

 XBOX 360

XBOX  
LIVE

NTSC


# TONY HAWK'S PROVING GROUND



Game Experience May  
Change During Online Play

UNIVERSAL

ACTIVISION

 **WARNING** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

### Important Health Warning About Playing Video Games

#### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

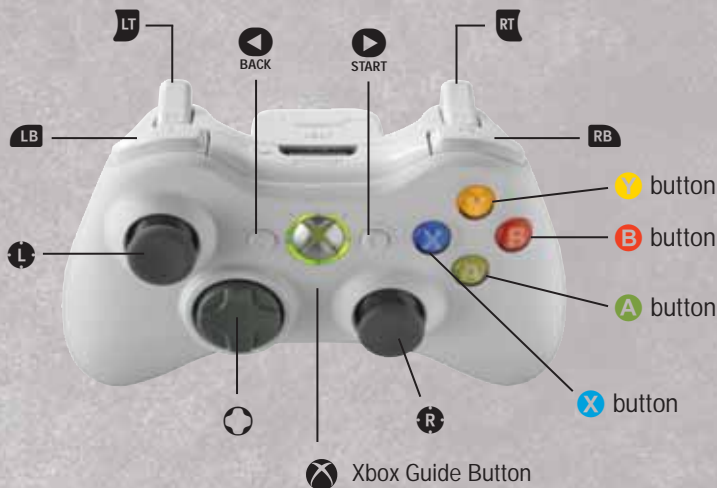
These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

# GAME CONTROLS

## Xbox 360™ Controller



# BASIC CONTROLS

(Enter Trick Controls menu in-game for advanced tricks.)

**Ollie (or Jump):** To ollie, press and release the **A** 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 **B** button in combination with any direction on the **⬇️**. Each direction on the **⬇️** performs a different grab trick. The longer you hold the **B** button down during a grab trick, the longer you'll "tweak" the 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 **X** button in combination with any direction on the **⬇️**. Each direction on the **⬇️** performs a different flip trick.

**Grind Tricks:** To perform a grind trick, you must be near a rail or a grindable surface (like a ledge). First ollie (press and release the **A** button), then press the **Y** button when near the rail or ledge to perform a grind trick.

- **50-50** – When parallel to a rail, ollie (**A** button) onto the rail and press and hold the **Y** button.
- **Nosegrind** – Press **↑** on the **○** and the **Y** button.
- **5-0** – Press **↓** on the **○** and the **Y** button.
- **Boardslide/Lipslide** – Rotate the board perpendicular to a rail and press the **Y** button.
- **Noseslide/Tailslide** – Press **←** or **→** on the **○** and the **Y** button. Rotate the part of your board you want to slide on into the rail.
- **Feeble/Smith** – Press **↙** or **↘** on the **○** and the **Y** button.
- **Crooked/Overcrook** – Press **↖** or **↗** on the **○** and the **Y** button.

**Stalls/Inverts:** To perform a lip stall or invert, skate straight up a ramp and press the **Y** button **RT** with a direction on the **○** at the lip (or top edge) of the ramp. Do the same when approaching a rail or ledge for rail stalls. Press **←** and **→** on the **○** or move **⬇** left then right to balance.

**Manuels:** To perform a manual, quickly press **↑** then **↓** on the **○** or move **⬇** up then down. You can also nose manual by quickly pressing **↓** then **↑** on the **○** or move **⬇** down then up. Press **↑** and **↓** on the **○** or move **⬇** up and down during a manual to balance.

**Reverts:** To revert when landing back onto a ramp, pull **RT** when you hit the ramp surface coming out of an aerial maneuver.

**No Comply:** To perform a no comply, quickly tap **↑** on the directional pad just before pressing and releasing the **A** button.

**Boneless:** To perform a boneless, quickly tap **↑↑** on the directional pad and press the **A** button. The boneless allows you to ollie higher and farther than a regular ollie.

## ADVANCED CONTROLS

**Focus Mode:** While skating, double-click **L1** to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your combo going to stay in Focus mode longer.

**NAIL THE TRICK™ Mode:** Use **R1** and **L1** to directly control your skater's feet in NAIL THE TRICK™ mode. To activate NAIL THE TRICK™, ollie in the air and click both sticks. The game goes into slow motion; now, **L1** controls the skater's foot on the left side of the screen, and **R1** controls the foot on the right of the screen. Push and hold either stick in any direction to flip the board. Keep holding the stick in that direction until the board rotates all the way around. When the skateboard is right side up again, release the stick to put your foot back on the board and land. While in NAIL THE TRICK mode, pull and hold **LT** to "Nail the Grab" or pull and hold **RT** to "Nail the Manual."

You can combo or "branch" to a new foot motion when the board is close to centered below your feet and either right side up or perfectly upside down with the trucks pointing straight up. You can branch as many times as your ollie allows – be creative!

While in NAIL THE TRICK mode pull and hold Left Trigger to "Nail the Grab" or pull and hold the Right Trigger to "Nail the Manual."

*Note: You must unlock NAIL THE TRICK™ in Story mode before you can use it during gameplay.*

*Advanced Tips – If you push the sticks precisely up, down, left or right you can get a "Perfect Flip" bonus to spin the board faster and gain points more quickly. Using both sticks in a flip trick gives you slightly more points. When in regular stance, pushing down or up on **L1** (front foot) will Kickflip or Heelflip. Pushing down or up on the right stick will Shove-it Backside or Frontside. Controls reverse for switch. You can work Nail the Trick into regular scoring combos for big points.*

You can work NAIL THE TRICK into regular scoring combos for big points.

**Nail the Grab Mode:** While in the original NAIL THE TRICK™ mode, you can enter Nail the Grab by pulling and holding **LT** before manipulating the sticks. Once in Nail the Grab, **L1** will control the hand on the left of the screen while **R1** will control the hand on the right of the screen. Push and hold either stick in any direction to grab the deck in that direction. Once you have grabbed the board, you can "tweak" the grab in any direction by pushing the stick in that direction. To land your grab, simply let go of all buttons.

You can combo or "branch" to a new hand at any point during your grab by pushing the opposite stick in any direction. You can do this as many times as your ollie allows.

Nail the Grab also allow you to perform finger flips by grabbing the board with either stick and then rotating that stick 180°. Push either stick in any direction when the board is centered to re-grab your board.

*Note: You must unlock Nail the Grab in Story mode before you can use it during gameplay.*

*Advanced Tips – You can combo from Nail the Trick to Nail the Grab by pulling and holding **LT** at a good branch point, when the board is centered, and then using sticks to control your hands. You can also combo back to Nail the Trick by letting go of **LT** and using just the sticks to flip your board and control your feet.*

**Nail the Manual Mode:** While in the original NAIL THE TRICK™ mode, you can enter Nail the Manual by pulling and holding **RT** before you hit the ground, and then using the sticks to control your feet. Once in Nail the Manual, **L** will control the foot on the left side of the screen while **R** will control the foot on the right side of the screen. Use the sticks to land in a manual or nose manual and to balance your skater's board. To end your manual, simply let the buttons go to allow the board to touch down or release **RT** to ollie out.

*Note: You must unlock Nail the Manual in Story mode before you can use it during gameplay.*

*Advanced Tips – You can combo from Nail the Trick to Nail the Manual by pulling **RT** at a good branch point, when the board is centered, and then using the sticks to control your feet and the balance of your manual once you hit the ground. You can also combo from Nail the Grab to Nail the Manual the same way. To combo from Nail the Manual to any of the other Nail modes or regular skating, release **RT** to ollie out of Nail the Manual and keep your combo going.*

**Aggro Kick:** Once you unlock in Story mode, press **RB** to initiate Aggro Kick and continue tapping each time your skater's heel makes contact with the ground for an extra boost of speed. The key is finding your rhythm.

**Wallrides:** To perform a wallride, approach a wall at 45° and ollie into the wall while holding the **Y** button. Press the **A** button to wallie.

**Wallplant:** To wallplant, jump straight into a wall and press the **A** 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 **Y** button to push off the wall.

**Footplant:** Press the **A** button just before landing on flat ground to footplant and to keep your combo going.

**Switch Stance:** Switch stance is the opposite of the skater's normal stance. To get into switch stance, pull **RT**.

**Spine Transfers:** To transfer over a spine (two quarterpipe ramps placed back-to-back), pull **RT** when launching off one side of the spine.

**Aggro Push:** While in a manual near a wall or ledge, press **RB** to push off the wall and regain some speed.

**Aggro Skitch Boost:** To push yourself off of a moving vehicle, press **RB** when nearing its bumper for a little extra boost.

**Skate Checking:** Once you unlock in Career, while skating you can pull **LT** to skate check and knock peds out of your way or fend off attacking peds and guards.

**Flatland Tricks:** All flatland tricks stem from the manual. Once in a manual, tapping twice on the **B** button, **Y** button, **X** button or any combination of those buttons produces a variety of flatland tricks. You must balance during a string of flatland combos using **↑** and **↓** on the **○** or move **⬇** up and then down to balance.

**Double-Tap Flips and Grabs:** Press **↑**, **↓**, **←** or **→** on the **○** and double-tap the **B** button or **X** button twice to bust a double or more advanced version of the base (single-tap) trick. These tricks score more points than base tricks.

**Flips:** To customize your move in mid-air, perform a flip while pulling and holding **LT** and pressing **↑** or **↓** on the **○** or **⬇**.

**Carve:** To perform a carve, tap **LB** while skating the wall of a bowl.

**Slash Grind:** When your skater is skating vert or bowls and reaches the lip of the ramp, you can perform a slash grind by holding **LB**. For longer slash grinds, hit the lip with more speed.

*Note: You must unlock Carve and Slash in Story mode before you can use it during gameplay.*

**Acid Drops/Bank Drops:** Pull **RT** while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See the Walking section below.)

**Natas Spins:** To perform a Natas Spin, jump onto a mailbox, pole or fire hydrant, and land on it while pressing the **Y** button and **RB**. Use **⬇** or **○** to keep your skater balanced.

**Grind/Lip/Stall/Natas Branching:** In the middle of a grind or lip trick, tap twice on the **B**, **Y** or **X** button or any combination to change your trick.

*Note: For even more advanced abilities you must upgrade your skills in Story mode through the My Skater menu in the pause screen.*

## Off-Board Controls

**Walking:** To switch from skating to walking, press **RB** and **LB** at the same time. While in Walk mode, use the **○** or **L** to control your skater.

**Climbing/Hanging:** Jump (using the **A** button) near a wall, hanging wire or pole and **RB** to grab onto the object. While hanging, press **←** and **→** on the **○** to move your position, and press **↑** on the **○** to climb up onto the ledge surface.

*Note: You must unlock Climbing/Hanging in Story mode before you can use it during gameplay.*

## Combos and Specials

**Combo Basics:** Launch up a ramp, perform a grab trick, hit **RT** when landing in the ramp to revert, and then quickly hit **↑\↓** or **↓\↑** on the **○** to enter into a manual. Try experimenting with this combo to get bigger scores.

**Special Tricks:** Special tricks are performed using multiple direction presses on the directional pad with the corresponding face button. You can change your special tricks in the View Tricks menu, found under My Skater. Complete story goals to unlock more special tricks.

## Camera Control

You can use **R** to move the camera and check out what's around you when you're skating. Now you can also control the camera while in Focus mode. Lock the camera in place by clicking **R**. Clicking **R** again unlocks your camera.

## Remap Tricks

In Story mode and Online play you can remap your skater's tricks. Enter the Trick Controls menu under My Skater in the Pause menu. You can then edit grinds, grabs, flips, inverts, flatland and special tricks.



# STORY MODE

Skateboarding is a way of life. In *Tony Hawk's Proving Ground*, you get to experience it like never before. For the first time ever, you choose where skateboarding will take you. Will you choose to be the clean-cut millionaire competition skater, the jaw-breaking hardcore skater or the creative maverick who constructs unique places to skate? Every path has its own lifestyle, unique challenges, risks and rewards. Create your life and share it with others through instant online gameplay, a skate video editor, and a fully customizable online skate lounge.

You'll be presented with story-specific missions throughout Story mode. To progress through the game and see all the cities and skate spots, you'll need to complete certain missions. Characters who give missions in the game will glow. Get close to the character and you'll be able to press the **X** button to interact with them.

**Your Skate Lounge:** Your Skate Lounge is your playground for you to personalize with interactive and decorative skate pieces that you can earn or buy throughout your career. Use it as a place to set up the perfect skatepark, view videos, edit your character's appearance or challenge other players in Xbox LIVE® gameplay. While in your skate lounge, manage your items through the Pause menu, or use the Rigger menu to drop ramps, kickers and rails.

**Training:** At the start of your story, you'll be presented with three story goals, to give you a taste of each path available to you—Hardcore, Rigger and Career. You'll also be presented with four tutorial goals recapping Skill and Line Challenges and introducing the new Photo and Film goals. You must complete these goals to unlock others.

**Skills and Stats:** View your skills and stats to see how you're progressing in new skills and styles you've learned. Earn more points throughout your career by completing goals and skating around the world. You can then assign these points to your stats as you see fit to be more Hardcore, Rigger or Career-oriented.

**Records:** Want to see how long you can hold an invert or how high you can air? Check out this menu under My Skater in the Pause menu to view your record highs.

**Photo Goals:** Perform the specified trick, off the object called out, for the photographer to gain AM, PRO, or SICK. Click in **R** at the right moment to snap your picture.

**Film Goals:** Perform the specified trick, off the object called out, for the filmmaker to gain AM, PRO, or SICK. Instantly replay your videos or save them for future editing in the Video Editor. (See Video Editor on page 8.)

**Arcades:** In *Tony Hawk's Proving Ground*, Classic mode and High Score runs will be available only in Story mode by activating one of the many Arcade machines scattered around the cities. Also available through the arcade is the newest game *Hawk-Man*, where you must perform very specific tricks to collect colored pellets. Collect all 75 in one run for PRO and in one combo for SICK.


**Skill Challenges:** All throughout the world you'll find ambient skill challenge goals, which you can play at your own leisure or even hit while skating through the city, never breaking your combo! These goals are marked by green tags that specify which trick you will need to perform. Keep that trick going to the orange tag for AM, blue for PRO and gold for SICK.

**Completed Goal Markers:** Once you have completed a goal, a floating marker will appear. This allows you to go back and replay the goals later on in your story. For multiple difficulties, you can return to your goal to beat your previous score.


**Secret Spots:** There are a number of secret spots hidden all around the city. Keep an eye out for them to collect cash.

**Gaps:** Gaps are placed all over the world. A gap requires you to grind a certain rail, transfer from one QP to another or manual a certain distance. The challenge is in finding them yourself! Collect all the gaps to unlock something cool.

**Compass:** On the top of the in-game screen is a compass, which helps you to locate all the various things to do throughout the city. The compass shows you where different goals and challenges are located. Also look to your map in the in-game Pause menu.

**View Goals:** At any time during the story, you can visit the Pause menu and select My Goals to view current episodes and where to find them. You can also click  to bring up your current episodes.

**Motorola ic 902 Video Phone Messages:** Keep an ear out for your Motorola ic 902 video phone. You can receive text messages and video messages that provide further information about the story and your mission objectives. These messages can also be found in the Pause menu under My Goals.

**Rigger Menu (Moveable Pieces):** Modify the world by creating and placing up to 30 ramps, quarter pipes, rails, and other objects almost anywhere to build your own personalized skate spots. Add pieces to existing levels or create your own masterpiece inside Your Skate Lounge using up to 200 pieces. Save your creations to the memory card and share them with your friends. Story mode will also include rigger goals in which you can create pieces or hammer existing rails to complete the goal or go for a higher score. To access this menu press .

*Note: You must unlock the Rigger Menu in Story mode before you can use it during gameplay.*

**Video Editor:** Create and edit sick skate videos to get noticed by the sponsors and show off to all your friends online. Pull clips together and add various FX from fish eye to color filters and overlays. Lay down the perfect music track to accompany your film and score points for the perfect edit. The possibilities are endless — you're the star and the director!

- **Creating a New Clip** – At any point outside of a goal, press  and choose **Video Editor** to bring up the main Video Editor menu. Select **Record New Clip** to record clips. In order to edit these clips you must save them before inserting them into a timeline.
- **Creating a Video Edit** – The robust Video Editor allows you to combine, trim and edit clips; add and combine screen effects; insert overlays; and choose the music and start time for the song to truly customize and create your own skate video. Please note that clips added in the video editor must all be from the same city. You cannot add a video clip from DC and a video clip from Philly in the same edit.
  -  left and right – Jog the video position
  - Click  – Expand/Zoom the timeline
  -  /  – Scroll menu items / Scroll between clips/effects/overlays
  -  button – Drop a Marker onto the timeline
  -  button – Preview Clip in window from the current video position
  -  – Play entire edit from the beginning in full screen
  -  button – Select Option
  -  button – Exit / 
- **Options** – In the Options menu of the video editor, you can preview the video from the jog position in the window or full screen, zoom the timeline, delete the edit or save a render of the entire edit. Saving a render allows you to save the video as a separate file on the hard drive.
- **Submitting Videos** – You can use the Submit option in the Edit Video interface to upload your video to an online leaderboard. Your Video Score will be compared and ranked among other videos using the same city location.
- **Downloading Videos** – You can download submitted videos from the leaderboard by accessing the following menu path: Pause menu → My Skater → Leaderboards → Single Player → Video Edit.

## CREATE-A-SKATER

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

**Creating Your Skater:** You can create nearly any kind of skater. Create a unique look for your skater then go on Xbox LIVE® to show off your new look. From the Pause menu, select **My Skater**, then **Create-A-Skater**. Choose from a list of three different skaters, randomize or start from scratch.

*Note: Some items or customization options are not compatible with others.*

**Piece Categories:** The available piece categories when creating a new skater or editing your current skater are Information, Hats, Face, Torso, Pants, Eyes, Hair, Accessories, Feet, Tattoos, Skateboard and Misc.

**Available Pieces:** At the start of the game, some pieces will be unavailable to you until you've unlocked them or earned them from sponsors throughout your story. To unlock more pieces with which to customize your skater, you'll need to play through Story mode and earn them or purchase them in Story mode.

**Xbox LIVE Play:** Take your gaming skills on Xbox LIVE! Get ready to battle players all over the world in up to eight-player games! Check out the Xbox LIVE section (see page 11) to learn more about how to connect *Tony Hawk's Proving Ground* to Xbox LIVE. See Multiplayer Games below for further explanation of the games

## 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.

**Combo Challenge:** The match ends when the first skater reaches the target combo score.

**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.

**Walls:** Keep your combo going to make the wall behind your skater longer, and then box in other players to eliminate them. Xbox LIVE Exclusive.

**NAIL THE TRICK™** Place a kicker down to launch off of and let the NAIL THE TRICK™ scoring madness begin! Exclusive to Xbox LIVE.

**Skate the Line:** Map out the exact line you want to challenge other players to combo. Highest scoring combo on your line wins.

**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 Xbox LIVE games start out in Free Skate mode.

## XBOX LIVE®

### Go Beyond the Box

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video message. Get connected and join the revolution.

*Note: By joining an Xbox LIVE session, you must leave the Activision-controlled environment in Tony Hawk's Proving Ground. The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. Activision and Microsoft Inc. take no responsibility for content external to the game itself. Please read the terms of use for online play at [www.xbox.com](http://www.xbox.com).*

**Getting into the Game:** Once your hardware is connected and properly configured, you're ready to play on Xbox LIVE. Select **Xbox LIVE** from the Main Menu. Select or Create a new Xbox LIVE **Gamer Profile**. Once you've selected a Gamer Profile, press the **A** button to enter your Gamer Profile passcode. Next, select the skater you want to play with. Then you can Remap Tricks or select **Ready** to continue.

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

**Connecting:** Before you can use Xbox LIVE, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

**Family Settings:** These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## Starting Online Play

Please visit [www.activision.com](http://www.activision.com) for more information regarding online play and setup.

**Quick Match:** This search brings up the first available Xbox LIVE session. To search for another game, press the **A** button.

**Custom Match:** This search allows you to browse all the available *Tony Hawk's Proving Ground* games. To narrow your search, specify the number of players and/or map or player ranking.

**Create Match:** Create an Xbox LIVE session for others to join by pressing the **X** button. When creating a match, you can change several options. Cycle your choices by pressing **↑** or **↓** on the **○**. Move through the options by pressing **↑** or **↓** on the **○** again. Match option descriptions are below.

## Using Custom Match

Custom Match allows you to search for game sessions of a particular type. When you select Find Session in the Custom Match menu, you're presented with a list of options to refine your search.

**Match (Player/Ranked):** Standard games allow any player to join. Ranked games only allow players of similar rank to join.

**Players:** The number of players in your game (option of between 2 and 8).

**Area:** The game area of the selected game (houses, etc.).

**Done:** Select this when you're ready to start hosting a game.

## Hosting a Game

When hosting a game, you'll see the Create a Match menu. Once your game session is up, other players will find your game by using Quick Match or Custom Match and can attempt to join it. When starting a session, you'll get the following options:

- **Match (Player/Ranked)** – Standard games allow any player to join. Ranked games only allow players of similar rank to join.
- **Players** – The number of players in your game (option of between 2 and 8).
- **Area** – The area you plan to host in (can be changed at any time once you're in the game).
- **Invited Slots** – Reserve space in your session for people on your Friends List (option of between 2 and 7).


- **Wager Amount** – Have other players ante into your game to make things a little more interesting.
- **Rigger Pieces** – Allow or deny the use of rigger pieces in your game.
- **Done** – Select this when you're ready to start hosting a game.

## Playing in an Xbox LIVE® Game

A *Tony Hawk's Proving Ground* game session is hosted by one of the players and can hold up to eight skaters. If you selected Join Game to get into the game, you are considered a "client" to that server. If you selected Start Game, you're considered the "host" 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 area or chat it up with your fellow skaters. When the host 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 host player to start the game—you're just along for the ride. By pressing  you can access the Client Pause menu. There are several options listed:

- **Continue** – Return to the game.
- **Game Options** – Brings up a sub-menu.
- **Current Players** – See who's in the game and add them to your Friends List.
- **Return to Single-Player.**

*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.

## MENU AVAILABLE TO A HOST PLAYER

As the host 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, decide the type and how long you want it to last — you're the boss!

**Change Area:** Change to a different area. All the players in the game will move with you to the new area.

**Host Options:** Nearly identical to the options listed when you started the game session. From here you can turn teams on and off, change the name of your session and control whether player-to-player collision is on or off.

**Current Players:** Select a player to add to your Friends 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.*

**Team Play:** If the game session has Teams turned on, you can team up and combine scores. There can be up to four 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 game session, you'll see up to four 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.

## GAME OPTIONS

**Save Game/Load Game:** To save a game, you'll need at least 13MB of free space available on your Xbox 360 hard drive or Xbox 360 Memory Unit. To check your free memory and/or delete existing games, use the Xbox 360 Memory Manager. To load a previously saved game, select **Load Game** from the Options menu.

The Story/Skater save requires 13MB. This save contains both your skater and any progress through Story mode as well as any unlockables you may have earned.

**Game Settings:** Controller settings, sound and display options.

**Game Progress:** Records: View all of your skater's accomplishments, including number of tricks performed, biggest air, and the longest grind.

**Rankings:** View your Story mode character's rank.

**Stats:** View your Story mode character's stats.

**Cheat Codes:** Enter secret codes from magazines and online fan sites. Go ahead and cheat...we gave you the option!

**Game Movies:** View all game movies. Some movies need to be unlocked by playing through Story mode.

*If you would like more information related to this product, the credits, or its features, please visit [www.activision.com](http://www.activision.com).*



# CREDITS

Designed and Developed by

## NEVERSOFT ENTERTAINMENT

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## MUSIC

### All My Heroes Are Weirdos

Performed by !!!

Written by Dan Gorman, Nic Offer,  
Mario Andreoni, Tyler Pope,  
Allan Wilson, John Pugh,  
Jason Racine  
Justin van der Volgen  
Published by Ninja Tune  
Courtesy of Warp Records

### Audio Technician

Performed by DJ JS-1 feat.

L.I.F.E. Long &

Immortal Technique

Written by Michael Delaney,

William Tramontozzi

Published by Highly Abusive  
(ASCAP)

Courtesy of DJ JS-1

### Baddest of the Bad

Performed by

Reverend Horton Heat

Written by James Collis Heath

Published by Horton House

Publishing (BMI)

Courtesy of Sub Pop Records

### Banned in D.C.

Performed by Bad Brains

Written by Gary Miller,

Paul Hudson, Darryl Jenifer,

Earl Hudson

Published by Bad Brains

Publishing (ASCAP)

Courtesy of ROIR

### Bear in the Air

Performed by

Motorcity Daredevils

Written by Justin Gleich,

Frank Regan, Tom Pressley

Published by World

Domination Music Ltd

Courtesy of World

Domination Music Ltd

### Breed

Performed by Nirvana

Written by Kurt Cobain

Published by Primary Wave Tunes

on behalf of The End of Music

(BMI) and administered by

EMI Virgin Songs, Inc. (BMI)

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Universal Music Enterprises

### Carpenter

Performed by Kittens

Written by Shawn Fedorchuk,

Steve Kellas, David Kelly

Published by Sonic Unyon

(SOCAN)

Courtesy of Sonic Unyon Records

## Children's Story

Performed by Slick Rick

Written by Ricky Walters

Published by

Songs of Universal, Inc. (BMI)

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Def Jam Music Group

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## Chin High

Performed by Roots Manuva

Written by

Rodney Smith, Steve Dub Jones

Published by Chrysalis Music

(ASCAP) / Westbury Music Ltd

Courtesy of Big Dada Recordings

## Circles

Performed by Dag Nasty

Written by Smalley, Baker,

Marbury, Sears

Courtesy of Dischord Records

## Clash City Rockers

Performed by The Clash

Written by Mick Jones,

Joe Strummer, Paul Simonon,

Topper Headon

Published by Universal-Polygram

Int. Publ., Inc. on behalf of

Ninaden Ltd (ASCAP)

Courtesy of Epic Records by

Arrangement with

Sony BMG Entertainment

## Come Friendly Bombs

Performed by Gallows

Written by Frank Carter,

Laurent Barnard, Steph Carter,

Stuart Gili-Ross, Lee Barratt

Courtesy of Epitaph Records

and Warner Music UK

## Come On

Performed by Revolution Mother

Written by Mike Vallely,

Jason Hampton, Colin Buis,

Brendan Murphy

Published by Mike V Incorporated

(ASCAP) / Dogs of War Publishing

(ASCAP)

Courtesy of

Cement Shoes Records

## The Devil Made Me Do It

(Poach A Pig Mix)

Performed by Paris

Written by Oscar Jackson

Published by Guerrilla Funk

Courtesy of Guerrilla Funk

### **Disintegrate**

Performed by  
The Amelia Premiere  
Courtesy of The Amelia Premiere

### **Electric Kingdom**

Performed by Twilight 22  
Written by Gordon Bahary,  
Errol Moore, Joseph Sautler  
Published by Universal-Polygram  
Int. Publ., Inc. (ASCAP) / Bahary  
Songs (ASCAP) / Universal-Songs  
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behalf of Goba Music (BMI)  
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behalf of Vanguard Records

### **Electric Worm**

Performed by Beastie Boys  
Written by Michael Diamond,  
Adam Horowitz, Adam Yauch  
Published by Universal-Polygram  
Int. Publ., Inc. on behalf of itself  
and Brooklyn Dust Music (ASCAP)  
Courtesy of Capitol Records  
under license from  
EMI Film & Television Music

### **Energy Dome**

Performed by Snapcase  
Written by Jon Salemi,  
Daryl Taberski, Dustin Perry,  
Tim Redmond, Frank Vicario  
Published by Tigerstar Music  
(ASCAP)  
Courtesy of Equal Vision Records

### **Everything Changes**

Performed by Deadbolt Zen  
Written by Dustin Dichoso  
Courtesy of Deadbolt Zen

### **Fug**

Performed by Cymande  
Written by Patrick Patterson,  
Steve Scipio  
Published by Cminor Music (BMI)  
administered by MCS America  
Courtesy of Janus Records and  
John Schroeder Enterprises under  
license from EMI Film  
& Television Music

### **Garbage Man**

Performed by The Cramps  
Written by Lux Interior,  
Ivy Rorschach  
Published by Illegal Songs (BMI)  
administered by  
Bugle Publishing Group  
Courtesy of Capitol Records  
under license from EMI Film  
& Television Music

### **Gets Paid**

Performed by The Icarus Line  
Written by Joe Cardamone  
Published by Egotistical (SESAC)  
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and V2 Records  
International Limited  
By arrangement with Warner  
Music Group Video Game  
Licensing and V2 Records  
International Limited

### **Gift Tax**

Performed by Future Pigeon  
Written by Jason Mason,  
Eddie Ruscha, Danny Preston  
Courtesy of Record Collection

### **Girls in Black**

Performed by Airbourne  
Written by Joel O'Keefe,  
Ryan O'Keefe  
Published by Mushroom Music  
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Artwerk Publishing  
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Pty Limited

### **The Hands Will Abide**

Performed by Cursed  
Written by Chris Colohan,  
Christian McMaster,  
Dan Dunham,  
Mike Maxymuik  
Courtesy of Goodfellow Records

### **Hold Your Ground**

Performed by Gorilla Biscuits  
Written by Walter Schreifels  
Courtesy of Revelation Records

### **Holidays in the Sun**

Performed by The Sex Pistols  
Written by John Lydon, Steve  
Jones, Paul Cook, John Beverley  
Published by Careers-BMG  
Music Publishing (BMI) /  
Warner/Chappell Music  
Publishing UK / Three Shadows  
Music (ASCAP) Administered by  
Cherry Lane Music Publishing  
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Warner Bros Records Inc  
By arrangement with  
Warner Music Group  
Video Game Licensing

### **I'd Rather Die Than Be Famous**

Performed by Pierce the Veil  
Written by Victor Fuentes,  
Mike Fuentes  
Published by  
Before Today Music (ASCAP)  
Courtesy of Equal Vision Records

### **It Beats For You**

Performed by Voltera  
Written by Michael Rizzo,  
Jessica Koch  
Courtesy of Voltera

### **It's Just Begun**

Performed by  
The Jimmy Castor Bunch  
Written by James Castor,  
Johnny Pruitt, Gerry Thomas  
Published by Taking Care of  
Business (BMI) and  
Minder Music Ltd.  
Courtesy of RCA by Arrangement  
with Sony BMG Entertainment

### **Loathsome**

Performed by Pig Destroyer  
Written by J.R. Hayes, Scott Hull  
Published by  
Domino Publishing Company  
Courtesy of Relapse Records

### **Memories of the Grove**

Performed by  
Maylene and the Sons of Disaster  
Written by Joshua Cornutt,  
Dallas Taylor, Joshua Williams,  
Lee Turner  
Courtesy of Ferret Music LLC

### **Motorbike**

Performed by Anglo Jackson  
Courtesy of Anglo Jackson

### **Move Part 2**

Performed by  
Oh No Feat. J Dilla and Roc C  
Written by  
James Yancey, Mike Jackson  
Published by Universal-Polygram  
Int. Publ., Inc. on behalf of itself  
and E.P.H.C.Y. Publishing (ASCAP)  
/ Shelly Bay Music on behalf of  
Disruption Productions (ASCAP)  
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### **Music Is Happiness**

Performed by The Octopus Project  
Written by Josh Lambert,  
Yvonne Lamber, Gilberto Miranda,  
Edward Swietek  
Courtesy of The Octopus Project

### **Natural One**

Performed by Folk Implosion  
Written by Lou Barlow,  
John Davis, Wally Gagel  
Courtesy of Diizzy  
Enterprises LLC

### **The New Brutality**

Performed by Paint It Black  
Written by Dan Yemin,  
Josh Agran, Andy Nelson,  
David Wagenschutz,  
Colin McGinniss  
Courtesy of Jade Tree Records

### **Pack Up (Remix)**

Performed by Lyrics Born feat.  
KRS-One & Evidence  
Written by Tom Shimura,  
Solomon David  
Published by Bug Music on behalf  
of Asia Born Music (ASCAP) /  
Pregnant Drumz Music (ASCAP)  
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Courtesy of Quannum Projects

### **Panic-Oh!**

Performed by Los Abandoned  
Written by Pilar Diaz, David Green  
Published by Chilegirl Songs  
(ASCAP) / On Toad Music (BMI)  
Courtesy of Vapor Records

### **The Pretender**

Performed by Foo Fighters  
Written by Dave Grohl,  
Taylor Hawkins, Nate Mendel,  
Chris Shiflett  
Published by  
Universal Music Publishing /  
Flying Earform Music (BMI)  
Courtesy of Roswell/RCA Records  
by arrangement with  
Sony BMG Entertainment

### **Radio**

Performed by Jurassic 5  
Written by Barry Bailey,  
George Belton, Darryl Calloway,  
Charles Fleming,  
Larry Miller, Reginald Payne,  
Dante Givens,  
Courtenay Henderson,  
Mark Potsic, Charles Stewart,  
Marc Stuart, Salaam Remi  
Published by Sugar Hill Music  
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### **Rappin' and Rockin' the House**

Performed by Funky 4+1  
Written by Barry Robinson  
Published by Sweet Soul Music  
(BMI) administered by  
Spirit Music Group  
Courtesy of Enjoy Records  
By arrangement with  
Spirit Music Group

### **Sanctuary**

Performed by Darkest Hour  
Written by Paul Burnette,  
John Henry, Kristopher Norris,  
Ryan Parrish,  
Michael Schleibaum  
Published by  
Another Victory Inc (ASCAP)  
Courtesy of Victory Records

### **Secret Crowds**

Performed by Angels and Airwaves  
Written by Tom DeLonge  
Published by  
Universal Music Corp. (ASCAP)  
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### **See the World**

Performed by The Kooks  
Written by Paul Garred, Hugh Harris,  
Luke Pritchard, Max Rafferty  
Published by  
Famous Music (ASCAP)  
Courtesy of Astralwerks under  
license from EMI Film &  
Television Music

### **Slaughter of the Soul**

Performed by At The Gates  
Written by Anders Bjorler,  
Jonas Bjorler, Tomas Lindberg  
Published by Earache Songs  
Courtesy of Earache Records

### **The Sound of Words**

Performed by Divine Era  
Written by Daisuke Wachi  
Courtesy of Divine Era

### **Starving Artists**

Performed by The Bled  
Written by James Munoz,  
Jeremy Talley, Mike Pedicone,  
Ross Ott, Darren Simoes  
Published by Songs Music  
Publishing LLC on behalf of Ram  
Island Songs (ASCAP), Pedicone  
(SESAC) Robot Choker (SESAC)  
Rossmosis (SESAC)  
Who Care Were Drinking (SESAC)  
Courtesy of Vagrant Records

### **Sympathy for the Devil**

Performed by The Rolling Stones  
Written by  
Mick Jagger, Keith Richards  
Published by ABKCO Music  
Courtesy of ABKCO Records

### **Tarantula**

Performed by  
The Smashing Pumpkins  
Written by Billy Corgan  
Published by  
Faust's Haus Music (BMI)  
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### **That's Entertainment**

Performed by Sayviny!  
Written by Phill Tornroth,  
Jesse Fritsch, Dan Reed,  
Ryan Flach, Josh Vargo  
Courtesy of Sayviny!

### **Throwback Rap Attack (Madlib remix)**

Performed by Percee P  
Written by John Percy Simon,  
Otis Jackson Jr  
Published by Shelly Bay Music on  
behalf of Madlib Invazion (BMI)  
and Pebble Toss Music (ASCAP)  
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### **Up All Night**

Performed by El-P  
Written by Jaime Meline  
Published by Songs Music  
Publishing LLC on behalf of  
Definitive Jux Music (SESAC)  
Courtesy of Definitive Jux

### **Version 2.0**

Performed by Bloc Party  
Written by Kele Okereke,  
Russel Lissack,  
Gordon Moakes, Matt Tong  
Published by  
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**We Must Obey**

Performed by Fu Manchu  
Written by Bob Balch, Bradley Davis,  
Scott Reeder, Scott Hill  
Published by  
Magic Arts Publishing USA (ASCAP)  
administered by Century Media  
Courtesy of Century Media Records

**Well Thought Out Twinkles**

Performed by Silversun Pickups  
Written by Brian Aubert,  
Christopher Guanlao, Joseph Lester,  
Nicole Monninger  
Published Silversun Pickups Music  
(ASCAP) on behalf of  
Boredom Mending Music (ASCAP)  
Courtesy of Dangerbird Records

**You're My Miss Washington DC**

Performed by Nation of Ulysses  
Written by Ian Svenonius,  
Steve Kroner, Tim Green,  
Steve Gamboa, James Cauty  
Courtesy of Dischord Records

**Your Move**

Performed by Blackalicious  
Written by Xavier Mosley,  
Timothy Parker, Teak Underdue  
Published by Reach Global Inc on  
behalf of Obrafo Music (ASCAP)  
Gab's Gifted Music (ASCAP) and  
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