

# TONY HAWK'S UNDERGROUND 2



ACTIVISION  
NEVERSOFT



## **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:**

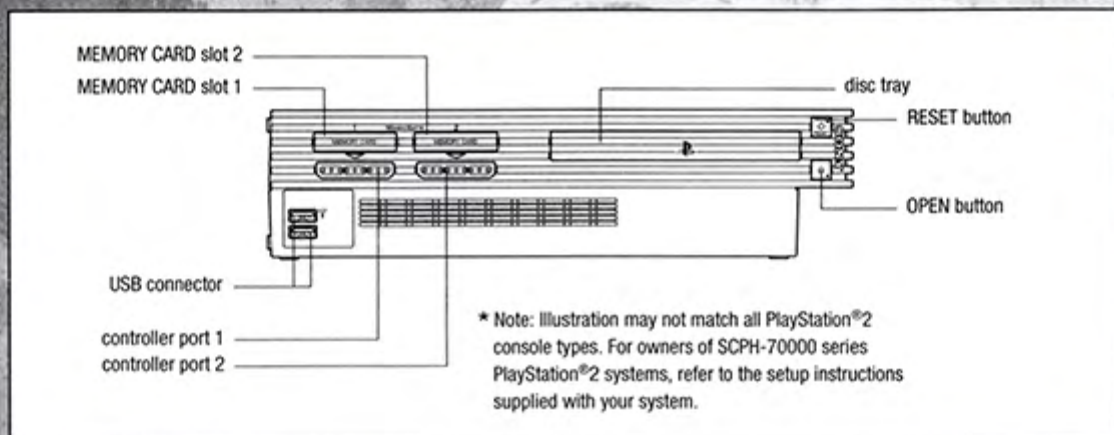
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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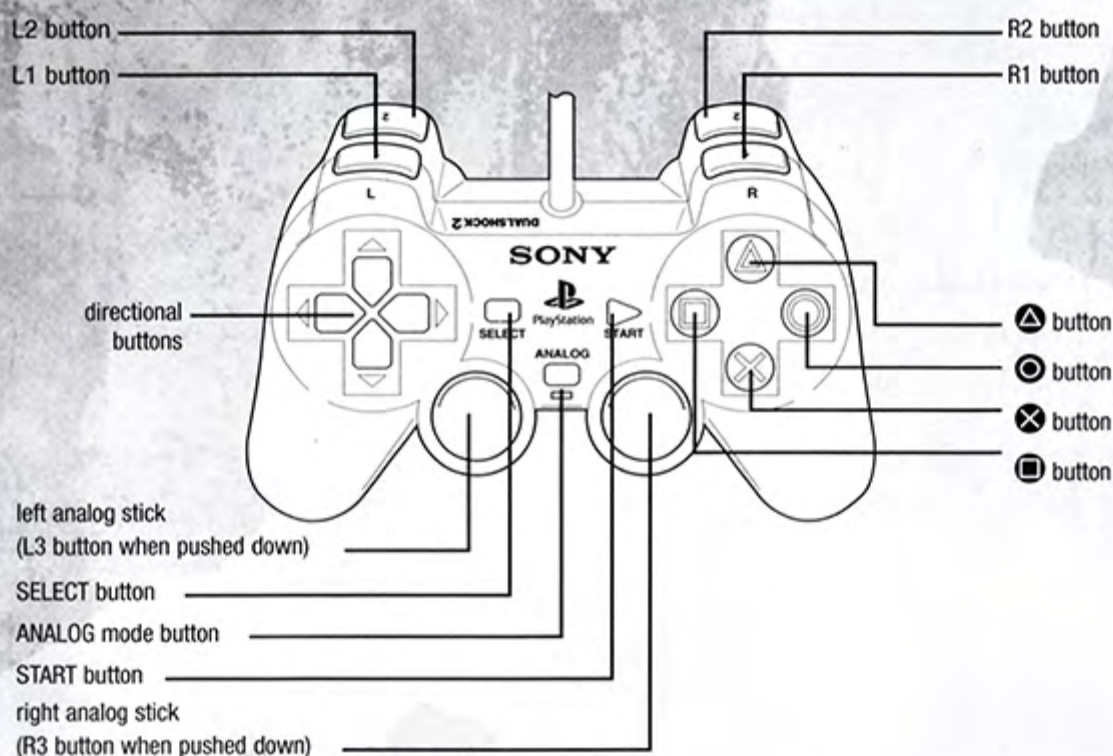


# GETTING STARTED



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 display will open. Place the *Tony Hawk's Underground 2* disc on the disc tray with the label side facing 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



To select menu options, use the directional buttons **↑** and **↓** 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 2* 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 **X** button. Crouching while skating around makes the skater go faster.

### OLLIE (OR JUMP)

To ollie (or jump), press and release the **X** 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.

First ollie (press and release the **X** 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 the **↑** directional button and the **△** button.
- **5-0** = Press the **↓** directional button and the **△** button.
- **Boardslide/Lipslide** = Rotate the board perpendicular to a rail and press the **△** button.
- **Noseslide/Tailslide** = Press the **←** or **→** directional button and the **△** button. Rotate the part of the board you want to slide on into a rail.



- **Smith/Feeble** = Press the ↙ or ↘ directional button and the ▲ button.
- **Crooked/Overcrook** = Press the ↖ or ↗ directional button 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 the ← and → directional buttons to balance.

## MANUALS

To perform a manual, quickly press the ↑ then ↓ directional button. You can also nose manual by quickly pressing the ↓ then ↑ directional button. Press the ↑ and ↓ 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 the ↑ directional button 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 allow you to jump farther and higher than a regular ollie.

## ADVANCED CONTROLS

### PRESSURE FLIPS

Press and hold the L2 button once to move your feet into pressure flip position. Press the ⊗ button to jump and the ◼ button plus either the ↑, ↓, ← or → directional button 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 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 wallieplant. To do a vert wallplant, launch off a quarterpipe and press the **⊗** button on the way up.

## STICKER SLAP

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 the **↑** directional button when directly behind a vehicle. Press the **←** and **→** 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 the **↑** and **↓** directional buttons.

## DOUBLE-TAP FLIPS AND GRABS



Press any direction on the directional buttons and double-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 the 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.

## FLIPS/ROLLS

When performing a Flip or Grab trick, you can customize your move in mid-air by using the directional buttons. While holding the  or  buttons in the air, double tap down to do a backflip, double tap up to do a front flip and double tap left or right to do a frontside or backside roll (depending on which way your body is facing).

## POWERSLIDE

Press the   directional button then tap the **R1** button to do a quick 180°

## 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 on the next page.)

## FOCUS MODE


When your special meter is filled, press the **L3** button to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in focus mode. Focus Mode is limited in two ways:

1. You can only use it for 15 seconds at a time.
2. You may not execute Focus Mode in the same combo more than 3 times.

## PROJECTILES

As you skate around, you may find projectiles (like apples, for example). Press the  button to pick them up and the  button to throw. Find a pedestrian and try to nail 'em.

## TANTRUMS

When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by tapping the  button as fast as you can, releasing your



frustrations in a tantrum. If you throw a tantrum, you'll also earn a small Freak Out bonus score that you can use to start your next combo. The higher your meter, the crazier your tantrum will be and the bigger your Freak Out bonus. It pays to go nuts!

## WALKING AND CLIMBING

### WALKING

In *Tony Hawk's Underground 2* 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 **X** button, your skater will run instead of walk.

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

### CLIMBING/HANGING

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

**Note:** Not all ledges allow climbing or hanging.

### TAGGING

Walk over to a wall and lay down your very own graffiti tag by pressing the **△** button while you're facing a flat surface. You can also use the new Create-A-Graphic mode (see page 20) to customize your tag and make it your own.

## 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—you can link those in your combos, too!

## SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Underground 2*, 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 4 special tricks. You can earn extra special trick slots by completing special tasks in Story Mode. 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 the **L2** button to re-center the camera behind the skater.



## THE MAIN MENU

The Main Menu of *Tony Hawk's Underground 2* allows you to select from all the different game modes. Press **↑** or **↓** on the directional buttons to rotate the wheel to the desired menu option. Press the **X** button to select the highlighted menu option.

## STORY MODE

Ripped from the streets of your hometown, Tony Hawk takes you on an unprecedented around-the-globe skating blitzkrieg called *The World Destruction Tour*. It's half competition, half all-out monster party for hardcore skating veterans and up-and-coming pros like you. This one-of-a-kind underground competition pits Tony's team against Bam Margera's team in a skating fiesta that leaves a worldwide wake of chaos from the hundreds of insane and ridiculous stunts and challenges that await you!



## **CLASSIC MODE**

Ready to go old school? Complete all the old favorite goals like SKATE letters, high scores and more in the *Tony Hawk's Underground 2* levels, plus 6 other re-released levels with 10 new goals per level and a 2-minute time limit. The branching level progression allows you to decide where you want to go next.

## **ONLINE PLAY**

Take your game skills to the Internet! Get ready to battle players all over the world in up to 8-player games! Check out the Online Play section (see page 32) to learn more about how to connect *Tony Hawk's Underground 2* to the Internet.

## **HIGH SCORE/FREE SKATE**

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 Boston level is open for skating from the beginning. To earn access to and choose alternate levels, you must play through either Story Mode or Classic Mode.

## **2-PLAYER**

When you and a friend are ready to go head-to-head, this mode offers many different 2-player games.

**Note:** To select 2-Player Mode from the Main Menu, two controllers must be plugged into the PlayStation®2 computer entertainment system.

## **CREATE-A-MODES**

### **CREATE-A-SKATER**

Want to make the ultimate skater? Create-A-Skater allows you to start from scratch and create your own character to skate within any mode of *Tony Hawk's Underground 2*.

### **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 then add your own challenges to the level (also see Create-A-Goal on page 12).

### **CREATE-A-GRAPHIC**

Want to really leave your mark? Make your own unique graffiti design by layering and customizing tons of images and then use it to tag up the levels. You can also place your created graphic on your Create-A-Skater, applicable clothing items and even your skateboard deck.



## CREATE-A-GOAL

Choose a level and start creating goals 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.

## CREATE-A-TRICK

Not satisfied with the tricks we put in the game? Design your own! Create your tricks, and then go online and show off—or even trade tricks with other players around the world.

## GAME OPTIONS

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 or watch movies.

# STORY MODE

## THE STORY



You're an up-and-coming pro with serious skills when skating legend Tony Hawk invites you to join his team of skaters in an unprecedented, around-the-world competition—an all-out skating blitzkrieg where you'll

rack up points for your team through serious hard-core skating and ridiculous stunts. It's Tony's team versus Bam's team in an underground skating competition. Two teams, international cities and hundreds of funny and insane challenges await.

## GOALS AND THE VIEW GOALS MENU

A list of goals to complete is presented as you enter each location. Skate around the level and investigate to trigger these goals, or go to View Goals in the Pause Menu to get hints. As you skate, look around the level for your teammate, who has his own set of objectives to complete. Once you find him, press the **○** button to switch to that character and unlock his goals. You'll have to seek out and find your teammate as well as a guest and a secret



skater to unlock all the possible goals for that location. Once goals have been unlocked, you can complete them by playing as yourself or as one of the other characters. Good luck!

## MULTIPLAYER MODES

### ONLINE PLAY

Connect your PlayStation®2 computer entertainment system to the Internet and play up to 8-player games. If you have Internet access and a Network Adaptor® (ethernet/modem) (for PlayStation®2), 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, you'll have 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

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).

## ELIMISKATE (ONLINE ONLY)

New to *Tony Hawk's Underground 2*! This new game is in the same vein as Trick Attack, however, this time you have multiple stages per game with a variable time limit. In the first stage, the time counts down and the lowest scoring player at the end of that round gets eliminated from the game. This continues until only one skater is left standing, and he or she is proclaimed the winner!

## SCAVENGER HUNT

New to *Tony Hawk's Underground 2*! Each player places 5 coins throughout the level. Be the first one to pick up all the coins, including your own 5, or at least be the one to pick up the most coins before the time limit runs out, and you win!

## 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, 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!

### H.O.R.S.E. (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 134KB of free space available on your memory card (8MB) (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 the Options Menu.



- The Story/Skater file requires 134KB. This file contains both your skater and his or her progress through Story Mode as well as any unlockables you may have earned.



- The Online preferences file requires 20KB. This stores your homie list and GameSpy profile. After you log into GameSpy or add a new homie, make sure to save your Online preferences.
- The Park file requires 50KB. The park file contains the layout of the park and any custom goals you've put in it.
- The Tricks file requires 49KB and contains a single trick that can be traded with friends or uploaded to the online trick vault.
- The Goals file requires 114KB 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 Graphic file requires 48KB depending on the complexity of your image.

## CREATE-A-SKATER

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

In *Tony Hawk's Underground 2*, 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 Menu, select **Create-A-Modes** then **Create-A-Skater**. 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.

## PIECE CATEGORIES

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

- **Information** = Name, Hometown, Age, Sex, Voice, Stance, Push, Tricks
- **Head Options** = Skin color, Face type, Eyes, 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 Sleeve tattoo, Left Bicep tattoo, Left Forearm tattoo, Right Sleeve tattoo, Right Bicep tattoo, Right Forearm tattoo
- **Scale Options** = Body, Head top, Head, Nose, Jaw, Chest, Waist, Biceps, Forearms, Hands, Thighs, Calves, Feet
- **Deck Options** = Deck graphic, Grip tape, Wheel color
- **Sticker Options** = Choose from a list of graphics and logos to designate your sticker of choice
- **Pad Options** = Elbow pads, Elbow pad color, Kneepads, Kneepad color

## FACE MAPPING

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

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! New to *Tony Hawk's Underground 2*, you can use your EyeToy® USB camera for PlayStation®2 to take a picture of your face and apply it to your skater as well. Check out the in-game tutorials for more information on these features.

## GET YOUR FACE IN THE GAME

Make sure your EyeToy® USB Camera for (PlayStation®2) is connected and pointed in the appropriate direction. Select **Face Mapping** from the Create-A-Skater Menu. Scroll down to section 2, part b) Grab with EyeToy® USB Camera (for PlayStation®2). Position yourself and the EyeToy® USB Camera (for PlayStation®2) in such a way that your face is centered in the box on-screen. Press the  button to capture your picture! Read below for information on how to apply that picture to your Create-A-Skater.



## USING THE INTERNET TO E-MAIL YOUR PHOTO

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@thug2online.com](mailto:faces@thug2online.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 Face Mapping 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 the 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. Further match the color of your face to the surrounding skin by selecting **Match 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.
3. 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 Motorola® 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 multimedia messaging services) to [faces@thug2online.com](mailto:faces@thug2online.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 you've attached a picture that has a legitimate picture extension file name. (Example: JPG, GIF or BMP, etc.).
- Make sure you've attached your file to the e-mail. Do NOT embed the file into the e-mail.
- Visit [www.thug2online.com](http://www.thug2online.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 2* 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-GRAPHIC

Put your creativity to the test! Use this new tool to layer and combine all kinds of different graphic elements, shapes and text to create your own personal logo. Then, use that graphic as your graffiti tag, deck graphic or even on your skater clothes!



## OPTIONS

From the Main Menu, select Create-A-Modes then Create-A-Graphic. You can choose to create a brand new graphic, edit the current graphic, load a previous graphic or save your graphic. You can also select from a list of premade graphics that you can use or customize and make your own.

Once you've entered the editor, there are 10 layers for you to choose from. Pick a layer and then choose **Select Graphic** to choose from a wide variety of graphics, illustrations, logo shapes, backgrounds, odd shapes, sponsor logos or even enter your own text! Once you've chosen a graphic element for that layer, press the **▲** button to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- **Modify Graphic/Text** – Go ahead and change your mind. This allows you to go back and pick a new graphic for that layer.
- **Erase Layer** – Wipe that layer clean and start over.
- **Transform Layer** – Move the right analog stick side to side to rotate the layer. Move the right analog stick up or down to scale the layer and make it larger or smaller. The directional buttons move the layer within the canvas.
- **Flip Horizontally** – Flip the layer left to right to see its mirror image.
- **Flip Vertically** – Flip the layer top to bottom to see its mirror image.
- **Swap Backwards** – When you have more than one layer, you can move the selected layer behind the other layers to get the desired visual effect.
- **Swap Forward** – Move the selected layer in front of each of the other layers to bring it to the front of the graphic.



- **Copy to Open Layer** – Create a new layer by making a copy of your current layer.
- **Color Palette** – Choose a color from one of the 16 boxes to change the color of the graphic element on that layer. Also use the Hue, Saturation, Value and Fade sliders below to customize your color selections.

When you're satisfied with each layer, press the **△** button to return to the list of layers on the left. Use up to 10 layers to create your own masterpiece! When you're satisfied with your graphic, select Done at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can save your graphic and use it in-game!

## CREATE-A-PARK

*Tony Hawk's Underground 2* 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 stick to move the piece around your park. The **○** button rotates the piece and the **⊗** button places it down. The **△** button erases 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 left-hand 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 Cruise Ship Pool 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 **X** button to start the selection, use the left analog stick to make your selection (shaded in red) and then press the **X** 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 left or right to view all your saved selections. You can then move the saved item around the park and use the **X** 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 gray, wireframe “wall” attached to the piece. 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 on-screen 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 when grinding.

**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. Instead, they should be attached to pieces underneath the rails.

## THE RAIL TOOL

The 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** – Land in your created park with the last character you played the game with to test your creation.
- **Create-A-Goal** – See page 26.
- **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 your 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 (8MB) (for PlayStation®2). The name you save under will become the name of your park.
- **Load Park** – Load a previously created park from a memory card (8MB) (for PlayStation®2).
- **Load Premade Park** – Allows you to load a pre-built park included with *Tony Hawk's Underground 2*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and resave them.
- **Quit** – Takes 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 per player can be placed in a level.
- **Player 2 Start** – The red object marked "2P" is the player 2 start point. The 2 start point works the same way: it marks where the second player starts 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 fills 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.



Trick spots, sick lines, combo goals—all it takes is a 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-A-Modes** option and then **Create-A-Goal**. 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 set of numbers below each level's name—the number on the far right is the maximum number of goals that can be created per level. The number preceding it is the number of goals that you've created for that level. 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 **START** 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 item in the level. The **L1/L2** buttons raise or lower an item. The **R1/R2** buttons zoom in and out. Press the **X** 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 *Tony Hawk's Underground 2'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, and 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, and 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, and 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, and 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, and then proceed to the Edit Goal Menu. Tricktris is like Skate Tricks, only the tricks appear in preset blocks.
- **Trick to the Beat** – Select the type of tricks that the player must complete to the rhythm they hear in-game.
- **Checkpoint/Race** – Place cones around the level to create a race. Choose how the participants will compete in the race (i.e., skate, walk, etc.) and then let them loose!



- **Gap** – Place the goal pedestrian and player start point, and then select a gap or gaps that this goal will involve. Gap goals are some of the most useful and modifiable goals in *Tony Hawk's Underground 2*. 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 vehicle jumps.

## THE EDIT GOAL MENU

After placing objects needed for your goal, you'll 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 **X** button. All the editable options for a given goal appear on this menu. Some of the options:

- **Edit Positions** – This option allows you to reposition the objects you placed when originally creating this goal. You'll 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 gives 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:** *Tony Hawk's Underground 2* supports a USB keyboard for easy text entry.

- **Edit Win Message** – Type a message that your pedestrian will “say” when a player beats your goal.
- **Delete Goal** – Eliminate 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 does 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 starts out when they try this goal. You can always choose between skating and walking.
- **Pick Gaps (Gap Goals only)** – Select the gaps that the player needs 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 you've created yourself or 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 that appears at the bottom of the screen when the trick is pulled 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** – Save your work to a memory card (8MB) (for PlayStation®2). A Goals file can contain up to 120 goals, with up to 10 in any single level.

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

**Load Goals** – Load a new goal file.

**Note:** After loading a goal file, you won't see any goals if there are none 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 some of the pre-made parks with goals you like. You can edit the goals to see how they're put together.



# TRICKS

## 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 until you find a perfect set to your liking.

To change a trick assignment, select the trick category 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 3 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! Select Create-A-Trick from the Main Menu to start making a trick in the Boston 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. 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 continues 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, the 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 **X** button to modify options associated with that component.

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.

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

**Rotation** – 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 a memory card (8MB) (for PlayStation®2) so 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 (8MB) (for PlayStation®2). Additional tricks can also be saved individually to memory cards (8MB) (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.



## 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 and will not be shared with any non-SCE company. **A Publisher can combine this information with 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](http://www.us.playstation.com/DNAS). In the event of a system's 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 2*. 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.thug2online.com](http://www.thug2online.com).**

Ready to go online and play against opponents around the world? To play *Tony Hawk's Underground 2* online, you'll need a Network Adaptor® (ethernet/modem) (for PlayStation®2). You'll also need an Internet service provider.

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

## SETUP

The first time you try to go online with *Tony Hawk's Underground 2*, the game will ask you to set up your connection. You'll first need to tell the game if you've already set up your connection using the Network Adaptor Start-Up Disc. Select **Online Play**, choose your skater, then select **Online Preferences**. Select **Network Configuration** to load your setting from a memory card (8MB) (for PlayStation®2). You'll be prompted to choose a valid Network Configuration. If no Network Configuration file is present, create one using the Network Adaptor Start-Up Disc.

USB Network devices are not supported for the PlayStation®2 computer entertainment system. If you wish to play this title online, you will need to use an official Network Adaptor (ethernet/modem)(for PlayStation®2) SCPH-10281 or later model.

## GETTING INTO THE GAME

Once your hardware is connected and properly configured, you're ready to go online. Select **Online Play** from the Main Menu. Next, select the skater you want to play with. Next, you can Edit Tricks or change your Online Preferences. Select **Ready** to continue. Please review the **Online Terms of Use** and select **Accept** or **Decline**. Finally, 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 connect successfully, 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 *Tony Hawk's Underground 2*!



Next, you'll see a message asking you if you wish to establish a GameSpy® profile. *Tony Hawk's Underground 2* uses GameSpy® ([www.Gamespy.com](http://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 *Tony Hawk's Underground 2*'s Homie List and post your stats online. Visit [www.gamespy.com](http://www.gamespy.com) for details on GameSpy® profiles.

Next, select **Play Online** from the Internet Options menu to immediately play a game.

The GameSpy® Region List shows the available GameSpy® areas that hold *Tony Hawk's Underground 2* 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 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 users to add them to your Homie List. The skateboard icons next to the users' names indicate their online ranking. If the skateboard icons are empty, those players 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 friends already added to your Homie List. The Homie List shows currently online friends and where they're playing. Join their current game by selecting Join, or select **Observe** to watch.
- **Enter Chat Message** – Select this option to enter a chat message that will appear in the chat window in the lower left.
- **View Messages** – Select this option to view text messages sent from a Homie.



## JOINING A GAME

When you select Join in the Action Menu, the highlight cursor moves 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's 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 2* players only!
- **Level** – The game level of the selected game (Boston, etc).
- **Ranked** – Yes means games played in this server's game modes (2 Minute Trick Attack or Graffiti) will be reported to *Tony Hawk's Underground 2's* online stats system.
- **Players** – The number of players currently in the game is listed at the top left (8 is the maximum). Player names appear below the number of players.

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

When hosting a game, you'll see the Server Options menu. Once your server is up, other players will see your game 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. Please see the Bandwidth Limits and Max Players section below.
- **Observers** – The highest number of people you'll 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.
- **Rank Restriction** – Limit the players who are able to join by setting a maximum or minimum Gamespy ranking.
- **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 2* 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.

## **BANDWIDTH LIMITS AND MAX PLAYERS**

When you host a game, the maximum number of skaters who will be able to join your server is limited by your bandwidth, or speed of your Internet connection. Each player who joins your game will use a portion of your available bandwidth.

If you have a 56k analog modem connection to the Internet, we suggest that you join games rather than hosting them. If you do host a game, you are limited to a maximum "Players" number of 3.

If you have a high bandwidth connection, *Tony Hawk's Underground 2* has a maximum of 8 players plus 1 observer. Note that bandwidth restrictions on cable modems and DSL vary depending on your Internet service provider and you may need to set your "Players" setting to a lower number.



When you host games, if you have problems with laggy gameplay, jerky movement, or if users seem to disconnect for no reason, try reducing the “Players” number before you host the game. Each skater who joins the game will hurt networking performance, so if you have a slow Internet connection while hosting many skaters your gameplay may suffer.

## PLAYING IN A NETWORK GAME

A *Tony Hawk's Underground 2* 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'll 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 the 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.
- **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.
  - **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 then playing again.
- **Quit** – Exit your game at any time by selecting Quit.  
**Tip:** *Tony Hawk's Underground 2* 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 applies 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 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 *Tony Hawk's Underground 2's* built-in levels and tricks? Then go online and download something new! In addition to playing online with *Tony Hawk's Underground 2*, you can also trade parks, tricks, skaters, goals and graphics you've created via the Neversoft Online Vault. The vault holds all the great files 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 *Tony Hawk's Underground 2*.

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'll be prompted to save to a memory card (8MB) (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 **Online Play**, then **Select Skater**, then **Ready**, then **Upload Content** to share it with others. Choose the desired type of uploadable content from the list on the left (i.e., Parks, Tricks, Skaters, Goals, Created Graphics). Then select the particular saved file you want 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 5 different categories. Your newest file will always replace the previously uploaded file in a category.

## GAME OPTIONS

**Save Game/Load Game** – Please refer to the Saving and Loading section on page 15.

**Game Settings** – Allows you to set up controllers, sound option, screen mode, etc.

- **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 changes the way the **R1** and **L1** buttons work while playing. 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).
- **Sound Options** – Allows customization of sound settings:
  - **Songs** – Toggle the soundtrack to play Random or In Order.
  - **Skip Track** – Skip the current track.
  - **Playlist** – Displays all music tracks. You decide which tracks you want to hear.
  - **Music Level** – Adjust the volume of the music tracks.



- **Sound Level** – Adjust the volume of the game sound effects.
- **Special Sounds** – Turn the sound effect for completion of a Special Trick On or Off.
- **Music Zones** – Some music only plays based on your character's location within a level. Turn these special location-based music sounds On or Off.

**Screen Mode** – Allows a choice of display settings:

- **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 appears correctly on a widescreen TV set to full or widescreen mode.
- **Letterbox 16:9** – This setting adds 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** – Customize the skater's taunts. There are 4 taunts that can be edited. (Button controls are displayed with the taunts.)
- **Blood** – Turn the blood effects On or Off (always defaults to On).

**Game Progress** – See how far you've come... and how far you have to go! Get an update on how many points you have in Story Mode or how many goals you've completed in Classic Mode. You can also check your status on gaps.

**High Scores** – View the highest scores in the game on this screen. Toggle left and right to see all 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** – Enter secret codes from magazines and online fan sites. Go ahead and cheat... we gave you the option to do so!

**Movies** – View all game movies. Some movies need to be unlocked by playing through Story Mode.



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### "Deadly Sinners"

Performed by  
3 inches of blood  
Written by  
3 inches of blood  
Courtesy of Idol  
Management

### "Over the Years"

Performed by 25 Ta Life  
From the album Friendship,  
Loyalty, Commitment  
Triple Crown Records  
Music by 25 Ta Life  
Lyrics by Rick Healey  
[www.triplecrownrecords.com](http://www.triplecrownrecords.com)

### "No Jumper Cables (DJ paWL Remix)"

Performed by Aesop Rock  
Courtesy of Definitive  
Jux Recordings  
Written and Produced by  
Aesop Rock / I. Bavitz for  
21 Bazooka Salute  
(SESAC)  
Remixed by DJ paWL /  
P. Iannacchino for paWL  
made this  
Recorded and mixed by  
NASA at Definitive Jux  
studios. Assisted by  
Spence Boogie.  
Mastered by Tippy at  
The Hit Factory  
From the Definitive Jux full  
length Bazooka Tooth.  
[www.definitivejux.net](http://www.definitivejux.net)

### "Trying To Find A Balance"

Performed by Atmosphere  
Written by Slug and Ant  
Published by Upside Down  
Heart 50%/  
Turn That Snare Down 50%  
Courtesy of Rhymesayers  
Ent./Epitaph



**"Top Billin'"**

Performed by Audio Two  
 Written by Kirk Robinson  
 Produced Under License  
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**"Punks Jump Up  
To Get Beat Down"**

Performed by  
 Brand Nubian  
 By Rudolph Isley, Ronald  
 Isley, O'Kelly Isley Jr.,  
 Lorenzo De Chalus  
 and Derek Murphy  
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**"Cheesecake"**

Written by Camaros  
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 Karianne Stenbock)  
 From the album  
 "Romantique" - Black  
 Balloon Records 2002  
 Produced and mixed  
 by Sven Olsen  
 Recorded at  
 Athletic Sound Studios,  
 Halden, Norway.  
 P & C 2002  
 Black Balloon Records

**"Ring of Fire"**

Performed by Johnny Cash  
 Courtesy of Columbia  
 Records  
 By arrangement with Sony  
 Music Licensing  
 Written by June Carter  
 and Merle Kilgore  
 Used by Permission of  
 Painted Desert Music Corp.

**"Unknown Soldier"**

Performed by The Casualties  
 Written by The Casualties  
 Song appears courtesy of  
 SideOneDummy Records  
[www.thecasualties.net](http://www.thecasualties.net)  
[www.sideonedummy.com](http://www.sideonedummy.com)

**"Drums of Fire"**

Performed by Cut Chemist  
 Written by Lucas MacFadden  
 Courtesy of Stable Sound

**"Awesome R\*\*\*"**

Performed by Das Oath  
 Published by Das Oath  
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**"Sonic Reducer"**

Performed by Dead Boys  
 Written by Cheetah Crome,  
 Stiv Bator, Johnny Blitz,  
 Jeff Magnum, David Thomas,  
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 Produced Under License  
 From Warner Bros  
 Records, Inc.  
 By Arrangement with  
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 New York, NY and  
 Blue Disque Music c/o  
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 (ASCAP), Los Angeles, CA.  
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**"Sin City"**

Performed by  
 Dead End Road  
 Written by Jimmy Ingram,  
 Russell D'Amato, Rob Davey  
 and Ralph D'Amato  
 Featuring Steph Maffei of  
 Have Another Monkey  
 on Lead  
 Recorded at  
 Sound Matrix Studios,  
 Fountain Valley, CA  
[www.deadendroad.net](http://www.deadendroad.net)

**"Beat Your Heart Out"**

Performed by The Distillers  
 Written by Brody Armstrong  
 Produced under license from  
 Warner Bros. Records, Inc.  
 By arrangement with  
 Warner Strategic Marketing  
 © 2003 Reprise Records  
 Published by Chrysalis Songs  
 o/b/o Distilla Nation Music  
 (BMI)



**"Liberate"**

Performed by Disturbed  
(Dan Donegan,  
David Draiman, Steve "Fuzz"  
Kmak, Mike Wengren)  
Produced under license from  
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Warner Strategic Marketing  
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www.disturbed1.com

**"Certified"**

Performed by Diverse  
Written by Jon Krohn,  
Kenny Jenkins  
Courtesy of  
Chocolate Industries  
Published by RJD2

**"Whirlwind Pyramid"**

Performed by The D.O.C.  
Written by Tracy Curry  
Published by  
Dollarz N Sense Muzick (BMI)  
Produced Under License  
From Elektra  
Entertainment Group  
By Arrangement with  
Warner Strategic Marketing  
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**"Break on Through"**

Performed by The Doors  
Written by The Doors  
Produced Under License  
From Elektra  
Entertainment Group  
By Arrangement with  
Warner Strategic Marketing  
© 1995 Elektra  
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Published by  
The Doors Music Company

**"Here I Am"**

Performed by The Explosion  
Written by David Walsh  
(Bostondazmusic), Damian  
Genuardi (Contra Contra),  
Matt Hock (Radicale X),  
Sam Cave (Blue Alarm),  
Andrew Black (Born In May)  
From the album Black Tape  
Courtesy of Virgin Records  
and Tarantulas  
Under license from  
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**"Mid Life Crisis"**

Performed by Faith No More  
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Records, Ltd.  
By Arrangement with  
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Published by  
Big Thrilling Music  
www.rhino.com

**"I Love Livin' In the City"**

Performed by Fear  
Written and published by  
Lee Ving  
Produced Under License  
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Records, Ltd.  
By Arrangement with  
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**"Lexicon Devil"**

Performed by The Germs  
Written by Darby Crash,  
Georg Ruthenburg  
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**"I Like It"**

Performed by Grand Puba  
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© 1995 Elektra  
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Written by Grand Puba,  
El De Barge,  
Randy De Barge  
Publishing administered by  
The Game Entertainment

**"Holy Calamity  
(Bear Witness II)"**

Performed by Handsome Boy  
Modeling School  
Written by Josh Davis,  
Paul Huston, Dan Nakamura  
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**"Back On the Radio"**

Performed by The Hiss  
Courtesy of Sanctuary  
Records Group  
Panic Movement  
<http://www.thehiss.com>

**"Pain"**

Performed by  
Jimmy Eat World  
Written by James Adkins,  
Thomas J. Linton,  
Richard Burch  
and Zachary Lind  
Courtesy of  
Universal Music Enterprises  
Published by DreamWorks  
Songs (ASCAP) and Turkey  
On Rye Music (ASCAP)  
administered by Cherry Lane  
Music Publishing Company,  
Inc. (ASCAP)

**"Warsaw"**

Performed by Joy Division  
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Enterprises, Inc. (ASCAP)  
o/b/o Zomba Music  
Publishers, Ltd., Fractured  
Music. Under license from  
BMG Film & TV Music.

**"Grind On"**

Performed by Kool Savas  
& Melbeatz  
Produced by Melbeatz  
Written by S.Yurderi  
(Premium Blend Music  
Productions GmbH /  
BMG UFA)  
Music by Melbeatz  
(Edition Optik/Sony/ATV)  
Kool Savas & Melbeatz  
appear with the courtesy of  
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**"Black Label"**

Performed by Lamb of God  
Courtesy of  
Prosthetic Records  
Published by Sony/ATV  
Songs LLC

**"That's Why They Call  
It A Union"**

Performed by  
Less Than Jake  
Written by Chris, Roger,  
Vinnie, Buddy and JR  
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**"Volume"**

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Published by Libretto  
Copyright by Dim Mak, Inc.

**"End of the World"**

Performed by The Living End  
Written by Chris Cheney  
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**"Night Prowler"**

Performed by  
The Living Legends  
Courtesy of Legendary Music  
Published by  
Legendary Music

**"Sweet Willy Rollbar"**

Performed by The Melvins  
(Roger Osbourne)  
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Performed by Metallica  
 Written by James Hetfield  
 Published by Creeping  
 Death Music (ASCAP)  
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 Entertainment Group  
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**"Never Give Up"**

Performed by Mike V  
 and the Rats  
 Written by Mike Vallely,  
 Jason Hampton  
 Used courtesy of Mike V  
 and the Rats

**"No W"**

Performed by Ministry  
 Written by Alien Jourgensen  
 © 2004 Courtesy of  
 Sanctuary Records Group  
 Published by Thirteenth  
 Planet, Inc.

**"So It Goes"**

Performed by Nebula  
 Written by Nebula  
 (Ruben Romano,  
 Eddie Glass)  
 © 2003 Volcanic Pineapple  
 Music (ASCAP)  
 Nebula appears courtesy of  
 "Liquor and Poker Music.

**"Interested In Madness"**

Performed by Operatic  
 Written by Jesse Fritsch

**"Rock and Roll High School"**

Performed by The Ramones  
 (Jeffrey Hyman,  
 John Cummings,  
 Douglas Colvin)  
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**"Fall Back Down"**

Performed by Rancid  
 Written by Tim Armstrong  
 and Lars Frederiksen  
 Courtesy Of Hellcat Records  
 © 2003 Epitaph Records  
 Published by  
 You're A Rattlesnake  
 www.rancidrancid.com

**"Power of Equality"**

Performed by  
 Red Hot Chili Peppers  
 Written by Kiedis, Flea,  
 Frusciante and Smith  
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 Records, Inc.  
 By Arrangement with  
 Warner Strategic Marketing  
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 Music (ASCAP)

**"Soul Brother #1"**

Performed by  
 Pete Rock & CL Smooth  
 Written by Peter O. Phillips,  
 Parker Lawrence,  
 William Griffin, Eric Barrier,  
 Carlton Ridenhour,  
 Hank Shocklee,  
 Joseph Ward, Simons Darryl  
 Matthews McDaniels,  
 Marcel Theo Hall  
 & Marlon Williams  
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 Inc. (ASCAP) obo itself and  
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 Reach Global Songs (BMI),  
 WB Music Corp.

**"That's Life"**

Performed by Frank Sinatra  
 Written by Kelly Gordon,  
 Dean Kay  
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**"Born Fe Rebel"**

Performed by Steel Pulse  
Courtesy of  
Sanctuary Records Group  
Published by Pulse Music

**"1970"**

Performed by The Stooges  
(James Osterberg,  
David Alexander,  
Ron Asheton, Scott Asheton)  
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**"Rapper's Delight"**

Performed by  
Sugarhill Gang  
Courtesy of Sanctuary  
Records Group  
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**"High Anxiety"**

Performed by  
The Suicide Machines  
Written by The Suicide  
Machines (ASCAP)  
Song appears courtesy of  
SideOneDummy Records  
www.suicide-machines.com  
www.sideonedummy.com

**"Ego Trippin"**

Performed by  
The Ultramagnetic MC's  
Written by Keith Thornton,  
Cedric Miller,  
Maurice Smith,  
Trevor Randolph  
Courtesy of  
Roadrunner Records  
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**"Add It Up"**

Performed by  
The Violent Femmes  
Written by Gordon Gano  
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**"It's Gonna Be A Long Night"**

Performed by Ween  
Courtesy of Sanctuary  
Records Group

Published by  
Browndog Music

**"Los Angeles"**

Performed by X  
Written by John Doe and  
Exene Cervenka  
Published by Verelia Music  
(BMI) and Plaything Music  
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**"Long Train Runnin'"**

Performed by Zeke  
Written by Donald Hales,  
Jefferey Matz,  
Richard Yalowitz  
Zeke appears courtesy of  
Relapse Records, Inc. "Long  
Train Runnin' " is from the  
album "'Til The Livin' End' "  
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**ADDITIONAL MUSIC**

Original Score cues written  
by Fortus/Pittinsky  
(fungusamungus music/  
compound songs) BMI  
Performed and recorded  
by Compound

Special Thanks to  
Richard Fortus



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