

 XBOX 360

XBOX  
LIVE



# TONY HAWK'S

PROJECT 8™

NEVERSOFT

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 (see inside of back cover).

### 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:

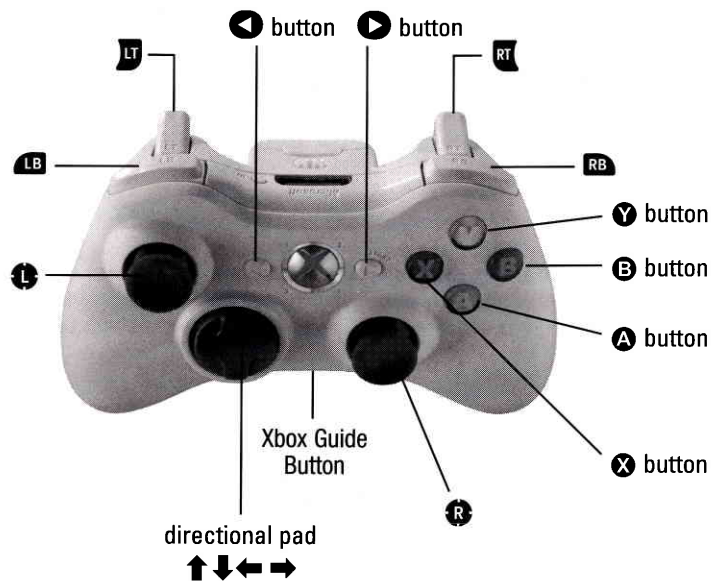
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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

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## Game Controls



### Basic Controls

#### Crouching

To crouch, press and hold the **A** button.

#### 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 a direction on the directional pad. Each direction on the directional pad 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 a direction on the directional pad. Each direction on the directional pad 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 on the rail.

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

### Lip Tricks

To perform a lip trick, skate straight up a ramp and press the **Y** button with a direction on the directional pad at the lip (or top edge) of the ramp. Hold the **Y** button for a longer lip trick. Press **←** and **→** on the directional pad to balance.

### Manuals

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

### Reverts

To revert when landing back onto a ramp, pull **RT** or **LT** 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 and release the **A** button. The boneless allows you to ollie higher and farther than a regular ollie.

## Advanced Controls

### Focus Mode

When your Special Meter is filled, click **LB** 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 longer.

### Nail the Trick (patent pending)

Nail the Trick mode uses the right and left sticks to directly control your skater's feet. To activate Nail the Trick, ollie in the air and click both **sticks**. The game goes into slow motion; now the left stick controls the skater's foot on the left side of the screen and the right stick 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.

You can "combo" 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 combo as many times as your ollie allows—be creative!

### Scoring

You accumulate points as your board rotates. In addition, you earn multipliers for the following actions:

- Each unique foot motion done within a combo (Variety Bonus);
- Any combo with the trucks pointing up (Trucks Up Bonus);
- Every 180° you rotate your body while tricking (Body Spin Bonus).  
Hold **RB** or **LB** to spin your body during a trick.

## Advanced Tips

- If you push the sticks precisely straight 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 skating normal, pushing down or up on the left stick (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.

## Nollie

To perform a nollie, first press the **A** button to get into ollie position, then pull **LB**. Nollie flip tricks follow from the nollie stance.

## 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, pull **RT**.

## Fakie Ollie

To perform a Fakie Ollie, get into switch stance position, then pull **LB** to get into fake ollie position, and then press the **A** button. Fakie flip tricks follow from the fakie stance.

## Wallrides

To perform a wallride, approach a wall at a 45° angle 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.

## Spine Transfers

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

## Skitching

To skitch (get pulled behind a vehicle), press **↑** on the directional pad when directly behind a vehicle.

## 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 directional pad.

## Double-Tap Flips and Grabs

Press **↑**, **↓**, **←** or **→** on the directional pad and double-tap the **B** 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

When performing a flip or grab trick, you can customize your move in mid-air by using the directional pad or **LT**. To perform a flip or roll while in the air, pull and hold **LT** while pressing any direction on the directional pad or **LT** to invert your air.

## Quick Turn around

Tap **RB** twice to do a quick 180°.

## 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 on page 7.)

## Bailing

When you bail, you can now control the direction of your bail with the directional pad. The **Y** button bounces the skater off the ground. While bailing you can press the **A** button to get on your board faster. To auto bail, press **LT**, **LB**, **RT** and **RB** all at the same time. You can use **LT** and **RT** to control the direction of your bail. You can also perform a quick get-up by tapping the **X** button during a bail.

## Natas Spins

To perform a Natas Spin, jump onto a mailbox, pole or fire hydrant, and land on it while pressing the **Y** button. Use the **left stick** or directional pad 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.

## Stall

To perform a stall, pull **RT** and press the **Y** button plus a direction on the directional pad.

## Off-Board Controls

### Walking

To switch from skating to walking, press **RB** and **LB** at the same time. While in Walk mode, use the directional pad or **LT** to control your skater.

### Climbing/Hanging

Jump (using the **A** button) near a wall or hanging wire and **RB** to grab the ledge. While hanging, press **←** and **→** on the directional pad to move your position and press **↑** on the directional pad to climb up onto the ledge surface.

### Wall Run

While facing a wall, press **↑** on the directional pad toward the wall, then press **RB**.

## Combos and Specials

### Combo Basics

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

### Special Meter & Special Tricks

As you score points in *Tony Hawk's Project 8*, your Special Meter (the meter in the top left corner of the screen in game) 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'll start with three 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 Stats and Rankings. The three default special tricks cannot be reassigned in story mode. Some special tricks can be purchased at the skate shop.

## 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 the **right stick**. Clicking the **right stick** again unlocks the camera.

### ReMap Tricks

In Free Skate you can remap your skater's tricks. After selecting the skater you want to use in Free Skate, select **Remap Tricks**. You can then edit grinds, grabs, flips, inverts and special tricks.



## Career Mode

In *Tony Hawk's Project 8*, Tony Hawk is on a search for the Top 8 amateur skaters in the world to be a part of his Project 8 team. He has stopped in your town, and it's up to you to get noticed by Tony and his friends, so that you can get a spot on the team.

You are presented with story-specific missions throughout Career mode. To progress through the game and see all the city and skate spots, you need to complete these missions. Characters in the game will have an orange glow. Get close to the character and you will then be able to press the **X** button to interact with them.

**Tutorial** – At the start of your career you have the option to play a tutorial where you can skate as the pros. Learn new tricks, or use it as a refresher course.

**Stokens** – In *Tony Hawk's Project 8* your skater is rewarded with stokens each time you impress the locals with awesome skate tricks. You can steal stokens from pedestrians by knocking them over on your board, but look out because they just might hit you back and steal yours. You can then use these stokens to purchase items in the skate shop.

**Skate Shop** – In the skate shop, stokens can be used to purchase new decks, special tricks or pro skater's tricks (see Pro Tricks mode).

**Your Room** – At the beginning of your career, or at any point in the game, you can access your skater's room and edit their physical appearance and apparel.

**Stats** – View your stats to see how you're progressing in skills such as grind, manual and air. You can build up your skaters stats by skating around the world.

**Rankings** – View the rankings menu to see where you stand up against the other skaters. Move your way up the rankings to join *Tony Hawk's Project 8* skate team. You can use this menu to track your sponsors, as well.

**Records** – Want to see how long you can hold a lip trick or how high you can air? Check out this menu to view your record highs.

**View Tricks** – Use this option to view button commands for tricks available to you. Visit the trick editor to change your special tricks or any other trick.

**Nail the Trick Goals** – On specific objects you will see the words "Nail the Trick." Activate the goal and ollie off of these; the camera will turn and you will enter Nail the Trick mode. Use the **sticks** to control the board and complete the goal objectives.

**Historical 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 career. For multiple difficulty goals you can return to your goal to beat your previous score.

**The Clock Marker (goal icon)** – This icon represents an active goal that hasn't been completed and has a lower priority than other goals. Likely to appear only when lots of goals become active deep in the game.

**Secret Spots** – There are a number of secret spot tokens hidden all around the city. Keep an eye out for them.

**Gaps** – Gaps are placed all over the world. A gap requires the player 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 locate all the various things to do throughout the city. The compass shows you where different goals and challenges are located.

### View Goals

At any time during the story, you can visit the Pause menu and select **View Goals**. The View Goals screen shows you which goals are available for you to complete. Press **LB** and **RB** to view different areas and **↑** and **↓** on the directional pad to look at the goals for that area. This is also a great way to view which goals you have completed. Highlight the goal you want to find and press the **X** button. This will set a waypoint on your compass. Use this tool to help you find goals quickly.

### Nokia Video Phone Messages

Keep an ear out for your Nokia N93 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 Video Phone.

### High Score/Free Skate

Choose a level or city area and practice your skating skills. If you're up to the challenge, start a high-score run and try to score your best within two minutes. You can set high scores and new records in this mode. To earn access to all the areas and levels in the game, you must play through Career mode first.

## 2-Player

When you and a friend are ready to go head-to-head, this mode offers up many different 2-Player games. Please see Multiplayer Games on page 11 for further explanation of the available games.

*Note: To select 2-Player mode from the Main Menu, two controllers must be assigned to two quadrants in the Xbox 360 video game and entertainment system.*

## Pro Tricks

Pro Tricks mode allows you to view motion captured tricks performed by the pros themselves. You have the ability to slow the camera down or speed it up. Use this player to learn how to flatland like Rodney Mullen or invert like Tony Hawk himself. Unlock new pro tricks in Career mode and then purchase them in the skate shop.

## Create

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

A note about Career Skater:

In *Tony Hawk's Project 8*, the Career skater you customize cannot be used in any other mode of play, and the same goes for a skater created outside of Career mode—it cannot be used in the Career. All customization of your Career skater should be done inside Career mode (within the skate shop and your room), and all customization of a skater for 2-Player, Free Skate or Xbox Live® should be done within the Create option from the Main Menu.

## 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 Main Menu, select Create. Choose from a list of five different skater styles. You can also load a previously saved skater.

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

## Piece Categories

The available piece categories when creating a new skater or editing your current skater are Information, Head Options, Torso Options, Leg Options and Pad Options.

## Available Pieces

At the start of the game, some pieces will be unavailable to you until you've purchased the item from within Career mode. To unlock more pieces with which to customize your skater, you'll need to play through Career mode and purchase these items.

## 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 12) to learn more about how to connect *Tony Hawk's Project 8* to Xbox Live. See Multiplayer Games below for further explanation of the games available to play.

## 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

Go for highest 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.

### Horse

Pull off higher combos than your friends to get them to spell out HORSE—the classic b-ball game skater style. Exclusive to 2-Player mode.

### Walls

Keep your combo going to make the wall behind your skater longer, and then box in other players to eliminate them.

### 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 messages. Get connected and join the revolution.

*Note: By joining an Xbox Live session, you must leave the Activision-controlled environment in Tony Hawk's Project 8. 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 select **Remap Tricks** or select **Ready** to continue.

## 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

**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 Project 8* games. To narrow your search, specify the game type and/or map, ranked number of players.

**Create Match** – Create an Xbox Live session for others to join. When creating a match, you can change several options. Move through the options by pressing **↑** or **↓** on the directional pad. 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)**—Player 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).

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



## Playing in an Xbox Live Game

A *Tony Hawk's Project 8* 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 Create 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 the **START** button you can access the Client Pause Menu. There are several options listed:

**Continue** – Return to the game.

**Skater Options** – Brings up your Skater Options sub-menu.

**Game Options** – Brings up a sub-menu.

**Current Players** – See who's in the game and add them to your Friends List.

*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 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 host 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 2MB 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 Career/Skater save requires 2MB. This save contains both your skater and any progress through Career mode as well as any unlockables you may have earned.

### Other Options

- **Game Settings:** Controller settings, sound options, display options, Turn Blood On/Off.
- **Game Progress**
  - Records:* View all of your skater's accomplishments, including number of tricks performed, biggest air, and longest grind.
  - Rankings:* View your Career mode character's rank.
  - Stats:* View your Career mode character's stats.
- **High Scores:** View the highest scores in the game on this screen. Toggle left and right to see all the levels. Each level has five best high scores and five best combos.

- **Cheat Codes:** Enter secret codes from magazines and online fan sites. Go ahead and cheat...we gave you the option!
- **Movies:** View all game movies. Some movies need to be unlocked by playing through Career mode.

## Moveable Pieces

There are spots spread throughout the city where you get to place skate pieces where you want them. Some goals require you to figure out the correct placement of pieces in order to complete them. After completing these goals, you can then move the pieces however you want whenever you want. These areas are marked with a large Gold Hammer icon. Look for these icons to find moveable pieces areas.

*Tip:* Certain gaps can be found by placing certain pieces together and tricking on them.

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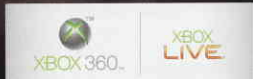
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