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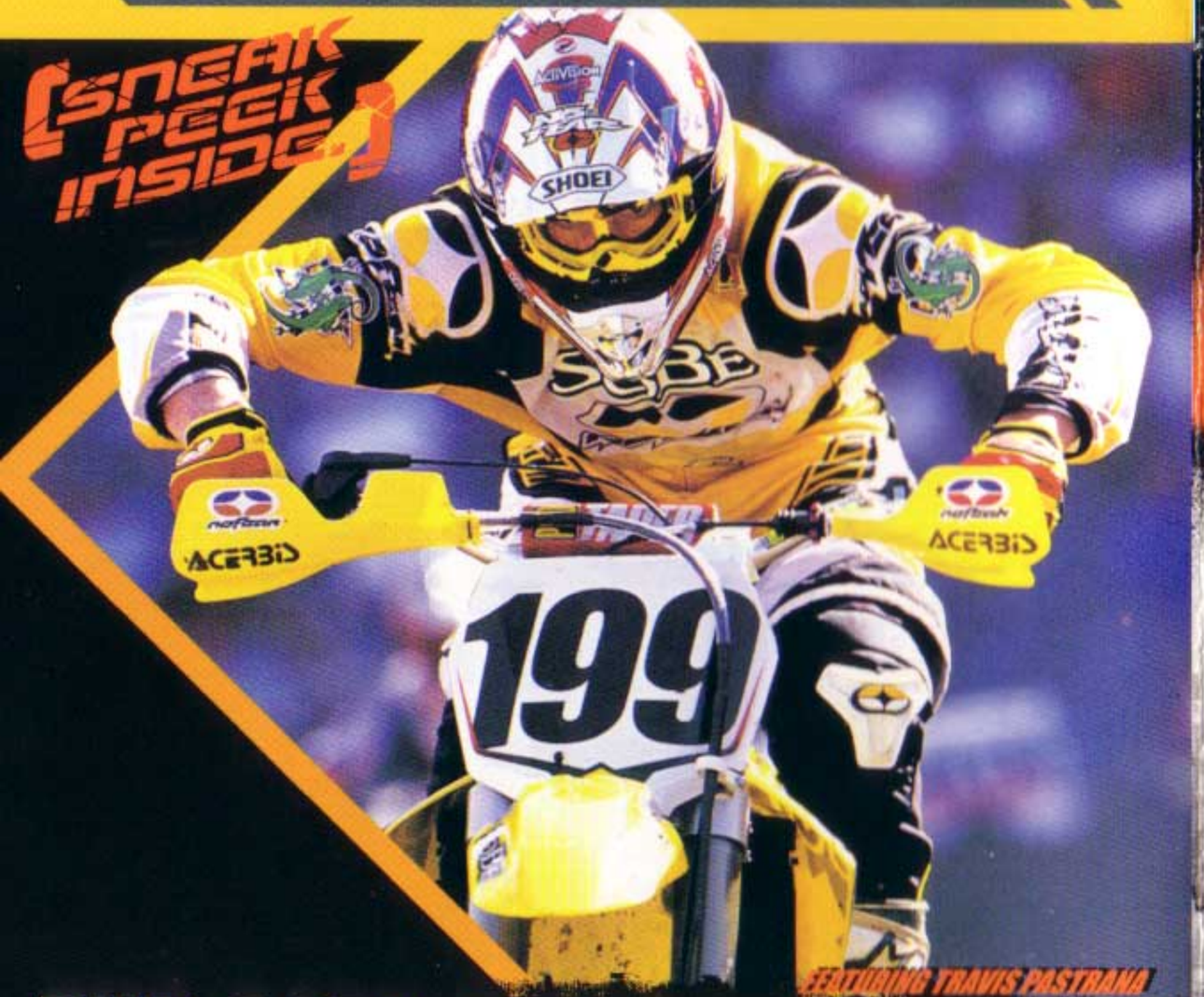

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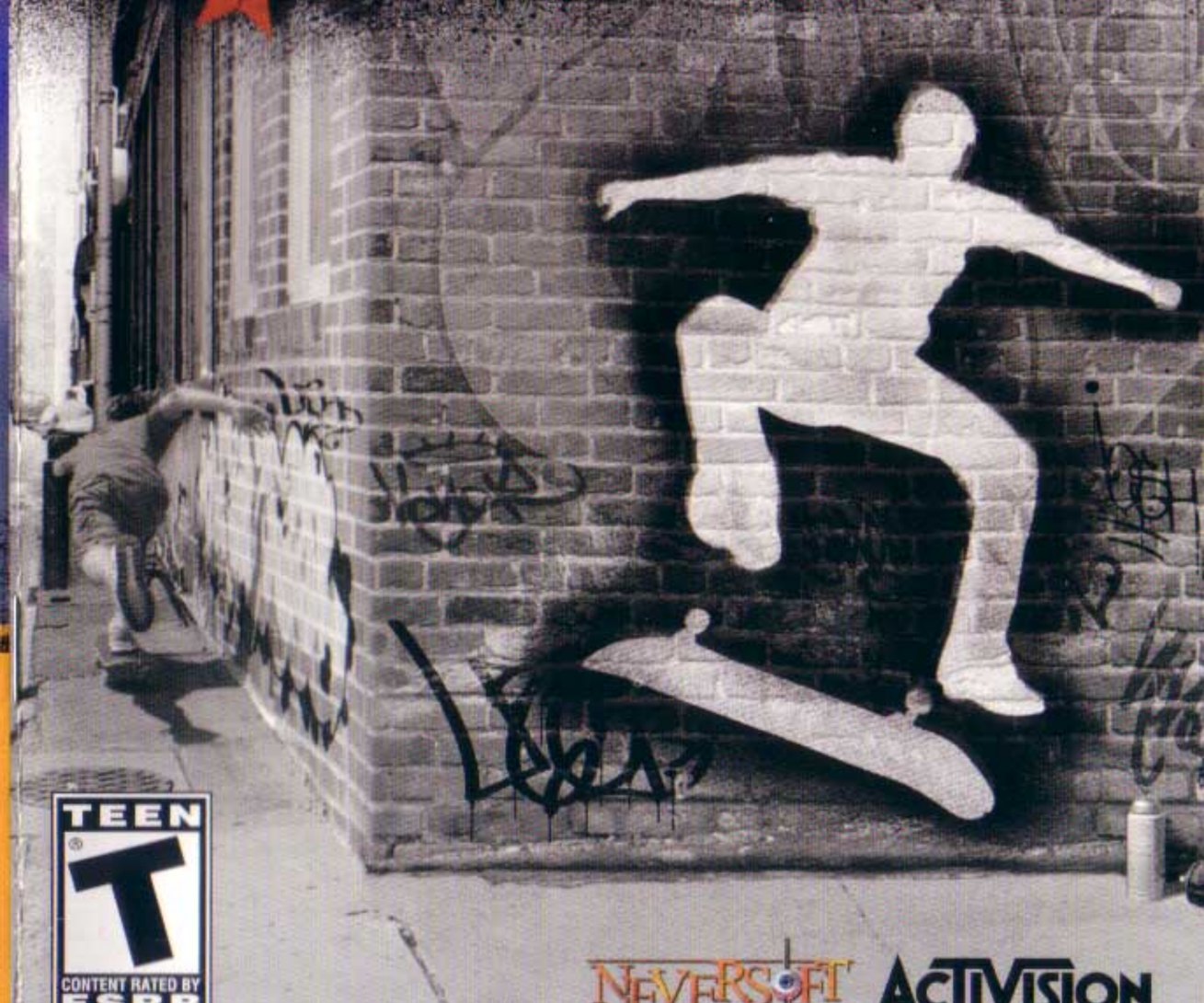
XBOX

TONY HAWK'S UNDERGROUND



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Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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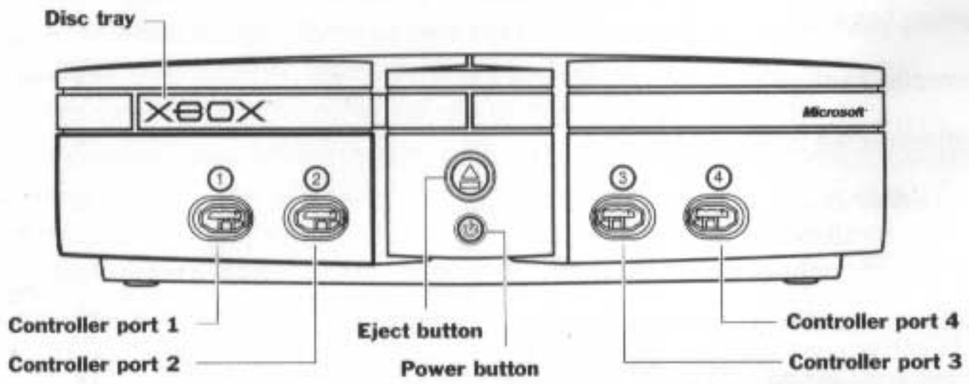
GETTING STARTED



USING THE XBOX VIDEO GAME SYSTEM

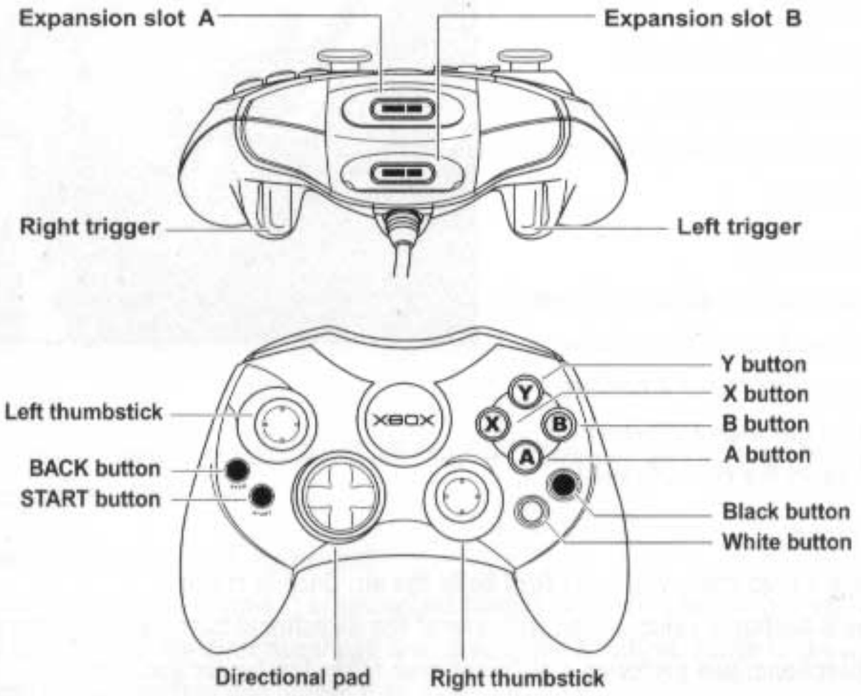
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the **eject** button and the disc tray will open.
4. Place the *Tony Hawk's Underground* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Tony Hawk's Underground*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

CONTROLLER CONFIGURATION



USING THE XBOX CONTROLLER

1. Connect the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Tony Hawk's Underground*.

CONTROLLING THE SKATER

BASIC CONTROLS

Crouching

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

Ollie (or Jump)

To ollie (or jump), 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 one of the directional buttons. 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" that grab trick. The score for the trick increases over the length of the grab.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the **X** button in combination with one of the directional buttons. 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 in the level. First ollie (press the **A** button), and then press the **Y** button when near the rail/grindable surface to perform a grind trick.

- 50-50 = When parallel to a rail, 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 the board you want to slide on into a rail.
- Smith/Feeble = 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 or quarterpipe and press the **Y** button with a directional button at the lip (or top edge) of the ramp. 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 the **right** or **left trigger** 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 tapping or releasing the **A** button.

Boneless/Fastplants/Beanplants

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

ADVANCED CONTROLS

Pressure Flips

Pull the **left trigger** once to move your feet into pressure flip position. Press **A** to jump and the **X** button plus either ↑, ↓, ← or → to execute a pressure flip.

Nollie

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

You can also toggle between regular, pressure and nollie positions by pulling the **left trigger** while grinding or in a manual.

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

Switch Stance

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, pull the **right trigger** button. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

Wallrides

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

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 the **left trigger** and **right trigger** when launching off of one side of the spine.

Skitching

To skitch (get pulled behind a vehicle), press ↑ on the directional pad when directly behind a vehicle. Press ← and → on the directional pad during a skitch to balance the skater.

Flatland Tricks

All flatland tricks stem from the manual (↑↓ or ↓↑). Once in a manual, tapping twice on the **B** button, **Y** button, **X** button or any combination of those buttons will produce a variety of flatland tricks. You must balance during the string of flatland combos using ← and → on the directional pad.

Double Tap Flips and Grabs

Press any direction on the directional pad and tap the Flip or Grab button twice to bust a double or more advanced version of the base (single tap) trick. These tricks score more points than their base tricks.

Grind/Lip Branching

In the middle of a grind or lip trick, tap twice on the **B** button, **Y** button, **A** button or any combination to change your trick.

Powerslide

Press ↓↓ on the directional pad then pull the **right trigger** to do a quick 180°.

Acid Drops

Pull the **left trigger** and **right trigger** while jumping over a quarterpipe ramp to acid drop into the ramp. You can do this while skating or walking. (See the Walking section below.)

WALKING AND CLIMBING

Walking

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

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

Climbing/Hanging

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

Note: Not all ledges allow climbing or hanging.

CONTROL TIPS

- When you bail, tap the controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Skater/Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Story Mode.
- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

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

- During a run (unless in a free skate session), every time you repeat a trick, the trick's point value decreases. To get a high score, you're going to have to think about your "line" and mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Spinning (540°, 720°) while in the air performing tricks nets bigger scores. Pull the **left trigger** or **right trigger** to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximize your combos.
- When landing from a quarterpipe, revert then manual to continue your combo.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use revert to link them together. There are also spine transfers and skitching—and you can link those in your combos, too!

SPECIAL METER AND SPECIAL TRICKS

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

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

Special tricks are performed using multiple direction presses on the directional pad with the corresponding face button. Try playing through Story Mode to earn more special tricks.

CAMERA CONTROL

You can use the **right thumbstick** to move the camera and check out what's around you when you're skating. If you find an angle you like, push down on the **right thumbstick** and lock the camera into place. Pressing the **right thumbstick** down again releases the camera back to the default position. Alternately, press the **BACK** button to switch between different camera positions. Continue pressing the **BACK** button to return to the default camera position. When walking, pull the **left trigger** to re-center the camera behind the skater.

THE MAIN MENU

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

STORY MODE

Story Mode takes a skater from a "nobody" to a "somebody." You'll begin by creating your skater (see Create-A-Skater on page 18). You start in your neighborhood in New Jersey with the goal of becoming a Tony Hawk-like pro superstar. You have to start at the bottom though, to get sponsors and pros to notice you. By completing a variety of complex tricks, tasks and missions, you'll prove yourself and start to move up in the world of skateboarding.

HIGH SCORE/FREE SKATE

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

CREATE/PLAY GOALS

New to *Tony Hawk's Underground*, you can design your own goals! Choose a level and start creating goals that you can trade with friends. Pick from Skate, Combo, High Score and many other types of goals!

2-PLAYER

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

Note: In order to select 2-Player Mode from the Main Menu, two controllers must be plugged into the Xbox video game system.

SYSTEM LINK

Play a networked game with 2 to 8 Xbox systems.

CREATE-A-TRICK

Not satisfied with the tricks that we put in the game? Design your own using the all-new Create-A-Trick feature! Design your tricks, save and show off to your friends.

CREATE-A-PARK

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

CREATE-A-SKATER

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

CREATE-A-DECK

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

SKATESHOP

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

OPTIONS

This is your one-stop shop for setting your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, check out level records, enter cheat codes, watch movies, customize the user interface or watch a new game teaser of Activision's *MTX: Mototrax*.

STORY MODE

THE STORY

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

ACCESSING THE GOALS

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

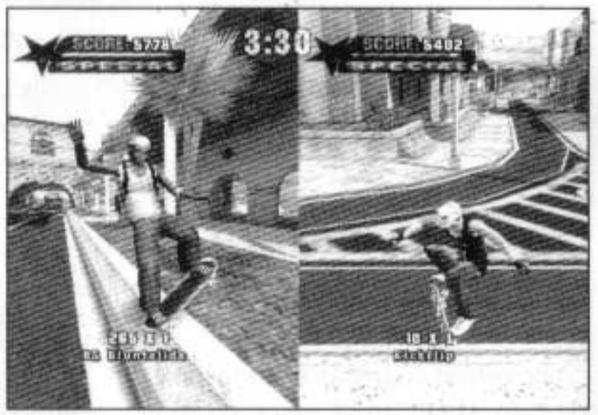
USING THE VIEW GOALS MENU

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

MULTIPLAYER MODES

2-PLAYER

Hook up two controllers and you can play against a friend in split-screen action.



MULTIPLAYER GAMES

Trick Attack

The player with the highest score at the end of the time limit wins!

Score Challenge

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

Combo Mambo

The player who busts the biggest combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match.

Slap!

This one's easy to explain: The player who slaps the most wins! When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slapping the other skaters around!

King of the Hill

There's a crown out there somewhere and the first player to find it becomes King. While you're King, there will be a crown above your head and your score will start going up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

Graffiti

The player with the most "tagged" objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Firefight

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

Goal Attack (System Link Only)

Play Story Mode or your own created goals in Goal Attack. Compete against each other to see who can complete all the goals first! The server player selects which goals are active. Race around the level and talk to a judge to activate a goal. The player (or team) who completes all the goals first is the winner. You can create your own goals in Create-A-Goal (including ones with vehicles), and then use them in a System Link Goal Attack session.

Capture the Flag (System Link Only)

Form teams and then try to capture each other's flags. Find the other team's flag, grab it, and return it to your base for a capture. Your team's flag must be at your base for you to score. If your flag is not at your base, an arrow will point to its location. Find the person who has it and slap him or her to return your flag!

Horse (2-player only)

The old classic H.O.R.S.E. (or the word of your choice—behave!) returns! In this one-on-one best trick contest, nail a trick then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat!

Free Skate

Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards. By default, all system link games start out in free skate mode.

SAVING AND LOADING

To save a game, you'll need at least 9 blocks of free space available on your Xbox hard disk. To load a previously saved game, select **Load Game** from the Options Menu.

- The *Story/Skater* file requires 9 blocks. This file contains both your skater and his/her progress through Story Mode as well as any unlockables you may have earned.
- The *Park* file requires 6 blocks. The park file contains the layout of the park and any custom goals you've put in it.
- The *Tricks* file requires 6 blocks and contains a single trick that can be traded with friends or uploaded to the online trick vault.
- The *Goals* file requires 10 blocks and contains all the custom goals you've created for the levels. Create up to 10 goals in each level—a Goals file can store up to 120 individual goals.

THE PRO SKATERS

In all modes except for Story Mode you can choose to skate as the following professional skateboarders:

TONY HAWK

Hometown: **San Diego, CA**
Resides: **Carlsbad, CA**
Stance: **Goofy**

BOB BURNQUIST

Hometown: **Rio de Janeiro, Brazil**
Resides: **Sao Palo, Brazil**
Stance: **Regular**

STEVE CABALLERO

Hometown: **San Jose, CA**
Resides: **San Jose, CA**
Stance: **Goofy**

KAREEM CAMPBELL

Hometown: **Harlem, NY**
Resides: **Los Angeles, CA**
Stance: **Regular**

RUNE GLIFBERG

Hometown:
Copenhagen, Denmark
Resides: **Costa Mesa, CA**
Stance: **Regular**

ERIC KOSTON
Hometown: **San Bernardino, CA**
Resides: **Hollywood, CA**
Stance: **Goofy**

BUCKY LASEK
Hometown: **Baltimore, MD**
Resides: **Carlsbad, CA**
Stance: **Regular**

BAM MARGERA
Hometown: **Philadelphia, PA**
Resides: **West Chester, PA**
Stance: **Regular**

RODNEY MULLEN
Hometown: **Gainesville, FL**
Resides: **Hermosa Beach, CA**
Stance: **Regular**

CHAD MUSKA
Hometown: **Loraine, OH**
Resides: **Woodland Hills, CA**
Stance: **Regular**

ANDREW REYNOLDS
Hometown: **Lakeland, FL**
Resides: **Huntington Beach, CA**
Stance: **Regular**

PAUL RODRIGUEZ
Hometown: **Los Angeles, CA**
Resides: **Los Angeles, CA**
Stance: **Regular**

GEOFF ROWLEY
Hometown: **Liverpool, England**
Resides: **Huntington Beach, CA**
Stance: **Regular**

ARTO SAARI
Hometown: **Seinajoki, Finland**
Resides: **Huntington Beach, CA**
Stance: **Regular**

ELISSA STEAMER
Hometown: **Fort Myers, Fl**
Resides: **Huntington Beach, CA**
Stance: **Regular**

JAMIE THOMAS
Hometown: **Dotham, AL**
Resides: **Encinitas, CA**
Stance: **Regular**

MIKE VALLELY
Hometown: **Edison, NJ**
Resides: **Long Beach, CA**
Stance: **Regular**

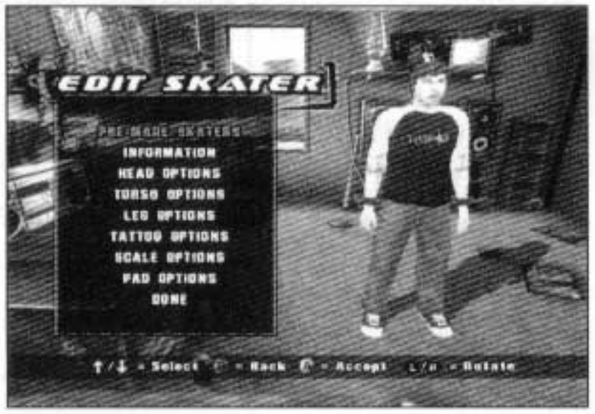
Tip: Keep an eye out for some of your favorite pros in Story Mode...
You never know who you might run into.

CREATE-A-SKATER

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

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

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



CREATE OPTIONS

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

PIECE CATEGORIES

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

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

CREATE-A-DECK

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

DESIGN DECK

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

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

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

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

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

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

SYSTEM LINK PLAY

Up to 8 players can play together via System Link.

STARTING A SERVER FOR SYSTEM LINK PLAY

To start a new server over a network, choose System Link Play from the Main Menu. Select which skater to use, change your player name, and edit your tricks before selecting Ready to go to the Actions Menu. Select Host game and you will be presented with a new menu of options for the game you are about to start.

In the Host Options screen, you can personalize the name of the server you are starting. You can also select the level you want to play and the maximum number of skaters that can play in your server at any given time. By changing the Skill Level option you'll be able to tell other players what the general skill level of the server is. Lastly, by entering a password, you can lock your server so that only people that know the password are allowed to enter. You can also change some of these options in the game later on if necessary. Once you've set up these server options, start the server by selecting Ready. Once in the game as the server you can start the game at any time by pressing **START** and then selecting **Start Game**.

JOINING A SERVER FOR SYSTEM LINK PLAY

To join a server choose System Link Play from the Main Menu. Select which skater to use, change your player name, and edit your tricks before selecting Ready to go to the Actions Menu. Next choose Join Game to bring up a list of the active servers on the right side of the screen. Scroll through the list of available servers to show information about each server on the left side of the screen under Game Info. You'll see how many players are in that server, what game type is being played, and what the skill level of that server is. Decide what server you want to join and Press **A** to get started!

CREATE-A-PARK

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

CONTROLS

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

Basic Controls

The currently selected piece acts as your "cursor" as you use the left thumbstick to move the piece around your park. The **B** or **X** buttons rotate the piece and the **A** button places it down. The **Y** button will erase any pieces intersecting with the current piece.

Changing Pieces

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

Raising and Lowering Ground

Use the **left** or **right trigger** to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the S Bowl in the Pools category. Then pull the **left** or **right trigger** to raise and lower large sections of your park at once.

Tools and the Clipboard

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

Continue – Go back to the park editor.

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

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

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

Delete Pieces – Clear the selected area.

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

The Gap Tool

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, a transition across two quarterpipes far away from each other, grinding a long kinked rail or even manualing across a particularly tough table.

Creating Gaps

Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a white, wireframe "wall" attached to the piece. In order to achieve a gap in the game, the player must jump through one gap poly and pass through the other side of the gap poly before landing.

Put the Gap Tool over a piece with a gap attached to it to modify that piece's gap poly. The **B** or **X** buttons rotate the gap poly to a different side of the piece. The **left** and **right triggers** modify the dimensions of the currently selected gap. Press the **A** button to access that gap's Gap menu.

Gap Menu options:

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

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

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

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

The Rail Tool

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

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

Editing Existing Rails

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

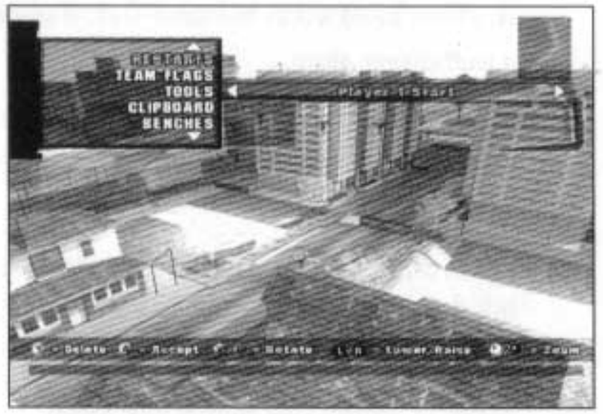
Note: You can only grind around corners that are 45° or less. As you make rails, links that CANNOT be continuously skated will appear as red. A green link indicates that the rail transition will work.

OTHER CONTROLS

Press the **START** button to bring up the Park Editor Menu. The **Black** and **White** buttons will zoom the camera in and out.

THE CREATE-A-PARK MENU

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



- **Continue** – Continue where you left off in the park editor.
- **Test Play** – Places you in your created park with the last character you played the game with and allows you to test your creation.
- **Create-A-Goal** – See page 25.
- **Set Time of Day** – Skate your park either morning, day, evening or night.
- **Switch Theme** – There are 5 themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.
- **Resize Park** – Adjust the size of your park. You can manipulate each side of your park independently.
- **Nuke Park** – This will clear the park so that you can start over...if you must!
- **Set Max Players** – IMPORTANT! Decide how many people will be allowed to play in your park at one time. The fewer players you allow, the more memory you have to work with. The default is 2, so if you want to play System Link with more players, make sure to set you max players accordingly. You can change the max players at any

time, but if your park's memory meter is full, you may need to delete pieces and lower ground until you make enough room for the desired number of players.

- **Save Park** – Save your park to the hard disk. The name you save under will become the name of your park.
- **Load Park** – Load a previously created park from the hard disk.
- **Load Premade Park** – Allows you to load a pre-built park included with *Tony Hawk's Underground*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and resave them.
- **Quit** – This will take you back to the Main Menu.

OTHER IMPORTANT PIECES

Restart Points

- **Player 1 Start** - The green object marked "1P" is the player 1 start point. This piece marks the starting point for player 1. Only 1 start point can be placed in a level.
- **Player 2 Start** – The red object marked "2P" is the player 2 start point. The player two start point works the same way: it marks where the second player will start in a multiplayer game.
- **Horse Start** – These mark the starting positions in a H.O.R.S.E. game. The player 1 start point also doubles as a H.O.R.S.E. start point. Only 6 H.O.R.S.E. start points can be placed in a level.
- **Crown Start** – This piece is used to mark where the crown will appear in King of the Hill games. You can place up to 6 crowns in your level.
- **Flag Start** – These indicate where the team flags will be placed in Capture the Flag games (a System Link multiplayer game).

The Memory Meter

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

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

CREATE-A-GOAL

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

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

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

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

CREATING YOUR OWN GOALS

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

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

CONTROLS

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

Use the **left thumbstick** to move the pedestrian or cursor around the level. The **right thumbstick** moves the camera so you can more accurately place items in the level. The **left** and **right triggers** raise or lower an item. The **Black** and **White** buttons zoom in and out. Press the **A** button to place the item in the level.

Next, select from the following list of goal types:

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

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

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

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

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

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

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

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

THE EDIT GOAL MENU

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

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

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

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

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

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

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

Set Goal Text – Type the description of the goal that the pedestrian will "say" to the player when he or she talks to the goal pedestrian.

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

Delete Goal – Wipe out this goal.

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

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

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

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

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

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

Edit Skate-Tricks/Tricktris – A whole variety.

PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Select this to save your work. A Goals file can contain up to 120 goals, with up to 10 in any 1 level.

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

Load Goals – Load a new goal file.

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

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

TRICKS

EDIT TRICKS

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

While you're hanging in the skateshop or skating in the game, you can always edit your tricks. Swap tricks until you find a perfect set to your liking.

To change a trick assignment, select the trick category that you want to edit: Grab Tricks, Flip Tricks, Lip Tricks and Special Tricks. Select the trick you want to assign to a trick slot, then select the button combination you want to assign to that trick.

SPECIAL TRICKS

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

CREATE-A-TRICK

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

Create-A-Trick Menu

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

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

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

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

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

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

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

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

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

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

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

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

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

Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to your Xbox hard disk.

Done – Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time you can keep up to 10 created tricks active. All 10 tricks will be saved with your skater. Additional tricks can also be saved individually. See Save Trick above for more info.

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

OPTIONS

MTX TEASER

Watch a teaser of Activision's *MTX: Mototrax*.

SAVE GAME/LOAD GAME

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

CONTROL SETUP

Allows customization of control settings:

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

Autokick – Select **On** for automatic acceleration of your skater. Select **Off** for manual acceleration. If turned Off, use the **A** button to kick (always defaults to On).

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

SOUND OPTIONS

Allows customization of sound settings:

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

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

Playlist – Displays all the music tracks. You decide which tracks you want to hear, or select one of your own user-created soundtracks.

Music Level – Adjusts the volume of the music tracks.

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

TAUNT OPTIONS

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

BLOOD

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

GAME PROGRESS

See what you've accomplished so far and all the stuff that's left for you to do.

HIGH SCORES

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

CHEAT CODES

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

MOVIES

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

TEASERS

View all the bonus teaser movies in this menu.

INTERFACE THEMES

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

CREDITS

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

CREDITS

DEVELOPED BY

Neversoft Entertainment

Neversoft Development Team

Jeremy Andersen
Jon Bailey
Ted Barber
Brad Bulkley
Dave Cowling
Ralph D'Amato
Peter Day
Zac Drake
Chad Findley
Alan Flores
Steve Ganem
Jake Geiger
Andy Gentile
Jason Greenberg
Rock Gropper
Eric Grosser
Kurt Gutierrez
Kendall Harrison
Gary Jesdanun
Joel Jewett
Henry Ji
Garrett Jost
Adam Lippmann
Dana MacKenzie
Andy Marchal
Jeff Morgan
Kevin Mulhall
Daniel Nelson
Nolan Nelson
David Nilsen
Josh O'Brien
Johnny Ow
Chris Peacock
Scott Pease
Cody Pierson
Chris Rausch
Rulon Raymond
Paul Robinson
David Rowe
Mark L. Scott
Aaron Skillman
Chauwa Steel
Todd Sue
Carlo Surla
Steve Swink
Darren Thorne
Jason Uyeda
Todd Wahoske
Chris Ward
Mick West
Tao Zheng

Neversoft Support Team

Lisa Davies
Lisa Edmison
Sandy Newlands-Jewett
Beth Sanborn
Stacy Ytuarte
Logan

Neversoft Testers

Michelle Deyo
Mike Ortiz
Jesse Shannon

Additional THUG Development

Mike Day
Jim Jagger
Brian Jennings

Story

Sean Mortimer
and Neversoft

NEVERSOFT THANKS

All @ Activision
All @ SN Systems
All @ Bink
Arden Doss @ Propaganda
Jay Blamer @ New Line
Mike Degler @ Brady
Ken Schmidt @ Brady
Doug Walsh
DJ Obert
Skatelab (Simi Valley)
PlanetTonyHawk.com
THPSXOnline.com
erOc, Zed, and Sam
at Red Room Productions
All the Delphidiots
Dead End Road

Skate Park of Tampa
Ryan Clements
"Afro" Jim Choquette
Brian Schaefer
and everybody at SPOT

50-50 guys
Jeff Gaskell
Robby Gaskell
and all the 50-50 guys

Slam City Jam
Jay Balmer

Voice Actors

Larry Cedar
Ben Disken
Melissa Disney
Jeff Fischer
Jason Harris
Mikey Kelly
RJ Knoll
Matt Levin
Jessica Lynn
Megan Parlen
Stacy Peralta
Mike Dristian
Lark Spies
Wally Wingert
Dave Wittenberg

Music Supervision

Westies
Tim Riley
Brandon Young

Intro Movie

Creative Domain

Skaters

Tony Hawk
Bob Burnquist
Steve Caballero
Kareem Campbell
Rune Glifberg
Eric Koston
Bucky Lasek
Bam Margera
Rodney Mullen
Chad Muska
Andrew Reynolds
Paul Rodriguez Jr.
Geoff Rowley
Arto Saari
Elissa Steamer
Jamie Thomas
Mike Vallely

PUBLISHED BY

Activision Publishing, Inc.

Executive Producer

Mike Ward

Producer

Stacey Drellishak

Production Coordinator

Alex Garcia

ACTIVISION STUDIOS

E.V.P., Worldwide Studios

Larry Goldberg

V.P., North American Studio

Dave Stohl

MARKETING AND PUBLIC RELATIONS

E.V.P., Global Pub. & Brand Mgmt.

Kathy Vrabeck

V.P., Global Brand Mgmt.

Will Kassoy

Global Brand Manager

Gary Pfeiffer

Associate Brand Manager

Ted Chi

VP, Public Relations

Maryanne Lataif

Manager, Corporate Communications

Ryh-Ming C. Poon

Marketing/Licensing Consultant

Lisa Hudson
Black Sun Productions

CREATIVE SERVICES

V.P., Creative Services & Operations

Denise Walsh

Marketing Creative Director

Matthew Stainner

Creative Services Manager

Jill Barry

Creative Agencies

Imagewerks
Ignited Minds, LLC

BUSINESS AFFAIRS

George Rose
Greg Deutsch
David Kay
Michael Larson
Danielle Kim

SPECIAL THANKS

Mom & Dad
Nicole Willick
Lindsey Hayes
Simon Ebejer
Jake Biegel
Jennifer Oneal
Shawn Capistrano
Jim Desmond
Stacy Sooter
Dave Anderson
Paula Cuneo
Tiffany Everett
TQ Jefferson

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Lead

Ian Moreno

Senior Project Lead

John Rosser

QA Manager

Joe Favazza

Manager, Night Shift

Adam Hartsfield

Manager, Third Shift

Jason Levine

Night Shift Lead

Frank So

Third Shift Floor Lead

Dave Padilla

Test Team

Kyle Carey – Floor Lead
John Wasilczyk – Night Shift Floor Lead
Jason Newitt – Network Lead
Lee Cheramie – Database Coordinator

Alberto Aguilar, Steve Antenucci, Michael Arellano, Ronald Avila, Hugh Bach, Clint Baptiste, Kane Burch, Elvir Caranay, Ariana Carvalho, James Cha, Josh Chandler, Hubert Cheng, Paul Colbert, Sha-hid Ealy, Derek Faraci, Greg Garber, Anthony Gordon, Randy Guillote, Jeff Grant, Justin Hannah, Michael Harris, Sasan Helmi, Alain Ho, Mark Hoffman, Michelle Hughes, Steve Hynding, Elliot Jackson, Aaron Justman, Justin Kaehler, Kris Kauthen, Casey Keefe, Jennifer Kent, Brian Kim, Brett Kinsfather, Bobak Kohan, Laura Landolf, Sabino Lopez, Alfonso Magana, Dave Morris, Mishelle Moross, Robert Munguia, Scott Nakamura, Mike O'Brien, Steve Okubo, Greg Olmeda, Mike Ortiz, Steve Penate, Brian Price, Derek Padula, Jacob Porter, Craig Pottruck, David Powers, Veneet Puri, Ryan Ramsey, Sal Rangel, Ari Raz, Kenneth Reyna, Cory Rice, D.B. Roberts, Reshan Sabaratnam, Aldo Sarellano, Craig Schmidt, Nathan Shopay, David Solch, Fritz Striker, Cory Surovy, Kop Tavornmas, Robert Telmar, Natascha Thomas, Leon Torres, Chris Wawra, David Wilkinson, BJ Williams, Marc Williams, Danny Yanez

Manager, Technical Requirements Group

Marilena Rixford

Lead, Technical Requirements Group

Siôn Rodriguez y Gibson

Testers, Technical Requirements Group

Aaron Camacho, Robert Lara, Taylor Livingston, Marc Villanueva

Sr. Manager, Customer Support

Bob McPherson

Customer Support Leads

Gary Bolduc – Phone Support
Michael Hill – Email Support
Rob Lim – Information and Escalation Support

CS/QA Special Thanks

Jim Summers, Jason Wong, Tim Vanlaw, Adam Hartsfield, Jason Levine, Nadine Theuzillot, Ed Clune, Jason Potter, Matt McClure, Glenn Vistante, Anthony Korotko, Chris Keim, Indra Gunawan, Marco Scataglini, Todd Komesu, Mike Beck, Joule Middleton, Willie Bolton, Chad Siedhoff, Jennifer Vitiello, Nick Favazza, Mike Rixford, Tyler Rivers, Henry Villanueva, Jeremy Richards, Mike Restifo, Jim Call, Doug Todd, Jeff Sedivy, Alex Coleman, Evan Button, Frankie Kang, Chad Fazzaro, Steve Peterson, Thom Denick, Sarah Pepin, Theresa Dausch

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

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Written by Stacey Kelvin Dee,
Eric Stampey Gonzalez, John Scott
Dalton, Jennifer Rebel Kirk
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Performed by Assorted Jelly Beans
Written by Wylie Johnson,
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Courtesy of: Epitaph
Written by Brett Gurewitz
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Written by Blind Iris
Recorded by Ned Allen at ASR Studios
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Mixed and mastered by Herc at Herc's
Living Room SLC, UT
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"Don't Wait"
Performed and written by Blue
Collar Special
From the album titled "Concrete Waves"
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www.Disasterecords.com

"2 Rak 005"
Performed by Bracket
Courtesy of Fat Wreck Chords
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Performed by The Browns
Written by Caissie, Harkness,
Andersen, McAndless
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Written by Shamar Gardner, Theodore
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Performed by Crash and Burn
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Written by Bill Brown and Crash and Burn
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Recorded at New Alliance Studios,
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and Nick Zampiello, Asst Engineered by
Nate Clean, Mastered by Dave Locke at J.P.
Masters, Produced by Crash And Burn,
Marc Schleicher and Nick Zampello

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

"Positive Contact"
by Deltron 3030
Written by Dan Nakamura (Sharkman
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Written & Performed by DJ Qbert
Courtesy of Thud Rumble
Published by Reverse Cat Breath
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"Time To Go"
Performed by Dropkick Murphys
Courtesy of Hellcat / Epitaph
Written by: A. Barr, K. Casey, R. Foltz,
M. Kelly, J. Lynch, M. Orrell
Publisher: Boston Scally Punk (ASCAP)

"Annie's Grave"
Performed by Electric Frankenstein
Written by Sal Canzonieri (music),
Steve Miller (lyrics)
© 2001 Electric Frankenstein/BGT
ENT/Pulse 8 Music
Published by BGT ENT/Pulse 8 Music
(ASCAP)

"To Ride, Shoot Straight, and Speak the Truth"
Entombed
Music For Nations / KOCH
From the album Music For Nations
(Earache Records)
Written by Nicklas Anderson
and Alexander Hellid
Published by Zomba Enterprises, Inc.
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Written and Performed by The Explosion
Courtesy of Jade Tree Records
Published by Radical X (SESAC),
Youth Explosion Music (SESAC),
Contra Contra (SESAC), BostonDaz Music
(SESAC), Blue Alarm (SESAC)

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

"I Want It All"
Performed by Flamethrower
Written by Brian Bechtolt, Trevor King,
Chris Yager, Tony Rodriguez
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Written & Performed by Frog 1
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Performed by Fu Manchu
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Published by GBH (SESAC)

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Performed by Hellacopters
Written by Andreas Svensson,
Kenny Hakansson, Niklas Andersson
and Robert Eriksson
Published by Universal-MCA Music
Publishing, A.D.O. Universal Studios on
behalf of MCA Music
Scandinavia AB

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

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Recorded in Andy Slob's basement by
Adam Neal, Noel Reucroft and Andy Slob
Words and music by Adam Neal
Published by Devil Doll Music
Taken from the anthology album,
"Casting the Runes: From the Battle of
Clontarf to the Gates of Valhalla and
Beyond" on Devil Doll Records.

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

"Embody The Invisible"
Performed by In Flames
Written by Bjorn Gellote, Jesper
Stromblad, Anders Friden
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"Braggin Wrights"
Performed by J-Live
Written by Jean Jacques Cadet
©1995 7 Heads
Published by Only Child's Broken Music
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"Suffer Some"
Performed by Jane's Addiction
Written by Perry Ferrell, Dave Navarro,
Stephen Perkins, Bob Ezrin and
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Published by Irving Music Inc.
obo itself and Ezerman Music, I'll Hit You Back Music, Embrotic Music, Swizzlestick Music and Hidden Noise Music (BMI)
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"The Circle Part 1"
Performed by Juggaknots
Courtesy of Fondle 'Em/Matte Records
Written by K. Smith, Paul Smith
Published by Yardy Music Publishing (ASCAP), Big Brother Little Brother Publishing (BMI) and Juggaknots Music (ASCAP)
Recorded at Sun Studios, Bronx, NY.
Mixed at D&D Studios, NY, NY.
Engineered by Swift. Assistant Engineered by Desotee Thiobow.

"A Day At The Races
Jurassic 5
Featuring Percy P and Big Daddy Kane
Produced by Cut Chemist
Lyrics written and performed (D. Givens, M. Potsic, C. Stewart, C. Henderson, L. Macfadden, M. Stuart, A. Hardy, J. Simon, D. Axelrod)
Published by Inshallah Music (ASCAP), DJ Nu-Mark Music (BMI), Manphibian Music (ASCAP), Najla Music (ASCAP), Upper Cut Music (ASCAP), Macari & Me Music (ASCAP), Mamawaulde Music (ASCAP), Inspectedandapproved Music (ASCAP), Morley Music Co. (ASCAP)
Recorded at Log Cabin Studios by DJ Nu-Mark
Mixed by Troy Staton and Cut Chemist at Ameraycan Studios.
Assistant Engineer- Kent Hitchcock
Contains excerpts from "Urizen" written by David Axelrod published by Morley Music Co. (ASCAP) as performed by David Axelrod, used courtesy of Capitol Records.

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Performed by Kiss
Written by Paul Stanley
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Written by Flynn Atkins, Jason Soto, Sarpong Boateng, Sharron Brooks, John Dust and Rene Palma
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"Hotwire"
Performed by Lamont
Written and Published by Pete Knipfing
Traktor 7 Records

"War Games"
Performed by Living Legends
Written by Eligh Wachowitz, Thomas Woolfolk, Corey Scoffern and Derrick McElroy
Published by Crows Nest Publishing (ASCAP), Grouchs Publishing (ASCAP) and Lucky PSC Music (BMI)

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"Loaded and Lonely"
Performed by The Midnight Evils
Courtesy of Estrus Records
Written by The Midnight Evils
Published by Kickin' Up Dust Music (ASCAP)
Produced by Tim Kerr

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

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Performed by Mr. Complex
Written by C. Roberts and J. Ryan
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Courtesy of Rhymesayers Entertainment, LLC
Written by B. Forste
Published by Puddles Frothing Squat (ASCAP)

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

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

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

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

"Your World Will Hate This"
Performed by Orange Goblin
Written by Ben Ward, Joe Hoare, Martyn Millard, Pete O'Malley, Chris Turner
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Published by Rise Above Music/ EMI Music
Produced by Scott Reeder

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

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

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

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

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

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

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

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

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

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

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Published by Five Kings (SESAC)
Produced by Brian McTernan at Salad Days

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Words and Music by Brad Nowell, Eric Wilson, and Floyd Gaugh
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Published by Reb Rhino (ASCAP) and N. Nirza (ASCAP)
Produced by DJ Rhettmatic For Beat Junkie Sound

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

"Black Woman"
Performed by Unida
Written by John Garcia, Arthur Seay, Mike Cancino and Dave Dinsmore
Published by Proud To Me Mexican Music (BMI), Organizunition Music (BMI), Taweno Music (BMI) and Burning Leaf Music (BMI)
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"Secondary Protocol"
Performed by Wildchild
Courtesy Of Stones Throw Records
Written by J. Brown and D. Jackson
Published by KRB Music/ Madlib Invazion (BMI)
Produced by Madlib. Taken from the Stones Throw Records CD/2LP "Secondary Protocol."

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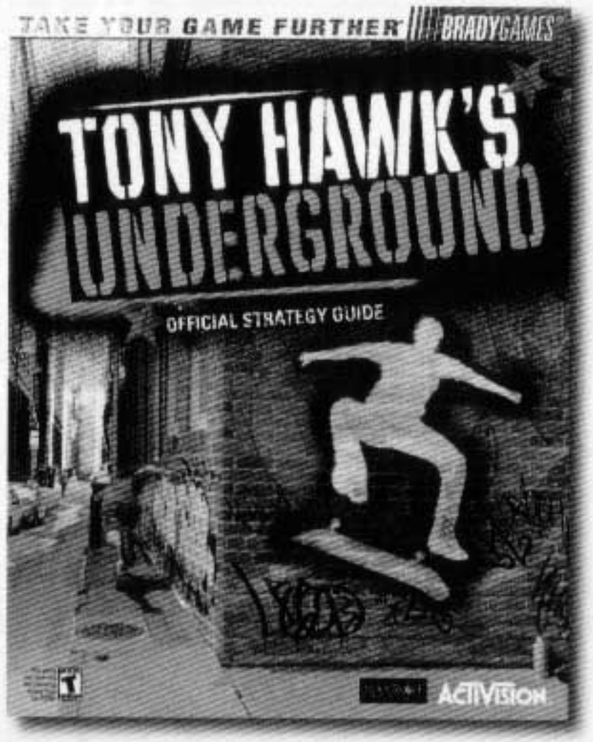

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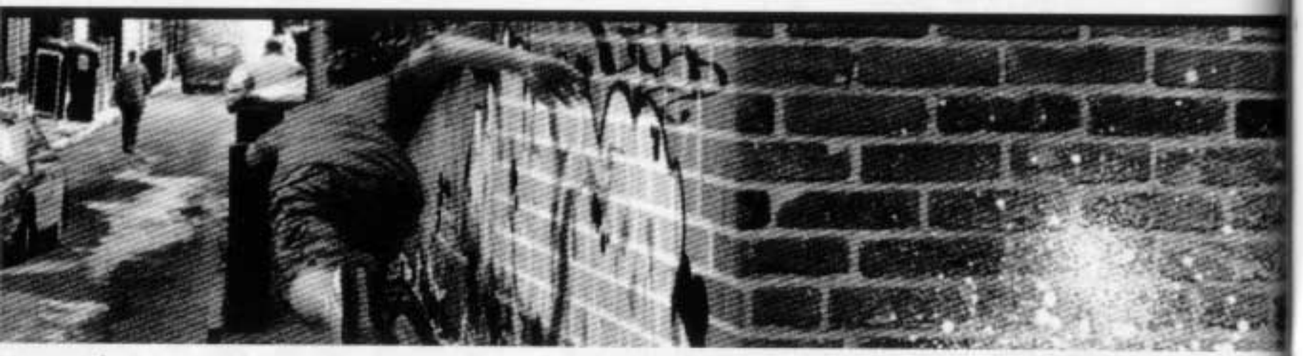

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