



Yanya Caballista

City Skater

EVERYONE
E
CONTENT RATED BY
ESRB

koei®

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.

Mysterious alien invaders have landed in the beautiful city of New San Francisco. They are called Gawoo. This new alien race has taken over the entire city, transforming the once beautiful city to a ghost town!

Ha!
Ha!
Ha!



Skateboarding is their only weakness. They are fascinated with skateboarding tricks and when excited they disappear.



GAWOO!

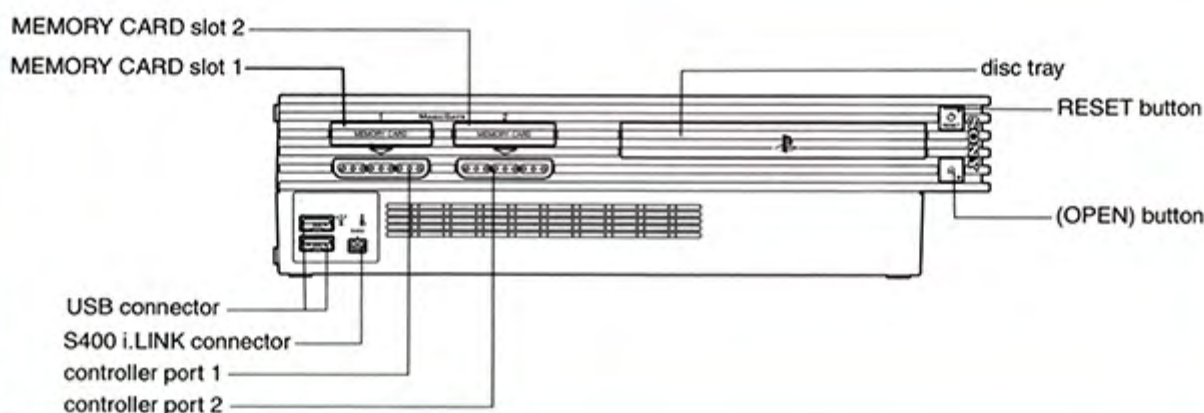
Show your coolest moves and defeat the Gawoo to bring peace back to the city of New San Francisco. Knock out the Gawoo!

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Getting started

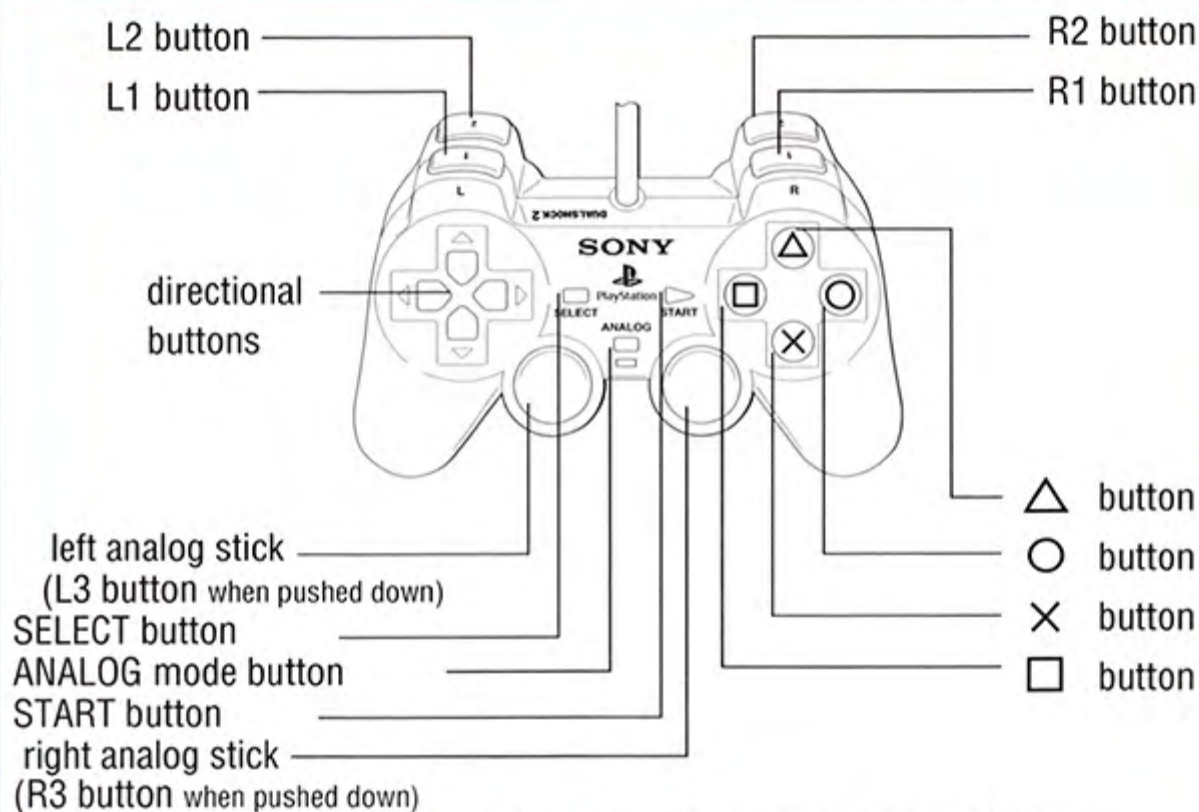


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the YANYA CABALLISTA: CITY SKATER 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.



CONTROLLER OPERATIONS

DUALSHOCK™2 analog controller configurations



Press the SELECT, L1, R1, L2, and R2 buttons simultaneously to reset the game to the Title screen

How to attach the included board controller

Attach the rubber portions of the board controller to the left/right analog sticks of your DUALSHOCK™2 analog controller. The △ emblem on the board controller should be positioned above the right analog stick, and the × emblem positioned over the left analog stick.

To remove the board controller, gently detach the peripheral from the DUALSHOCK™2 analog controller, one side at a time.

⚠ CAUTION:

The included board controller is to be used exclusively for playing Yanya Caballista: City Skater. It is to enhance your enjoyment of the game. Please DO NOT use it for violent play, and for purposes other than game operation.

- DO NOT handle it roughly. This can damage the board controller.
- NEVER place the board controller in your mouth. There is a danger of suffocation or choking. Keep it away from small children.
- Keep it away from water. DO NOT spill water on it or soak it in water. If attached wet, there is a danger of causing accidents such as electric shock.
- Keep the board controller away from heat or fire.
- DO NOT use it for any purpose other than playing the game.

Disclaimer:

The board controller is not officially licensed by Sony Computer Entertainment America Inc. (SCEA). SCEA is not responsible for the functionality and operational compatibility of the board controller. SCEA shall further not be held responsible for any actual, incidental or consequential damages that result from possession, use or malfunction of the board controller.

LET'S ENJOY YANYA!

Starting a game

1. Insert a MEMORY CARD (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

*You can save and load during the game using MEMORY CARD slot 2. However, make sure you use MEMORY CARD slot 1 when starting a game.
 *You will need at least 467KB to save data for a game.
 *Refer to your PlayStation®2 user's manual for details on using memory cards.

2. Place the Yanya Caballista disc in the disc tray.
3. Once the title screen appears, press the START button to choose a game. Press the **START** button during the opening to skip to the title screen.
4. Start a new game, or CONTINUE a previously saved game.
5. Select a mode that you want to play.



Street (P.9)	Defeat the Gawoo to complete each mission on Normal Stage mode and advance to Hard Stage mode.
Challenge (P.10)	This mode allows you to learn basic controls and tricks.
Ramp (P.11)	Land a challenging trick to play cool background music.
Versus (P.12)	2 players compete to capture all Gawoo.

6. Choose a character and play each stage.

Playing a previously saved game

Save before you quit the game to continue the game again at a later date.

Saving Game: Choose "Save & Load" from the "Option" choice in the Mode Select screen (P.13) to Save. One game uses one block of a MEMORY CARD (8MB)(for PlayStation®2). You can save the game after the end of each stage (mission).

Loading Game: From the title screen, choose "Continue" to play the previously saved game. You can also load a game from Option menu on the Mode Select screen.

HOW TO SKATEBOARD

Using a controller

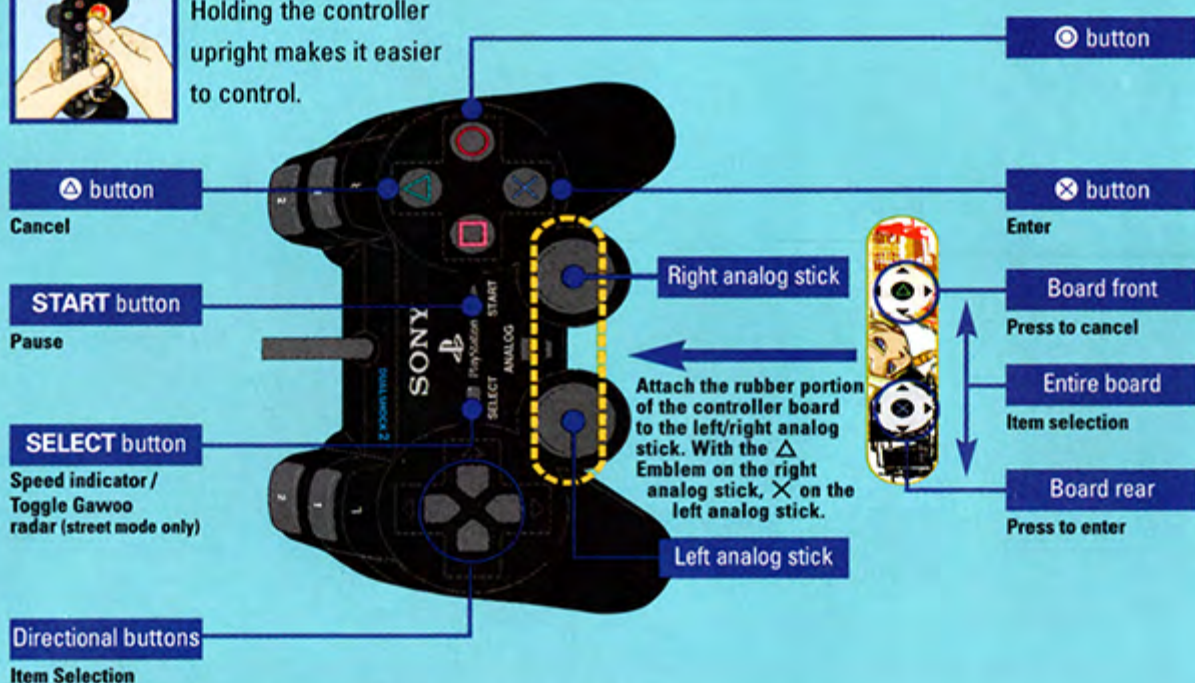
Attach the included board controller to the DUALSHOCK™2 analog controller.

DUALSHOCK™2 analog controller configurations

•Basic Control



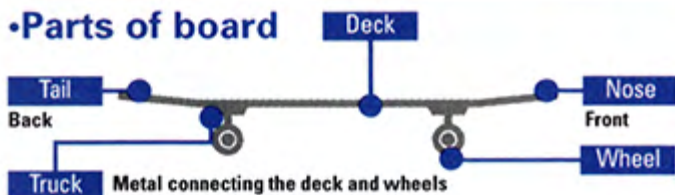
Holding the controller upright makes it easier to control.



*You cannot play the game with a DUALSHOCK™ analog controller.
 *Turn controller vibration ON/OFF in the "Controller" Settings (p. 13)

Useful skateboard knowledge

•Parts of board

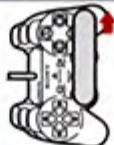
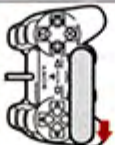
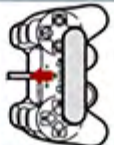
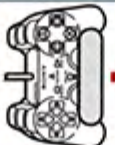




•Terminology

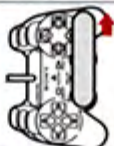

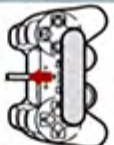
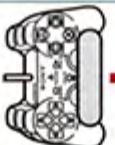

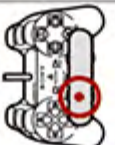


B/S Spin Clockwise spin
 F/S Spin Counter-clockwise spin



While moving forward

Skate (forward/acceleration)		Push the board forward	Brake (reduce speed)		Pull the board back
Turn (left)		Push the board to the left	Turn (right)		Push the board to the right
U-Turn		Press the front of the board (does not work while pushing)	Ollie (jump)		Press the back of the board

Mid-Air

Shifty (forward acceleration)		Push the board forward	Brake (reduce speed)		Pull the board back
Turn (left)		Push the board to the left	Turn (right)		Push the board to the right
Grab (grab the board)		Press the front of the board	Flip (spin the board 360°)		Press the back of the board
F/S Spin (counter-clockwise)		Twist the board to the left	B/S Spin (clockwise)		Twist the board to the right

Playing without the board controller

Hold controller upright even without the accompanying board controller. Front/back, left/right is in relation to holding the controller upright.

When moving forward

Push (go forward/acceleration)	Push both the left/right analog sticks forward	Brake (reduce speed)	Pull both the left/right analog sticks
Turn (left)	Push both the left/right analog sticks to the left	Turn (right)	Push both the left/right analog sticks to the right
U-Turn	Press R3 button (Right analog stick)	Ollie (jump)	Press L3 button (Left analog stick)

Mid-Air

Shifty (forward acceleration)	Push both the left/right analog sticks forward	F/S Spin (Counter-clockwise)	Push Right analog stick to the left and Left analog stick to the right
Turn (left)	Push both the left/right analog sticks to the left	B/S Spin (Clockwise)	Push Right analog stick to the right and Left analog stick to the left
Turn (right)	Push both the left/right analog sticks to the right	Brake (reduce speed)	Pull both the left/right analog sticks
Grab (grab a board with a hand)	Press R3 button (Right analog stick)	Flip (spin the board 360°)	Press L3 button (Left analog stick)

*The rest of the controls are handled in the same manner as with the special board controller.

*We recommend using accompanying board controller for easier control.



Basic Moves

While going forward



PUSH

Accelerate by moving the board forward. Change your speed by the number of times you move the board forward (Push).



Speed 1 • Low speed



Speed 2 • Medium speed.



Speed 3 • Maximum speed. Accelerate for a brief moment when character's foot kicks the ground.

While going forward



TURN

Move the board left/right to turn while going forward. When not moving, change your direction by holding the board left/right. Move the board to the direction you want to land when you are in the air.



Use a turn to change directions when you are stuck in narrow areas and cliffs.

While going forward



Brake

Move (pull) the board to slowly reduce speed. Holding the controller longer will make the speed decrease.



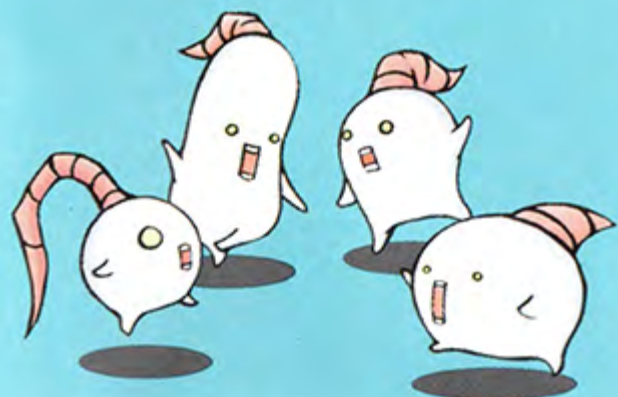
Use the brake early. The skateboard cannot stop suddenly.

While going forward



U-TURN

Press the front of the board while you are going forward to make a U-Turn. This also works when standing still. When on a ramp, do a U-Turn to get to the top of the ramp. You can't do a U-Turn when holding the board forward.



While going forward



Ollie

Press the back of the board to do an Ollie. This is a basic trick you need to learn.



Do a Push close to the ramp. Push to speed 2 for best results.



Coast until you get close to the ramp.



Do another Push near the beginning of a ramp to accelerate.



Press the rear of the board at the top (edge) of the ramp. The faster the speed, the higher the Ollie.

While in the air



Shifty

A Shifty allows you to Ollie farther. Move the board forward while in the air right after an Ollie. Holding down the board will make you go farther. After a Spin, do a Shifty to regain your balance in the air.



Shifty is a technique often used on ramps.



Don't wobble when you land or you will lose 30% of the score from your trick.



Gawoo Diary

We are finally in paradise. The city is beautiful. There are nice houses where nobody lives. And it's only for us, Gawoo. If this is not paradise then what is? I heard that King Gawoo has declared the new Gawoo Kingdom here. But, it's too soon to be happy. Some creatures called humans, with skateboards, are changing our paradise. Somehow we Gawoo get excited when we see those skateboarding tricks and disappear with the excitement. We don't even know why this happens! We must protect our paradise and our people from these human creatures.

King Gawoo declaring the new Gawoo kingdom. He's an honorable man.



Excited Gawoo citizens. Me on the right.

Skateboarders. They are all over the city.



Street Mode - Front Side

Clear various stages one by one. You can advance to the Hard Stage when you clear the entire mission on Normal Stage (default). Bring peace back in the city by making the Gawoo disappear. Kick all the Gawoo out of the city.

Tips for Stage 1 flip side

A Ghost Gawoo is hovering in the sky on this stage. An Ollie is your weapon here.

The Game Screen



Trick Gauge
Appears when a high scoring trick is performed.

Time
Indicates the time left. "0" means the game is over.
Time increase: Collect a coin (+50sec), Clear level (+60-80sec)
Time decrease: Hit a bomb(-30/-15sec); fall in the ocean (-10 sec.)

Gawoo Indicator
Shows the number of Gawoo on the level. Defeated Gawoo are shown as shaded.

Score
Increases when you land tricks or collect coins

Trick Indicator
Describes the tricks you completed.



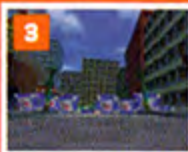


Speed Indicator
Shows speed of the board.

Trick Score

*Press the **START** button to check the stage map and location of the Gawoo.

When the time is "0", the game is over. You must now start over.

Gawoo damage is 10 times the score of your trick.

- Look for the Gawoo!**

- Show your trick to the Gawoo!**

- Make all Gawoo disappear and go to the next level.**

- King Gawoo appears when you clear the final level.**

- Defeat the King Gawoo and go to the next mission.**


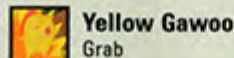
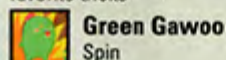


Gawoo Diary

We have found the human's top-secret document! How snobby of them to think they can research our race. Let's take a little look. I want to know what their plan is.

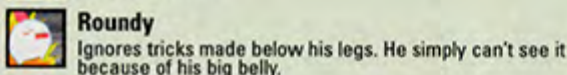
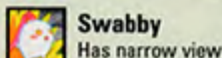
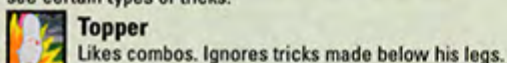
• Color Gawoo

Different colors of Gawoo have their favorite tricks



• Shape

Each shape of Gawoo has limited vision and can only see certain types of tricks.



• **Level** There are different levels of Gawoo. Wimpy ones are of course easy to beat.

Wow! They know everything! What are we going to do?



How to show a Gawwo your tricks

- 1 Pull tricks within a Gawwo's view.
- 2 Do a trick and land within a Gawwo's view.
- 3 Jump out of a Gawwo's view by doing an Ollie and a trick.

Damage given to Gawwo



Gawwo's view



Gawwo attention

Perform a trick when this indicator is on the screen.

Gawwo health

Gawwo level

The Higher the stronger.

Item



COIN

1000 points/coin. After collecting one coin, get another coin within 3 seconds to multiply the score (2nd coin: 2000, 3rd coin: 3000, 4th coin: 4000). Your time goes up by 60sec when you collect 15 coins.



BIG COIN

10000 points/coin. Time also increases by 50 sec.

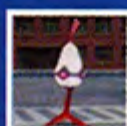
BOMB

A bomb sometimes appears after landing from a trick. Use "Sonic wave" to destroy the bombs.



BIG BOMB

Lose 30 sec. of your time when you hit a big bomb.



BABY BOMB

Lose 15 sec. of your time when you hit a baby bomb.

Challenge Mode

Practice tricks and get familiar with basic controls in this mode. Clear practice missions within the given time frame.

• Courses

[Basic Control]

Practice basic controls like the Push and Ollie. (Recommended for beginners.)

[Trick]

Practice combos (Spin-Flip-Grab, etc.). Recommended for those who can't execute tricks perfectly.

[Combos]

Practice tricks using rails and stairs. Polish your grinding technique here.

[Gawwo Attack]

Lesson on how to defeat the Gawwo. (Recommended for players who can't clear street mode.)

Don't be so cocky just because you clear the mission. Practice the same mission repeatedly until you can perform tricks correctly. Always remember to try and clear the review mission which follows the final mission. The payoff can be great.



RAMP mode

Make music (or play a song) by landing tricks on a set stage like the ramp or bowl. Complete cool background music with your tricks. There are three stages.

The Game Screen



Crappy music when:

You do a trick the wrong way:
a guitar or piano sound will be missing.

Fall on your landing:
All the sound will be missing except the bass and drum.

Wobble (lose balance) on your landing:
Trick is pulled off, but not cleared.

The game is over when you loop the same tune 8 times.

Try to clear both normal and hard stages.

Choose from easy, normal or hard stages.



Land the given tricks.



With your tricks, make enough music to complete a song.



Check the replay when you clear the stage and be the 1st.



Gawoo Diary

Yesterday, Green Gawoo Pucholin has disappeared. Ah, I hate these guys on skateboards. All we do is climb up on the trees, daydream on the street, or dance on top of roofs. We don't do any harm to them. Well, King Gawoo sometimes attacks with bombs...but then why don't they just do tricks on King Gawoo? We just can't help looking at the tricks though. We don't even know why we like looking at them so much. Why! Why!! Why!!!



Pucholin disappears after seeing a 1080° spin. His last word was "Aouhh!"

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VERSUS mode

In 2-player mode, capture all Gawoo on the stage before your opponent. There are three stages.

The Game Screen



Gawoo say "hee" when they notice you and "hoo hoo" while watching your tricks.

Gawoo will run away when you blow the landing.

Move the board quickly left to right to get back into position.

Choose a stage.



Find a Gawoo!



Land a trick near Gawoo!



Attack the opponent with a "sonic wave" and steal their Gawoo!



Return to the starting point when you capture three Gawoo!

Nothing will happen when you bring the Gawoo one by one.



You win when you get to the starting point before your opponent!

It is a tie game when time runs out.

Gawoo Level and Points

Gawoo health is varied by its color and level.

Level	Level	Hit Point			
		Normal (white)	Green	Yellow	Pink
Low	Level 0-4	10~10,000	10~3,200	10~5,000	10~10,000
Medium	Level 5-7	15,000~25,000	4,500~6,500	7,500~12,000	15,000~25,000
High	Level 8-15	30,000~500,000	-	-	-

*The damage to a Gawoo is 10 times that of your score (e.g. normal Kick Flip: 300 points → damage to Gawoo: 3000)

OPTIONS

Adjust controller settings, or save and load games here.

Controller

Set vibration on/off.

Sound level

Set the volume of background music or sound effects. Choose stereo/mono.

Ranking

Show ranking for Street Mode and Ramp Mode. You can also see the ranking on "Stage Select Screen" in each mode.

Saving & Loading Games

Saving: Save the game you are playing. You can save in one block of a memory card (8MB)(for PlayStation®2).

Loading: Load previously saved data (game). You will lose unsaved data when loading saved data.

Pause Screen



[Continue]

Continue the game.

[Retry]

Start the mission from the beginning.

[Mission Select]

Return to the Mission Select screen.



GAWOO DIARY

King Gawoo finally came up with a plan to fight the humans.

Place large coins where they are hard to reach.

Humans are greedy and they love coins. Put large coins where they are hard to get and distract them from finding us. Good spots are: on the roof of buildings, the sea, and somewhere very high.



Don't stay in a group.

Stay away from a crowd. If you stay in a group, all of you could disappear if a human does just one trick. When alone, get together with different color Gawoo just to be safe.



Don't stimulate the humans.

Don't laugh when the humans blow tricks. If you can't help laughing, try to change the way you laugh from, "ke ke ke" to "ha ha ha".



Is this really going to work?



Street Mode - Flip Side

Appears when you clear certain challenges in the stage.

The Game Screen

Number of Gawoo in the stage.



Time

Gawoo

PROCESS 1

Defeat the Gawoo in the stage. You will get bonus time when you beat them within the given time frame. There are 20 Gawoo in one stage. The bonus time you get depends on the level of Gawoo you beat.



The amount of the bonus time depends on a kind of Gawoo you defeated.

PROCESS 2

Keep defeating the Gawoo until time runs out. The game is over when you get all of the Gawoo, or when time runs out. When the game is over, the number of Gawoo you defeated will be shown in the Gawoo gauge.



When the time runs out, the number of Gawoo you defeated within the given time frame appears on the Gawoo gauge.

PROCESS 3

Results! Look in the Gawoo gauge. You can open the next stage when you pass the given defeating ratio.

Defeat ratio and available stage

Defeat ratio	10%	→	STAGE2
Defeat ratio	25%	→	STAGE3
Defeat ratio	45%	→	STAGE4
Defeat ratio	72%	→	STAGE5
Defeat ratio	100%	→	SECRET

PROCESS 4

Retry a stage where you couldn't get all the Gawoo. Try to get a perfect score. The Gawoo gauge shows how many Gawoo you've defeated. Refer to the results for your status.



The number of Gawoo you defeated is shown on the Gawoo gauge screen. Study your score.



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TRICK! (Basic tricks)

SPIN

While in the air



Rider: Max

Don't forget to throw a Shifty before landing. Make a tight landing for a perfect trick.



1 Do a Push to speed 3, and do an Ollie from the ramp.



2 Twist the board when in the air. Check the number of spins.



3 Do a Shifty when you land.

Grab

While in the air



Rider: Aimee

Use the grab at the end of combos. How long can you hold a grab in the air?



1 Do a Push to speed 3, and do an Ollie from the ramp.



2 Hold the front of the board and the time indicator will appear.



3 Let go just before landing to land perfectly.

FLIP

While in the air



Rider: Clarice

This is a trick to get the board off your feet and spin it 360°. You might fall if you do this too close to the ground.



1 Do a Push to speed 3, and do an Ollie from the ramp.



2 Press the back of the board once you are in the air. Let go right away.



3 Letting go of the board assures a safe landing.

Rail Slide (Grind)

While in the air near the rail



Rider: Blue Bee

Move your board left/right to position yourself when getting on the rail after an Ollie.



1 You can slide farther if the speed is high when you Ollie.



2 Do a Shifty, moving the board to the front, when getting on the rail.



3 Land in a safe area with an Ollie before reaching the end of the rail.



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over car

Near a car



Rider: Honda

You can jump over a car with this trick. Use ramps or rails to avoid crashing into a car when jumping.



1 Do an Ollie from the ramp or rail.



2 Pull off a trick when jumping and cross over the top of a car.



3 If performed successfully, this is a high scoring trick.

RAMP TRICK

On a ramp



Rider: Gamma B

You can't do this trick without enough Push. You don't want to do a Shifty for long either. Can a beginner like you pull off a trick like this?



1 Start a Push from the edge of a ramp.



2 Do a trick when in the air.



3 Adjust the landing point by moving the board back and forth when landing.

Stack

Near stairs



Rider: Mei Fa

It's all about the timing of the Push you do. Check out how I do it.



1 Get closer to the stairs with a Push, to speed 2.



2 Do another Push when you get to where the picture shows. Accelerate early.



3 After a Push, do an Ollie in front of Stairs.



4 After the Ollie, do a jump trick.



5 After the trick, do a Shifty to go farther.



6 You score for every step you cross. The more steps you cross, the more points you get.



COMBOS

SPIN → **FLIP** → **GRAB**

Rider: Jet

The basic combo. Focus on Ollie to land perfect combo.

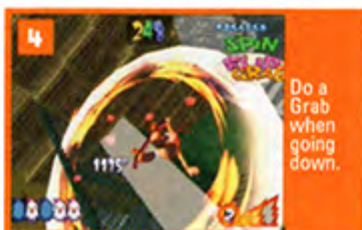
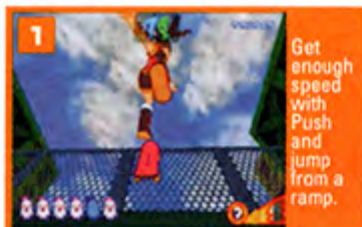


SPIN → **FLIP** → **GRAB**

RAMP VERSION

Rider: Mei Fa

Pay close attention to landing when using this trick on a ramp.



SPIN → **Late Flip**

Rider: Aimee

While Spinning, do a Flip right when you face the direction you were going. This makes the perfect spin. This is one of the coolest tricks you can master. Timing for the Flip is crucial.



Yanya Caballista: City Skater

EARLY FLIP

Rider: Max

With this technique, you pull off a Flip before you turn 90° when doing a Spin. You can score more than a normal Spin-Flip trick. Early Flip is my specialty. Pick me when practicing Early Flips. It's my specialty, but that doesn't mean it's the only thing I'm good at.



1 Do a Push to speed 3, and do an Ollie from the ramp.



2 When you spin 10-30°, do a Flip.



3 You need to press the back of the board for the Flip right after twisting the board for the Spin.



4 After getting used to the trick, try throwing a Grab before landing.

Chain Flip

Rider: Clarice

With this trick, you do multiple Flips while still in the air. Make sure to press the back of the board just before each Flip is finished. That will make an easier transition to the next Flip. You need to press the board right before the feet touch the board but not continue to press it.



1 Do a Push to speed 3, and do an Ollie from the ramp.



2 Do the first Flip right after the Ollie.



3 Do the second Flip just before the feet touch the board.

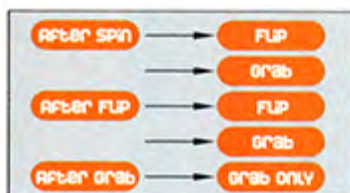


4 Landing is easy when you do the Ollie successfully.

Tips for combos

How combos work

If you want high scores, pull a Spin after an Ollie. You can expand combos farther that way. You can't do any other tricks if you do a Grab after an Ollie.



White circle on trick display

When pulling combos, a white circle appears on the upper right screen. The white circle covers different tricks that are accepted as a combo. This tells you whether your combo attempt was successful or not.



The white circle covers both Spin and Flip. One combo is successfully performed.



No white circle. Spin and Flip are separate tricks, not a combo.

SUPER TRICK

SUPER TRICK

360° Late Flip Rocket

High score and easy. This is a useful trick from beginning to end.

Rider: Blue Bee



SUPER TRICK

360° Late Flip, Hard Flip

It all depends on how well you do with an Ollie. Do a Push to speed 3 to pull off a perfect Ollie.

Rider: Honda



SUPER TRICK

B/S 1080° Early Heel Flip Rocket

A Shifty after a Grab is very important here. You might fall down if you do a Grab too late. If you do a B/S (back spin) instead, a Heel Flip becomes a Kick Flip. Pick whichever you like. Can you pull off all of these tricks?

Rider: Gamma B



Yanya Caballista: City Skater

SUPER TRICK

5-0 Grind B/S 720°s Early Flip, Hard Flip Out

Extreme trick using a rail. Do tricks quickly after getting off the rail. Choose a character that can connect from Spin to Flip smoothly, like me.

Rider: Jet



Speed up by doing a Rail Slide, and throw another Ollie.



Right when getting off the rail, pull an Early Flip.



Do a Push to speed 2 to get closer to the rail.



Get on the rail doing an Ollie, and then do a Shifty.



Throw another Flip.



Do a Shifty if you have enough time before landing.

SUPER TRICK

F/S Big Spin 1800° Kick Flip, Hard Flip, Mellon Grab

I'll show you my favorite stunt here. You score over 80,000 points if you pull off this trick.

Rider: Mei Fa



Do a Flip right before your feet touch the board.



Let's try this on a ramp. First start out with a Push.



Right when you jump from the ramp, do an Early Flip.



Do another Flip just like picture 3.



Do a Grab, and remove the finger from the board right away.



Gawoo Diary

The humans got their final weapon, "Trick Gauge". King Gawoo has panicked. He's screaming and mumbling things like, "It's a Gawoo eating monster! It's going to scream Gauge, Gauge!" Is this the end of the Gawoo kingdom? Oh boy. When I am reborn, I want to be a human. I'm going to skateboard everywhere, catching all the attention with the coolest tricks ever done. I will show off my awesome tricks to some cute girl and steal her heart. And then...



Is this what a Trick Gauge does? It's sure causing major damage to our fellow Gawoo.





[DATA]

AMERICAN

AGE: 18

HEIGHT: 6 FT

WEIGHT: 158 LBS

FAVORITE TRICK: FLIP

Jet

A guy with justice and courage. He is such a great athlete that he became one of the top skaters within just a year after he started skating.

NIGHTMARE



CHECK IT OUT!

Great with Flip. Smooth transition from Spin to Flip. He also has good acceleration power. Recommended for beginners.

Viva! Viva!

CHECK IT OUT!

Great with Grab, but not very good with Spin. Can jump really high. Easiest to do Early Flip with.



Max

A hot-blooded guy. Teaches Jet skating techniques. Somewhat jealous of Jet who has mastered all the techniques in a year, as it took 10 years for him.

[DATA]

AMERICAN

AGE: 19

HEIGHT: 6 FT, 5 IN

WEIGHT: 187 LBS

FAVORITE TRICK: GRAB



Yanya Caballista: City Skater

Mei Fa

[DATA]

Chinese

Age: 16

Height: 5 Ft

Weight: 92 lbs

Favorite Trick: Spin



Check it Out!

Great with Spin.
Can easily pull off 1080°.
Lightweight, perfect
character for Ramp
Mode but not very good
for 2Player Mode.



caballista



Check it Out!

Great with Spin.
Can pull off Flip and Grab
pretty easily. The only
weakness is balance,
especially on landing.
To keep balance, make
sure to do a Shifty
before landing.



[DATA]

French

Age: 19

Height: 5 Ft, 5 in

Weight: 117 lbs

Favorite Trick: Spin

Aimee

A girl with an edgy style. Always
comes up with graceful tricks,
catching all the attention from boys.
Looks glamorous but she is actually
clumsy.

Yanya Caballista: City Skater



Honda

Son of a rich family. Goes to an elite private school. Snobby, neat and narcissistic. Thinning hair. Honda likes surprising people with magic tricks as well as skateboarding tricks.

[DATA]

Japanese

Age: 15

Height: 5 Ft. 2 in

Weight: 110 lbs

Favorite Trick: Flip

Check it out!

Has great balance in the air and can pull off tricks easily. Good at combos like Spin-Flip. Not very good at landing.



Ale's you



Check it out!

Above average in all trick techniques, speed and jumps. Recommended for beginners.



[DATA]

American

Age: 24

Height: 5 Ft. 10 in

Weight: 121 lbs

Favorite Trick: Flip

Clarice

A combatant of "GAZ", which was formed to fight the Gawoo. Patrols around the city with a special uniform made for the combat team. Popular among kids.



Yanya Caballista: City Skater



[DATA]

Atlantean?

Age: 18?

Height: 5 Ft. 8 in

Weight: 286 lbs

Favorite Trick: Landing

Blue Bee

Calls himself a descendant of Atlantis. Started skateboarding to lose some weight. Hasn't been quite successful because he gets hungrier after skating and eats even more. Favorite food is chocolate chip cookies.



Check it out!

Has best stability for landing. Not very good with subtle movements and tricks in the air. Powerful. Great character to choose for 2Player Mode.

Ready?

Check it out!

Great with the Grab. She has slow movements and takes too much time to get up once she has fallen. Recommended for advanced players.



Grandma B

A legendary skater. Rumor has it that she's been skating since WW2. Loves to skate while babysitting her grandchild on her back.

[DATA]

Japanese/Brazilian

Age: 75

Height: 5 Ft. 5 in

Weight: 99 lbs

Favorite Trick: Grab



Yanya Caballista: City Skater



We are

Why are we so fascinated with skateboarding tricks? Part 1

Normal Gawoo — Skateboard? Huh, we can ride that thing so easily, right guys?

My legs are too short. Can't push!

Swabby

Roundy

Can't get up if I fall!

I'm not getting a stupid board like that.

Topper

Normal Gawoo — So what are you guys saying?

Gawoo



[DATA]

ALIEN?

AGE?

HEIGHT?

WEIGHT?

FAVORITE TRICK: DISAPPEAR!

Other Gawoo



Topper

Serious, uptight



Swabby

Doesn't care what others think



Roundy

Got a big round belly



Yanya Caballista: City Skater

Gawoo!

Minister Spade



[DATA]
 ALIEN?
 AGE?
 HEIGHT?
 WEIGHT?
 FAVORITE TRICK: BLAST

Boss Gawoo on stage 1, Street Mode. Serious and strict. He sends sonic waves from his feet after his Ollie or tricks.



Minister Diamond



[DATA]
 ALIEN?
 AGE?
 HEIGHT?
 WEIGHT?
 FAVORITE TRICK: CRASH!!

Boss Gawoo on stage 2, Street Mode. Laid back and relaxed. Loses control when angry. Crashes into you holding a bomb.



Why are we so fascinated with skateboarding tricks? Part 2

Normal Gawoo — Why are we so much into tricks?

Because skater girls are so cute! — Swabby

Roundy — Because skater kids are so cool!

Oh, you guys have no idea what you are talking about. We don't even need reasons to like it. We just do, that's it. — Topper

Normal Gawoo — Are those real answers guys?

There are *more ministers* as you advance in the game. Is there someone even tougher than a minister...?

Game Strategy

Street Mode: Hard Stages

Front Side

[Mission 1]

Every Gawoo develops. They get stronger and harder to defeat. Practice connecting combos like Early Flip, Chain Flip, etc. Do tricks after a Rail Slide or Over Car to get higher scores and give higher damage to the Gawoo. The Boss moves quickly on this stage. Watch and follow his moves closely to throw a trick that is perfectly timed.

[Mission 2]

Pull off some tricks after a Rail Slide. Use this often. You can defeat Gawoo efficiently by finding a group of Gawoo and getting them all at once with one trick. The Boss on this stage has a narrower view than in the Normal stage. Choose which ramps to use carefully.

[Mission 3]

There's Swabby (has narrow view) all over this stage. Tricks after a Rail Slide are hard to be seen. Watch your speed during sliding, and wait for the perfect timing tricks. The Minister on this stage is quick and hard to get. Give major damage with high scoring tricks using a Rail Slide. Wait until a Gawoo is close to the rail to pull off a trick.

[Mission 4]

You have less time in this mission. Collect large coins immediately to increase your time. To beat Topper, who doesn't take damage easily, accumulate combos in the trick gauge and try again. Using a strategic route is the secret to clearing this stage. It is hard to defeat the boss without accumulating combo tricks. Try to save as many combos as you can so that you can be prepared to defeat stronger Gawoo.

[Mission 5]

It is important to master the Push Ollie for this stage. Control the timing of a jump with Cancel Dash. If you can't beat the colored Gawoo with one trick, try again after saving combos in the trick gauge.

Flip Side

[Mission 1]

It's a good idea to retry a mission when you make a mistake. Try not to blow tricks and take a strategic route to win. Use Over Car trick to shorten your time.

[Mission 2]

There is a route that you can take to easily defeat high-level Gawoo. Try to find the route when you are frustrated with the game. Advanced techniques like Early Flips and Combos are a must in the Flip Side, Hard Stage. Master those techniques to clear this stage.

[Mission 3]

Save combo tricks from the beginning to defeat the high-level Gawoo. Yellow Gawoo (Grab) is the key to winning this mission. Think how efficiently you can damage the Yellow Gawoo.

[Mission 4]

Topper is everywhere. And you can't defeat him without accumulated combos. Be careful where and how many combos you save. The Yellow Gawoo is the key again. Don't limit yourself to Flip tricks. Throw in some Grab tricks for higher scores.

[Mission 5]

Connecting combos is a must technique here. You need to accumulate at least 10 combos to clear this mission. Start over when you fall from high spots or in the water.

How to defeat the Gawoo in Hard Stages

Against White Gawoo

Below Level 8: Without accumulated combo, [Spin-Flip-Grab]

Level 9, 10: Without accumulated combo, [Spin-Flip-Flip-Grab]

Level 11, 12: Without accumulated combo, [Spin-Flip-Flip-Flip-Grab]

Above Level 13: Accumulated combo required, [Spin-Flip-Flip-Flip-Grab] (accumulated combo is required to defeat any Gawoo above Level 11 that are located where it's hard to do a [Spin-Flip-Flip-Flip-Grab] also.)

Against Green Gawoo

Level 0, 1: Without accumulated combo, [Spin 360]

Level 2, 3: Without accumulated combo, [Spin 720]

Level 4, 5: Without accumulated combo, [Spin 1080]

Level 6, 7: Without accumulated combo, [Spin 1440]

Above Level 8: Accumulated combo required, (For characters with slow Spin, or if you want to make sure and beat Gawoo, accumulated combos are required above Level 6.)

Against Red Gawoo

Below level 2: Without accumulated combo, [Spin-Flip]

Level 3-9: Without accumulated combo, [Spin-Flip-Flip]

Level 10-14: Without accumulated combo, [Spin-Flip-Flip-Flip]

Level 15: Accumulated combo required, (It is wise to think an accumulated combo is necessary to beat any Gawoo above Level 10.)

Against Yellow Gawoo

[Spin-Flip-Grab (.03 sec.)] ⇒ Below Level 4

[Spin-Flip-Grab (1.0 sec.)] ⇒ Below Level 9

[Spin-Flip-Grab (.03 sec.)-Grab (.03 sec.)] ⇒ Below Level 6

[Spin-Flip-Grab (.03 sec.)-Grab (1.0 sec.)] ⇒ Below Level 9

[Spin-Flip-Grab (1.0 sec.)-Grab (.03 sec.)] ⇒ Below Level 10

[Spin-Flip-Grab (.03 sec.)-Grab (.03 sec.)-Grab (.03 sec.)] ⇒ Below Level 9

[Spin-Flip-Grab (.03 sec.)-Grab (.03 sec.)-Grab (1.0 sec.)] ⇒ Below Level 10

[Spin-Flip-Grab (1.0 sec.)-Grab (.03 sec.)-Grab (.03 sec.)] ⇒ Below Level 12

[Spin-Flip-Flip-Grab (.03 sec.)] ⇒ Below Level 7

[Spin-Flip-Flip-Grab (1.0 sec.)] ⇒ Below Level 11

[Spin-Flip-Flip-Grab (.03 sec.)-Grab (.03 sec.)] ⇒ Below Level 9

[Spin-Flip-Flip-Grab (.03 sec.)-Grab (.03 sec.)] ⇒ Below Level 10

[Spin-Flip-Flip-Grab (.03 sec.)-Grab (.03 sec.)] ⇒ Below Level 12

[Spin-Flip-Flip-Flip-Grab (.03 sec.)] ⇒ Below Level 11

[Spin-Flip-Flip-Flip-Grab (1.0 sec.)] ⇒ Below Level 14

Level 15: Accumulated combo required, (It is wise to think an accumulated combo is necessary to beat any Gawoo above Level 11.)



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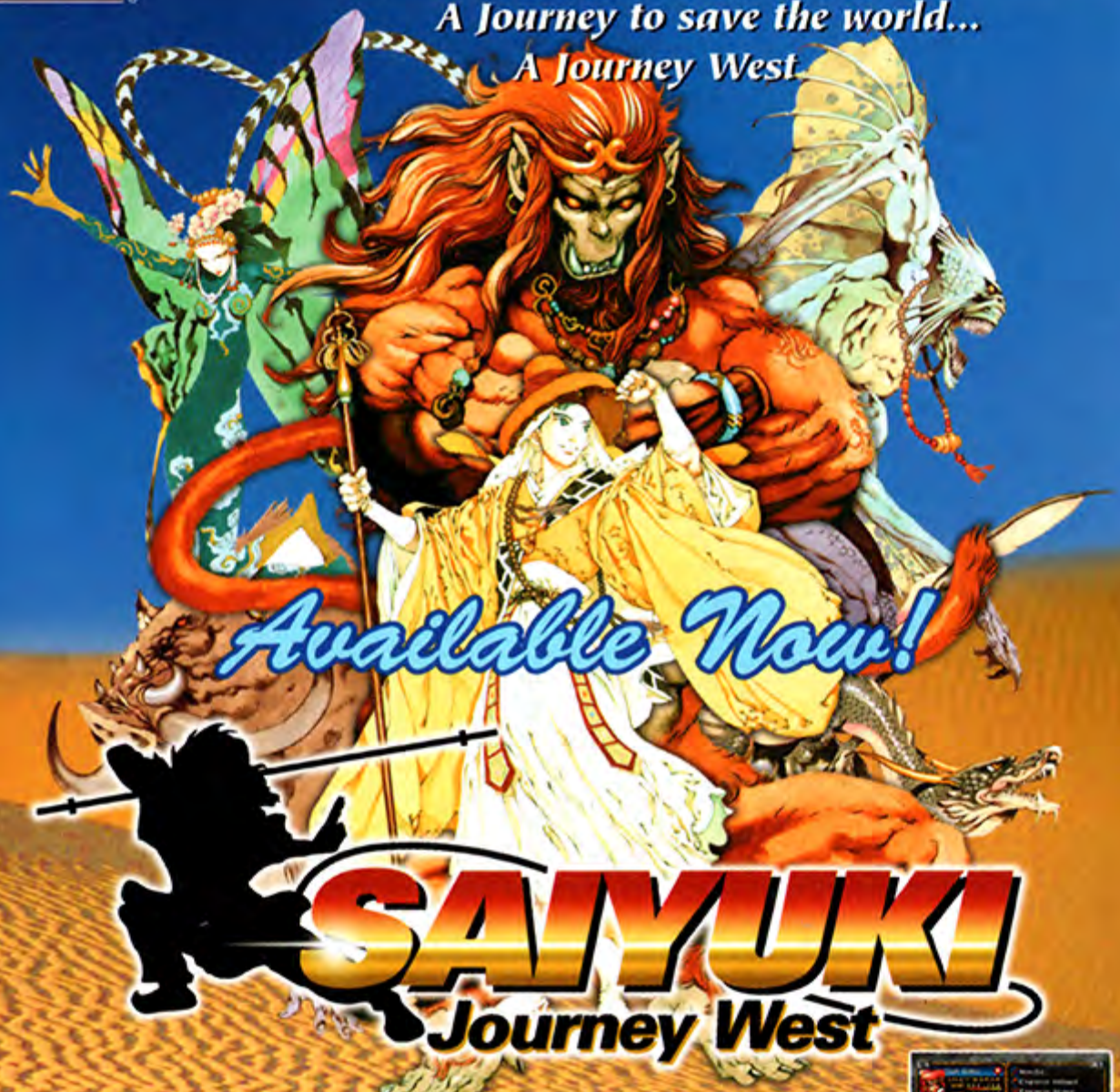
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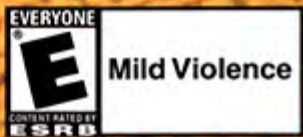
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