggle player-controlled rotation on or off for the duration of the trick. Turning rotation Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate.

When you're finished adding and modifying components and you want to test the trick, press the △ button to return to the Create-A-Trick Menu.

Back To Editor – Head back to the timeline to change your created trick.

Preview Trick – Try your new trick in a level to see how it performs. The trick will be temporarily assigned to the ← directional button plus the □ button to make testing easy.

Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to your memory card (8 MB) (for PlayStation®2) so that it can be traded or uploaded to the Neversoft Vault.

Done – Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time you can keep up to 10 created tricks active. All 10 tricks will be saved with your skater if you save to a memory card (8 MB) (for PlayStation®2). Additional tricks can also be saved individually to memory cards (8 MB) (for PlayStation®2). See Save Trick above for more info.

Note: After you make a trick and decide to keep it, you'll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign the trick to and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

OPTIONS/MTX DEMO MENU

MTX DEMO

Play a new game demo of Activision's *MTX: Mototrax*.

SAVE GAME/LOAD GAME

Please refer to the Saving and Loading section on page 14.

CONTROL SETUP

Allows customization of control settings:

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

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

NETWORK OPTIONS

Please refer to the Setup section on page 22.

SOUND OPTIONS

Allows customization of sound settings:

Songs – Toggle the soundtrack to play Random or In Order.

Skip Track – Allows you to skip the current track that's playing.

Playlist – Displays all the music tracks. You decide which tracks you want to hear.

Music Level – Adjusts the volume of the music tracks.

Sound Level – Adjusts the volume of the game sound effects.

SCREEN MODE

Allows choice of display settings:

Standard 4:3 – This is the default and the most common setting. It displays the normal television resolution.

Widescreen 16:9 – This setting compresses the display so that it will appear correctly on a widescreen TV set to full or widescreen mode.

Letterbox 16:9 – This setting will add a letterbox (or black bars on top and bottom of the picture) so that the game can be displayed on a 4:3 television in a theatrical 16:9 view.

TAUNT OPTIONS

This option allows the user to customize the skater's taunts. There are four taunts that can be edited. (Button controls are displayed with the taunts.)

BLOOD

This option allows the user to turn the blood effects On or Off (always defaults to On).

HIGH SCORES

You can view all the highest scores in the game on this screen. Toggle left and right to see all of the levels. Each level has 5 Best High Scores and 5 Best Combos as well as Longest Grind, Longest Manual, Longest Lip and Longest Combo for each level.

CHEAT CODES

This is where you enter secret codes from magazines and online fan sites. Go ahead and cheat...we gave you the option to do so!

MOVIES

View all the movies from the game. Some movies need to be unlocked by playing through Story Mode.

TEASERS

View all the bonus teaser movies in this menu.

INTERFACE THEMES

This option allows you to select a user interface theme. Changing the theme style will change the fonts and graphics used throughout the game. Some themes become unlocked as you progress through Story Mode.

CREDITS

See the names of the people who brought you this game.

CREDITS

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MUSIC

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Written by Edwin M. Hayes Jr.
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Performed by The Addicts
Written by Davidson, Davison, Warren and Ellis
Published by Complete Music
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"Armageddon"
Performed by Alkaline Trio
Courtesy of Vagrant
Published by Male Pattern Radness (SESAC)

"A Prototype"
Written & Performed by Anacron
Produced by Alo for Garden Music
Cuts by DJ Diaze
Arranged for Activision by Astrobwoy
Original version appears on "Who's Who?"
(Basement Records, Maneomusicc)

"She Said"
Performed by Angry Amputees
Written by Stacey Kelvin Dee, Eric Stampey Gonzalez, John Scott Dalton, Jennifer Rebel Kirk
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"Rebel Yell"
Performed by Assorted Jelly Beans
Written by Wylie Johnson, Ricky Falomir, Ricky Boyer
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Performed by Bad Religion
Courtesy of: Epitaph
Written by Brett Gurewitz
Published by Westbeach Music (BMI)
Administarted by Songs of Universal, Inc. (BMI)

"Drive"
Written by Blind Iris
Recorded by Ned Allen at ASR Studios Avon, UT
Mixed and mastered by Herc at Herc's Living Room SLC, UT
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www.blindirisband.com

"Don't Wait"
Performed and written by Blue Collar Special
From the album titled "Concrete Waves"
Courtesy of Disaster Records
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www.bluecollarspecial.com
www.Disasterecords.com

"2 Rak 005"
Performed by Bracket
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"American Werewolf in Calgary"
Performed by The Browns
Written by Caissie, Harkness, Andersen, McAndless
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Written by Ben Rew, Pat Brown, Donald Hales, Jeff Matz, Chris Johnsen
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Performed by Cannibal Ox
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Published by Sony/ATV Tunes

"Crazy and Stupid"
Performed by Crash and Burn
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Written by Bill Brown and Crash and Burn
Published by Chaos Industries (ASCAP)
Recorded at New Alliance Studios, Engineered and mixed by Marc Schleicher and Nick Zampiello, Asst Engineered by Nate Clean, Mastered by Dave Locke at J.P. Masters, Produced by Crash And Burn, Marc Schleicher and Nick Zampello

"A Better Tomorrow"
Dan The Automator Featuring Kool Keith
Courtesy of 75 Ark
Written by Teren Jones and Dan Nakamura
Published by Happy Hemp Music (ASCAP) and Sharkman Songs
Produced by Dan the Automator

"Positive Contact"
by Deltron 3030
Written by Dan Nakamura (Sharkman Songs/ASCAP) and Teren Jones (Happy Hemp Music/Happy Hemp Music)
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"Cosmic Asassins"
Written & Performed by DJ Qbert
Courtesy of Thud Rumble
Published by Reverse Cat Breath Publishing (BMI)

"Time To Go"
Performed by Dropkick Murphys
Courtesy of Hellcat / Epitaph
Written by: A. Barr, K. Casey, R. Foltz, M. Kelly, J. Lynch, M. Orrell
Publisher: Boston Scally Punk (ASCAP)

"Annie's Grave"
Performed by Electric Frankenstein
Written by Sal Canzonieri (music), Steve Miller (lyrics)
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Published by BGT ENT/Pulse 8 Music (ASCAP)

"To Ride, Shoot Straight, and Speak the Truth"
Entombed
Music For Nations / KOCH
From the album Music For Nations (Earache Records)
Written by Nicklas Anderson and Alexander Hellid
Published by Zomba Enterprises, Inc. (ASCAP) o/b/o Zomba Music Publishers Ltd.

"No Revolution"
Written and Performed by The Explosion
Courtesy of Jade Tree Records
Published by Radical X (SESAC), Youth Explosion Music (SESAC), Contra Contra (SESAC), BostonDaz Music (SESAC), Blue Alarm (SESAC)

"Mississippi King"
Five Horse Johnson
Courtesy of Small Stone Records
Written by Eric Oblander, Steve Smith, Brad Coffin and Mike Alanso
Published by Kavorca Music/ Small Stone Records (ASCAP)
Recorded at Rustbelt Studios by Al Sutton and Bill Kozg,
Produced by Al Sutton

"I Want It All"
Performed by Flamethrower
Written by Brian Bechtolt, Trevor King, Chris Yager, Tony Rodriguez
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Published by Alpha Dick Music (BMI)

"Blah Blah"
Written & Performed by Frog 1
Courtesy of Family Tree Recordings
Published by Family Tree Records (ASCAP)
Engineered by Josh Lynch

"California Crossing"
Performed by Fu Manchu
(Scott Hill, Bob Balch, Brad Davis, Brant Bjork, Rodney Skelton)
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Performed by GBH
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Published by GBH (SESAC)

"(Gotta Get Some Action) Now"
Performed by Hellacopters
Written by Andreas Svensson, Kenny Hakansson, Niklas Andersson and Robert Eriksson
Published by Universal-MCA Music Publishing, A.D.O. Universal Studios on behalf of MCA Music Scandinavia AB

"It Ain't Nuttin'"
Performed by The Herbaliser f/ M.F. Doom
Courtesy of Ninja Tune
Written by Jake Wherry, Ollie Teeba and L. Dumille
Published by Just Isn't Music (ASCAP) and Xen Tunes (ASCAP)
Produced by The Herbaliser.
Mixed by The Herbaliser and No Sleep Nigel

"Hung, Drawn and Quartered"
Performed by High On Fire
Courtesy of Relapse Records by special arrangement with Rykodisc
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"The Legend of Black Thunder"
Performed by Hookers
Recorded in Andy Slob's basement by Adam Neal, Noel Reucroft and Andy Slob
Words and music by Adam Neal
Published by Devil Doll Music
Taken from the anthology album, "Casting the Runes: From the Battle of Clontarf to the Gates of Valhalla and Beyond" on Devil Doll Records.

"Remedy"
Performed by Hot Water Music
Courtesy of: EPITAPH
Written by: J. Black, C. Ragan, G. Rebelo, C. Wollard
Publisher: I Like Mine Slow (SESAC), Nudie Magazine Day (SESAC), Lock Groove (SESAC), Getherdoneson (SESAC)

"Embody The Invisible"
Performed by In Flames
Written by Bjorn Gellote, Jesper Stromblad, Anders Friden
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Published by Prophecies Publishing

"Braggin Wrights"
Performed by J-Live
Written by Jean Jacques Cadet
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Performed by Jane's Addiction
Written by Perry Ferrell, Dave Navarro, Stephen Perkins, Bob Ezrin and Martyn Lenoble

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"The Circle Part 1"
Performed by Juggaknots
Courtesy of Fondle 'Em/Matte Records
Written by K. Smith, Paul Smith
Published by Yardy Music Publishing (ASCAP), Big Brother Little Brother Publishing (BMI) and Juggaknots Music (ASCAP)
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Mixed at D&D Studios, NY, NY.
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"A Day At The Races
Jurassic 5
Featuring Percy P and Big Daddy Kane
Produced by Cut Chemist
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Published by Inshallah Music (ASCAP), DJ Nu-Mark Music (BMI), Manphibian Music (ASCAP), Najla Music (ASCAP), Upper Cut Music (ASCAP), Macari & Me Music (ASCAP), Mamawaulde Music (ASCAP), Inspectedandapproved Music (ASCAP), Morley Music Co. (ASCAP)
Recorded at Log Cabin Studios by DJ Nu-Mark
Mixed by Troy Staton and Cut Chemist at Ameraycan Studios.
Assistant Engineer- Kent Hitchcock
Contains excerpts from "Urizen" written by David Axelrod published by Morley Music Co. (ASCAP) as performed by David Axelrod, used courtesy of Capitol Records.

"God Of Thunder"
Performed by Kiss
Written by Paul Stanley
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Performed by Lamont
Written and Published by Pete Knipfing
Traktor 7 Records

"War Games"
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Written by Eligh Wachowitz, Thomas Woolfolk, Corey Scoffern and Derrick McElroy
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Published by Relapse Release Publishing

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Produced by Tim Kerr

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Performed by Mike V And The Rats
Courtesy of Rats Music, MVI
Lyrics by Mike Vallely
Music by Jason Hampton
Published by Burn And Burn Publishing (ASCAP)
Produced by Paul Stebner and The Rats.
Mastered by Paul Miner.

"Underground Up"
Performed by Mr. Complex
Written by C. Roberts and J. Ryan
©2001 C Roberts

Published by Core Cords (BMI) and Darp Malone (SOCAN)

"Skin Therapy"
Performed by Mr. Dibbs
Courtesy of Rhymesayers Entertainment, LLC
Written by B. Forste
Published by Puddles Frothing Squat (ASCAP)

"Phantom"
Performed by Mr. Lif
Courtesy of Definitive Jux Recordings
Written by Jeffrey Michael Haynes and Jamie Meline
Published by Virtua Stab Publishing and Definitive Jux Music
Recorded and mixed by NASA and El-P at Definitive Jux Studios

"Transitions As A Rider"
Performed by Murs
Written by Nick Carter
© 2003 Definitive Jux Records
Published by Vive Music (ASCAP)
Produced by Patchworks (www.p-works.net).
Recorded and mixed by Ariel.
Taken from the album "The End Of The Beginning" available on Definitive Jux Records. www.llcrew.com

"The World Is Yours"
Performed by NAS
Courtesy of Columbia Records
By arrangement with
Sony Music Licensing

"Run Fat Boy Run"
Performed by Nine Pound Hammer
Courtesy of Crypt Records
Written by Blaine Cartwright
Published by Nine Pound Hammer
Recorded at Barrick Recording, Glasgow, Kentucky USA produced and engineered by David Barrick
www.Cryptrecords.com

"The Separation Of Church And Skate"
Performed by NOFX
Courtesy of Fat Wreck Chords
Written by Fat Mike
Published by NOFX Music/Wixen (BMI)
Recorded at Motor Studios with Ryan Greene and Fat Mike.

"Your World Will Hate This"
Performed by Orange Goblin
Written by Ben Ward, Joe Hoare, Martyn Millard, Pete O'Malley, Chris Turner
© 2002 Rise Above Records/ Dream Catcher

Published by Rise Above Music/
EMI Music
Produced by Scott Reeder

"Womb Envy"
Written and Performed by
Paint It Black
Courtesy of Jade Tree Records
Published by Daneurysm (SESAC)
and 'Til Death (SESAC)

"The Next Step II"
Performed by People Under The Stairs
Courtesy of OM Records
Written by Chris Portugal
and Mike Turner
Published by Sounds of Om (ASCAP)

"Low Class Conspiracy"
Performed by Quasimoto
Courtesy of Stones Throw Records
Written by O. Jackson
Published by Madlib Invazion (BMI)
Produced by Madlib. Taken from the
Stones Throw Records CD/2LP
"The Unseen."

"You Think I Ain't Worth A Dollar,
But I Feel Like A Millionaire"
Performed by Queens Of The Stone Age
Courtesy of Interscope Records under
license from Universal
Music Enterprises

"King Of The Underground"
Performed by R.A. The Rugged Man
Courtesy of Ironix Entertainment
Written by Ryan Thorburn, Eric
Goldman and Zed Kelley
Published by Pure Butter Productions
(ASCAP)
Produced by The Riffs. Recorded at
The Red Room, Burbank, CA.
Mixed by erOc. Cuts by DJ erOc.

Refused "New Noise"
Courtesy of: Burningheart Records/
EPITAPH
Written by: D. Sandstrom, D. Lyxzen,
K. Steen, J. Brannstrom
Publsiher: Songs And Stories
Publishing (STIM)
Administrator: WB Music Corp. (ASCAP)

"Like The Angels"
Performed by Rise Against
©Fat Wreck Chords
Published by Transistor Revolt (ASCAP)

"(I wanna) Pierce My Brain"
Performed by Rubber City Rebels
Courtesy of Smog Veil Records
Written by Rod Firestone
Published by Rubbertunes (BMI)
www.rubbercityrebels.com

"Milk"
Performed by S.O.D.
Written by S.O.D.
Published by Precious Metal Music (BMI)
Produced by Scott Ear & Alex Perialas
@ Pyramid Sounds, Ithaca, NY

"Circle Of Fear"
Performed by Smoke Blow
Courtesy of Nois-O-Lution
Written by Jack Letten
Published by Manuscript (GEMA)
Engineered by Greif Hellhamme.
Produced by Lucas, Schenk
and Letten.

"Mommy's Little Monster"
Performed by Social Distortion
Written by Michael Ness
© 1983 Time Bomb Recordings
Published by Rebel Waltz Music

"Indolence"
Performed by Solace
©2003 Meteor City Records
Taken from the album 13
www.meteorcity.com

"Suspect Device"
Performed by Stiff Little Fingers
Written by Jake Burns and
Martin Ogilvie
Published by Complete Music Ltd. (PRS)
for the world. Administered by
Incomplete Music Inc. (BMI) for
N. America. Special Thanks to
Lipservices Music Publishing,
Brooklyn, NY.
Courtesy of Capitol Records
Under License From EMI Film &
Television Music

"Refusal"
Written and Performed by
Strike Anywhere
Courtesy of Jade Tree Records
Published by Five Kings (SESAC)
Produced by Brian McTernan
at Salad Days

"Seed"
Performed by Sublime
Words and Music by Brad Nowell,
Eric Wilson, and Floyd Gaugh
Published by Songs of Universal, Inc./
BMI 100.00%
Courtesy of MCA Records under license
from Universal Music Enterprises.

"It Takes No Guts"
Performed by Superjoint Ritual
Written by Phil Anselmo, Joe Fazzio
and Jimmy Bower
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"Internationally Known"
Performed by Supernatural
Courtesy of Babygrande Records
Written by R. Price, N. Nirza
Published by Reb Rhino (ASCAP)
and N. Nirza (ASCAP)
Produced by DJ Rhettmatic For Beat
Junkie Sound

"California Babylon"
Performed by Transplants
Courtesy of Hellcat Records
Written by Tim Armstrong
and Rob Aston
Published by Tall Cans In The Air Music
(ASCAP)

"Black Woman"
Performed by Unida
Written by John Garcia, Arthur Seay,
Mike Cancino and Dave Dinsmore
Published by Proud To Me Mexican
Music (BMI), Organizunition Music (BMI),
Taweno Music (BMI) and
Burning Leaf Music (BMI)
©1999 Unida

"Secondary Protocol"
Performed by Wildchild
Courtesy Of Stones Throw Records
Written by J. Brown and O. Jackson
Published by KRB Music/
Madlib Invazion (BMI)
Produced by Madlib. Taken from the
Stones Throw Records CD/2LP
"Secondary Protocol."

"Sailor Man"
Performed by The Real Mc Kenzies.
Originally released on the album
"Alpha Motherf**kers—a Tribute to
Turbonegro" released on Bitzcore
(www.bitzcore.de and
www.turbonegro.com).
Music and Lyrics: Thomas Seltzer
The Real Mc Kenzies: courtesy of
Honest Don Records
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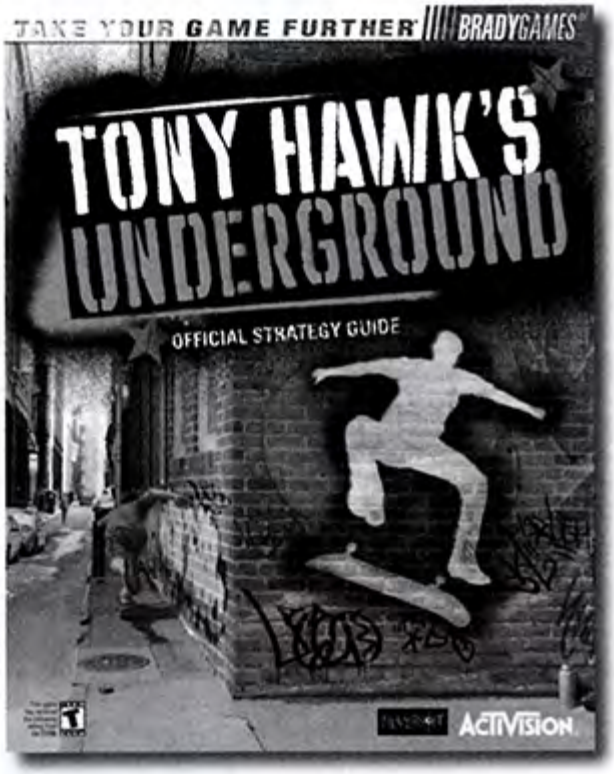

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