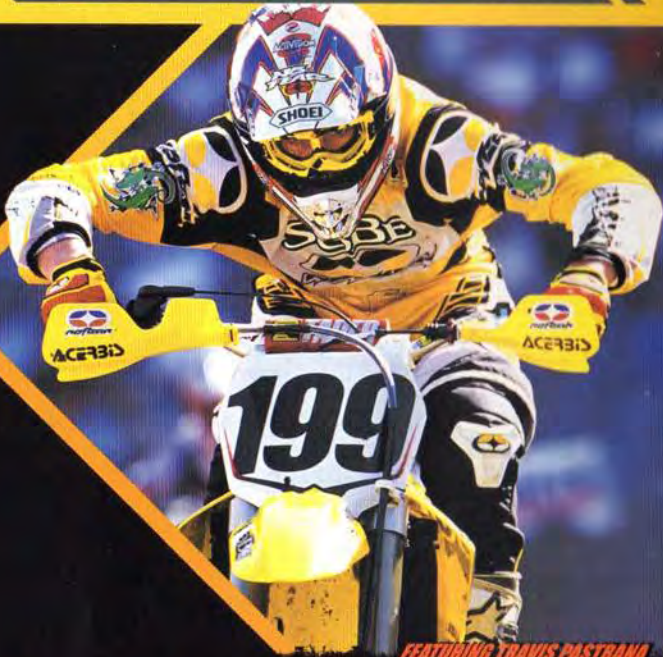


MTX MOTOTRAX™



FEATURING TRAVIS PASTRANA

THE GATE DROPS IN 2004

ACTIVISION.



RATING PENDING
BY
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more ratings
information.

EmuMovies

TONY HAWK'S UNDERGROUND



ACTIVISION.

NEVER SOFT

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

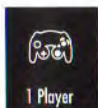
If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

1 Player



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

2 Player Simultaneous



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

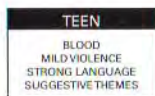
Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal gameplay. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Controlling the Skater	4
Main Menu	9
Story Mode	11
Multiplayer Modes	12
Saving and Loading	14
The Pro Skaters	15
Create-A-Skater	18
Create-A-Deck	19
Create-A-Park	20
The Create-A-Park Menu	23
Create-A-Goal	25
Tricks	28
Options	31
Credits	33
Customer Support	40
Software License Agreement	45

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 **X** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad performs a different grab trick. The longer you hold the **X** 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 **B** Button in combination with the +Control Pad. Each direction on the +Control 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 and release 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 +Control Pad and the **Y** Button.
- S-D = Press **↓** on the +Control 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 +Control 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 +Control Pad and the **Y** Button.
- Crooked/Overcrock = Press **↑ ←** or **↑ →** on the +Control 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 +Control Pad to balance.

Manualls

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

Reverts

To revert when landing back onto a ramp, press the **R** or **L** Button when you hit the ramp surface coming out of an aerial maneuver.

No Comply

To perform a no comply, quickly tap **↑** on the +Control 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 +Control Pad and release the **A** Button. These tricks will allow you to jump farther and higher than a regular ollie.

ADVANCED CONTROLS

Pressure Flips

Tap the **L** Button once to move your feet into pressure flip position. Press **A** to jump and the **B** Button plus either **↑**, **↓**, **←** or **→** on the +Control Pad to execute a pressure flip.

Nollie

A nollie is an ollie (or jump) performed on the front of the board instead of the rear. To perform a nollie, first press the **L** Button 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 pressing the **L** Button while grinding or in a manual.

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



Switch Stance

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, press the **R** 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 **↓** on the +Control Pad and 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), press the **R** and **L** Buttons when launching off of one side of the spine.

Skitching

To skitch (get pulled behind a vehicle), press **↑** on the +Control Pad when directly behind a vehicle. Press **←** and **→** on the +Control 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 **X** Button, **Y** Button, **B** 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 +Control Pad.

Double Tap Flips and Grabs

Press any direction on the +Control 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 **X** Button, **Y** Button, **B** Button or any combination to change your trick.

Powerslide

Press **↓↓** on the +Control Pad then tap the **R** Button to do a quick 180°

Acid Drops

Press the **R** and **L** Buttons 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 **Z** Button. While in Walk Mode use the +Control Pad to control your skater. By pressing and holding the **A** Button, your skater will run instead of walk.

Note: Using the Control Stick 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 press the **R** Button 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 Nintendo Gamecube™ Controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Skater/Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Story Mode.
- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

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

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

CAMERA CONTROL

You can use the C Stick to move the camera and check out what's around you when you're skating. If you find an angle you like, push down on the R Button and the Z Button to lock the camera into place. Pressing the R Button and the Z Button down again releases the camera back to the default position. When walking, tap the L Button 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 +Control 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 Nintendo GameCube™.

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 them to your Nintendo GameCube™ Memory Card and show off or trade with 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 or customize the user interface.

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 X 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.

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 skater 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 player.



Shoot fireballs with the **↑** +Control Pad and the **B** Button or the **↓** +Control Pad and the **B** Button. You can keep tapping the **B** 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).

Horse

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.

SAVING AND LOADING

To save a game, you'll need at least 13 blocks of free space available on your Memory Card. To load a previously saved game, select **Load Game** from the Options Menu.

- The *Story/Skater* file requires 13 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.
- The *Goals* file requires 14 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



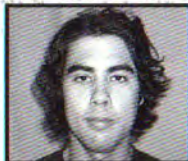
KAREEM CAMPBELL

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

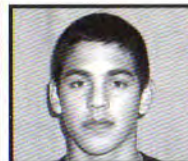


RUNE GLIFBERG

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

**ERIC KOSTON**

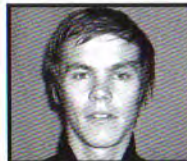
Hometown: San Bernardino, CA
 Resides: Hollywood, CA
 Stance: Goofy

**PAUL RODRIGUEZ**

Hometown: Los Angeles, CA
 Resides: Los Angeles, CA
 Stance: Regular

**BUCKY LASEK**

Hometown: Baltimore, MD
 Resides: Carlsbad, CA
 Stance: Regular

**GEOFF ROWLEY**

Hometown: Liverpool, England
 Resides: Huntington Beach, CA
 Stance: Regular

**BAM MARGERA**

Hometown: Philadelphia, PA
 Resides: West Chester, PA
 Stance: Regular

**ARTO SAARI**

Hometown: Seinajoki, Finland
 Resides: Huntington Beach, CA
 Stance: Regular

**RODNEY MULLEN**

Hometown: Gainesville, FL
 Resides: Hermosa Beach, CA
 Stance: Regular

**ELISSA STEAMER**

Hometown: Fort Myers, FL
 Resides: Huntington Beach, CA
 Stance: Regular

**CHAD MUSKA**

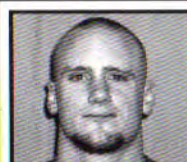
Hometown: Lorain, OH
 Resides: Woodland Hills, CA
 Stance: Regular

**JAMIE THOMAS**

Hometown: Dothan, AL
 Resides: Encinitas, CA
 Stance: Regular

**ANDREW REYNOLDS**

Hometown: Lakeland, FL
 Resides: Huntington Beach, CA
 Stance: Regular

**MIKE VALLELY**

Hometown: Edison, NJ
 Resides: Long Beach, CA
 Stance: Regular

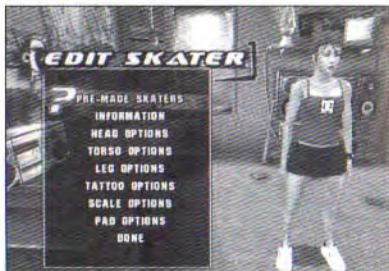
Tip: Keep an eye out for some of your favorite pros in Story Mode...
 You never know who you might run into.

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.

CREATE-A-PARK

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

CONTROLS

Nintendo GameCube™ Controller configuration:



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.

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

Basic Controls

The currently selected piece acts as your "cursor" as you use the Control Stick to move the piece around your park. The X Button rotates 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 +Control Pad to select pieces. The ↑ and ↓ +Control 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 → +Control 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 L and R Buttons to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the 5 Bowl in the Pools category. Then press the L or R Button to raise and lower large sections of your park at once.

Tools and the Clipboard

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the +Control 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 Control Stick 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 +Control Pad to select the Clipboard category. Scroll to the left or right to view all your saved selections. You can then move 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 X Button rotates the gap poly to a different side of the piece. The L and R Buttons modify the dimensions of the currently selected gap. Press the A Button to access that gap's Gap 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.

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 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 **START** 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 **Control Stick** to move the pedestrian or cursor around the level. The **C Stick** moves the camera so you can more accurately place items in the level. The **L/R Buttons** raise or lower an item. Hold the **Z Button** and press the **L** or **R Button** to 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 your 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 of tricks to challenge a skater to complete on demand.

PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Select this to save your work to a memory card. 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 right 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 **→** +Control 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 X or B 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.

Rotation – You can use the Z 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 B 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 ← +Control Pad plus the B Button to make testing easy.

Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to your memory card so that it can be traded.

Done – Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time you can keep up to 10 created tricks active. All 10 tricks will be saved with your skater if you save to a memory card. Additional tricks can also be saved individually to memory cards. 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

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 B Button to kick (always defaults to On).

180° Spin Taps – Selecting On will change the way the R and L Buttons work in the game. When Spin Taps are active, you only need to tap the R and L Buttons to rotate your skater in fixed 180° increments (always defaults to Off).

SOUND OPTIONS

Allows customization of sound settings:

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

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

Playlist – Displays all the music tracks. You decide which tracks you want to hear.

Music Level – Adjusts the volume of the music tracks.

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

SCREEN MODE

Allows choice of display settings:

Standard 4:3 – This is the default and the most common setting. It displays the normal television resolution.

Widescreen 16:9 – This setting compresses the display so that it will appear correctly on a widescreen TV set to full or widescreen mode.

BLOOD

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

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 Jessdanun
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 Yuarde
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
Arden Doss @ Propaganda
Jay Blamer @ New Line
Mike Degler @ Brady
Ken Schmidt @ Brady
Doug Walsh
Lisa Hudson
DJ Dbert
Skafelab [Simi Valley]
PlaneTonyHawk.com
THPSXOnline.com
erDc, Zed, and Sam
at Red Room Productions
All the Delphidiots
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
Megan Parlen
Stacy Peralta
Mike Dristian
Lark Spies
Wally Wingert
Dave Wiffenberg

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 Stahl

MARKETING AND PUBLIC RELATIONS

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

Kathy Vrabec

V.P., Global Brand Mgmt.

Will Kassy

Global Brand Manager

Gary Pfeiffer

Associate Brand Manager
Ted Lhi

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 Stainer

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
Lindsay 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
Derek Faraci – Floor Lead
Ryan Ramsey – Night Shift Floor Lead
Lee Cheramie – Database Coordinator

Alberto Aguilar, Steve Antenucci,
Michael Arellano, Ronald Avila,
Hugh Bach, Clint Baptiste, Kane Burch,
Elvir Caranay, Kyle Carey,
Ariana Carvalho, James Cha,
Josh Chandler, Hubert Cheng,
Paul Colbert, Dennis Crow,
Sha-hid Ealy, Greg Garber,
Anthony Gordon, Randy Guillote,
Jeff Grant, Justin Hannah,
Michael Harris, Sasan Helmi,
Alain Ho, Mark Hoffman,
Michelle Hughes, Steve Hyndling,
Elliott Jackson, Aaron Justman,
Justin Kaehler, Kris Kaulthen,
Lasey Keefe, Jennifer Kent,
Brian Kim, Brett Kinsfather,
Bobak Kohan, Brian Lai,
Laura Landolf, Stacy Lee,
Gavin Locke, Sabino Lopez,
Alfonso Magana, Charles Moore,
Dave Morris, Mishelle Moross,
Robert Munguia, Scott Nakamura,
Jason Newitt, Mike O'Brien,
Steve Okubo, Greg Olmeda,
Mike Ortiz, Steve Penate, Brian Price,
Derek Padula, Jacob Porter,
Craig Pottruck, David Powers,
Veneet Puri, Sal Rangel, Ari Raz,
Kenneth Reyna, Cory Rice,
D.B. Roberts, Reshan Sabaratnam,
Jason Sanders, Aldo Sarellano,
Craig Schmidt, Guy Selga,
Nathan Shopay, David Solch,
Fritz Striker, Lory Surovy,
Kop Tavormas, Ben Tapely,
Robert Telmar, Natascha Thomas,
Leon Torres, John Wasilczyk,
Chris Wawra, David Wilkinson,
B.J. Williams, Marc Williams,
Danny Yanez

Manager, Technical Requirements Group
Marilena Rixford

Lead, Technical Requirements Group
Sión 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 Wang,
Tim Vanlaw, Adam Hartsfield,
Jason Levine, Nadine Theuzillot,
Ed Clune, Jason Potter, Matt McClure,
Glenn Vistanhe, Anthony Korolko,
Chris Keim, Indra Gunawan,
Marco Scatigolini, Todd Komesu,
Mike Beck, Julie Middleton,
Willie Bolton, Chad Siedhoff,
Jennifer Vitello, Nick Favazza,
Mike Rixford, Tyler Rivers,
Henry Villanueva, Jeremy Richards,
Mike Reshio, Jim Call, Doug Todd,
Jeff Sedivy, Alex Coleman, Evan Button,
Frankie Kang, Chad Fazzaro,
Steve Peterson, Thom Denick,
Sarah Pepin, Theresa Dausch

SPONSORS/ VIDEOS

Adio
Almost Skateboarding
Baker
Billabong
Birdhouse
Boatleg
Burnquist Organics
Circa
DL Shoes
Element
Emérica
Ethnies
Es
Flip
Girl
Globe
Hawk Clothing
Hawk Shoes
Hurley
Independent
KruX
Newline Skateparks
Nixon

Powell Bones Brigade
Quiksilver
Ricta
Shorty's
Skateculture.com
The Firm
Thud Rumble, Ltd.
Transworld Media
Vans
Volcom
Von Zipper
Zero
50-50.com
Dustin Dolin
Heath Brinkley
Jon Miner
Ryan Gee
Kurt Hayashi
Lee DuPont
Ryan Ewing
Socrates
Ty Evans
900 Films
411 Video Productions
Josh Friedberg
Tony Hawk Inc.
Jared Prindle

DivX® Video provided by
Factor5 and DivXNetworks, Inc.

Nokia, Connecting People, and the
Original Accessories logo are
registered trademarks of Nokia
Corporation and/or its affiliates.

The McDonald's trademarks and logos,
including the "Golden Arches" logo,
and all other related intellectual
property are owned and licensed by
McDonald's Corporation.

© Nestle, Nestle® and Butterfinger®
are trademarks of Nestle used
with permission.

Transworld Skateboarding is a
registered trademark of
TimeMedia Inc., used by Activision
under license. All rights reserved.

MUSIC

"Rapps On Deck"
Performed by Aceyalone
Written by Edwin M. Hayes Jr.
Courtesy of Project Blowed Recordings
Published by That Kind Of Music
(ASLAP)

"Viva La Revolution"
Performed by The Addicts
Written by Davidson, Davison,
Warren and Ellis
Published by Complete Music
© 1979 Oued Records

"Armageddon"
Performed by Alkaline Trio
Courtesy of Vagrant
Published by Male Pattern Radness
(SESAC)

"A Prototype"
Written & Performed by Anacron
Produced by Alo for Garden Music
Cuts by DJ Diaz
Arranged for Activision by Astrobow
Original version appears on "Who's
Who?"
(Basement Records, Maneomusic)

"She Said"
Performed by Nancy Amptuees
Written by Stacey Kelvin Dee,
Eric Stampy Gonzalez, John Scott
Dalton, Jennifer Rebel Kirk
© 2003 Dead Teenager Records
Published by We Love Sluts, Sluts Love
Our Music (BMI)

"Rebel Yell"
Performed by Assorted Jelly Beans
Written by Wylie Johnson,
Ricky Falomir, Ricky Boyer
© 1998 Kung Fu Records
Published by Assorted Jelly
Beans Music

"Everyday"
Performed by Authority Zero
Courtesy of Lava Records
By arrangement with Warner
Strategic Marketing
© 2002 Lava Records
www.authorityzero.com

"Big Bang"
Performed by Bad Religion
Courtesy of: Epitaph
Written by Brett Gurewitz
Published by Westbeach Music (BMI)
Administered by Songs of Universal,
Inc. (BMI)

"White Riot"
Written by Joe Strummer, Mick Jones,
Paul Simonon, Topper Headon
Performed by The Clash
Courtesy of Epic Records and Sony
Music Entertainment (UK) Ltd by
arrangement with Sony Music New
Media Licensing

"Drive"
Written by Blind Iris
Recorded by Ned Allen at ASR Studios
Avon, UT
Mixed and mastered by Herc at Herc's
Living Room SLL, UT
© 2003 Blind Iris
www.blindirisband.com

"Don't Wait"
Performed and written by Blue
Collar Special
From the album titled "Concrete
Waves"
Courtesy of Disaster Records
By arrangement with Media
Createure Music
www.bluecollarspecial.com
www.Disasterrecords.com

"2 Rak 005"
Performed by Bracket
Courtesy of Fat Wreck Chords
Published by High Output Publishing
(BMI)

"American Werewolf in Calgary"
Performed by The Browns
Written by Caissie, Harkness,
Andersen, McAndless
© 1999 Meter Records
Published by Meter Music & Media Inc.
d/b/a Meter Records

"Imaginary Places"
Performed by Busdriver
Written by Regan Farquhar
© 2002 Temporary Whatever Records
Published by Raygunomics Music
(ASCAP)

"It's Alright"
Performed by Camarosmith
Written by Ben Rew, Pat Brown, Donald
Hales, Jeff Matz, Chris Johnsen
© 2003 Dead Teenager Records
Published by Camarosmith Music (BMI)

"Iron Galaxy"
Performed by Cannibal Ox
Written by Shamar Gardner, Theodore
Arrington II
© 2001 Definitive Jux Records
Published by Aikikai Sounds, Inc.,
Shamar Gardner

"White Riot"
Written by Joe Strummer, Mick Jones,
Paul Simonon, Topper Headon
Performed by The Clash
Courtesy of Epic Records and Sony
Music Entertainment (UK) Ltd by
arrangement with Sony Music New
Media Licensing

©1977 Nineden Ltd. All rights in the United States and Canada administered by Universal-Polygram International Publishing, Inc. [ASCAP].

"Impetus"
Performed by Clutch
Courtesy of Earache Records
Written by Clutch
Published by Sony/ATV Tunes

"Crazy and Stupid"
Performed by Drash and Burn
© 2002 Traktor 7 Records
Written by Bill Brown and Crash and Burn
Published by Chaos Industries [ASCAP]
Recorded at New Alliance Studios,
Engineered and mixed by Marc Schleicher, and Nick Zampello, Assl
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
Songs/ASCAP] and Teren Jones [Happy
Hemp Music/Happy Hemp Music]
© 75 Ark Records

"Cosmic Assassins"
Written & Performed by DJ Qbert
Courtesy of Thud Rumble
Published by Reverse Cat Breath
Publishing [BMI]

"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 Ganzonieri [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 / KDCB
From the album Music For Nations
[Earache Records]
Written by Nicklas Andersson
and Alexander Hellid
Published by Zomba Enterprises, Inc.
[ASCAP] o/a/z Zomba Music
Publishers Ltd.

"No Revolution"
Written and Performed by The
Explosion
Courtesy of Jade Tree Records
Published by Radical X [SESAC],
Youth Explosion Music [SESAC],
Contra Contra [SESAC], BostonJaz Music
[SESAC], Blue Alarm [SESAC]

"Mississippi King"
Five Horse Johnson
Courtesy of Small Stone Records
Written by Eric Oblander, Steve Smith,
Brad Loffin and Mike Alanso
Published by Kavorica Music/
Small Stone Records [ASCAP]
Recorded at Rustbelt Studios by
Al Sultun and Bill Kozg,
Produced by Al Sultun

"I Want It All"
Performed by Flamethrower
Written by Brian Behralt, Trevor King,
Chris Yager, Tony Rodriguez
© 2003 Dead Teenager Records
Published by Alpha Dick Music [BMI]

"Blah Blah"
Written & Performed by Frog 1
Courtesy of Family Tree Recordings
Published by Family Tree Records
[ASCAP]
Engineered by Josh Lynch

"California Crossing"
Performed by Fu Manchu
[Scott Hill, Bob Balch, Brad Davis,
Branf Bjork, Rodney Skelton]
© 2001 WB Music Corp. [ASCAP],
Strolling Astronomer Music [ASCAP]
Administered by WB Music Corp.
[ASCAP]
All Rights Reserved.
Used by Permission.

"Crush 'Em"
Performed by GBH
Courtesy of Go-Kart Records
Published by GBH [SESAC]

"[Gotta Get Some Action] Now"
Performed by Hellacopters
Written by Andreas Svensson,
Kenny Hakansson, Niklas Andersson
and Robert Eriksson
Published by Universal-MCA Music
Publishing, A.O.D. Universal Studios
on behalf of MCA Music
Scandinavia AB

"If Ain't Nuttin"
Performed by The Herbaliser f/ M.F.
Boom
Courtesy of Ninja Tune
Written by Jake Wherry, Dillie 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

"Hung, Drawn and Quartered"
Performed by High On Fire
Courtesy of Relapse Records by special
arrangement with Rykodisc
Written by Rice/Kensel/Pike
Relapse Release Publishing [ASCAP].
All rights for North & South America,
controlled and Administered by
Rykomusic, Inc.
All rights for the rest of the world
controlled and administered by
Rykomusic, Ltd. [PRS].

"The Legend of Black Thunder"
Performed by Hookers
Recorded in Andy Slob's basement by
Adam Neal, Noel Recroft and
Andy Slob
Words and music by Adam Neal
Published by Devil Doll Music
Taken from the anthology album,
"Casting the Runes: From the Ballade 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],
Getherdonsen [SESAC]

"Embodiment The Invisible"
Performed by In Flames
Written by Bjorn Gelotte, Jesper
Strömblad, Anders Friden
© 1999 Nuclear Blast America
Published by Prophecies Publishing

"Braggin' Wrights"
Performed by J-Live
Written by Jean Jacques Cadet
© 1995 7 Heads
Published by Only Child's Broken Music
[ASCAP]

"Suffer Some"
Performed by Jane's Addiction
Written by Perry Ferrell, Dave
Navarro, Stephen Perkins, Bob Ezrin
and Marty Lenoble
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]
Courtesy of Capitol Records
Under License from
EMI Film & Television Music

"The Circle Part 1"
Performed by Juggaknots
Courtesy of Fondle 'Em/Matte Records
Written by K. Smith, Paul Smith
Published by Tardy Music Publishing
[ASCAP], Big Brother Little Brother
Publishing [BMI] and Juggaknots Music
[ASCAP]
Recorded at Sun Studios, Bronx, NY.
Mixed at OGO 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. Patsic, 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], Najia 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 Ameracyan 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.

"God Of Thunder"
Performed by Kiss
Written by Paul Stanley

©2003 Kiss Records under exclusive
license to Sanctuary Records,
A Division of Sanctuary Records Group
Published by Universal Polygram Int.
Publ., Inc. on behalf of Hori Prod.
America, Inc. and Café Americana, Inc.

"Lick it Up"
Performed by Kiss
Written by Paul Stanley
and Vincent Cusano
©2003 Kiss Records under Exclusive
license to Sanctuary Records,
A Division of Sanctuary Records Group
Published by Universal Polygram Int.
Publ., Inc. on behalf of Hori Prod.
America, Inc. and Café Americana, Inc.

"Rock 'N Roll All Night"
Performed by Kiss
Written by Paul Stanley and
Gene Simmons
©2003 Kiss Records under Exclusive
license to Sanctuary Records,
A Division of Sanctuary Records Group
Published by Universal Polygram Int.
Publ., Inc. on behalf of Hori Prod.
America, Inc. and Café Americana, Inc.

"King Kong"
Performed by L.A. Symphony
Written by Flynn Alkins, Jason Soto,
Sarpong Boateng, Sharron Brooks,
John Dost and Rene Palma
Published by 10 Dudes Publishing
©2003

"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]

"Crusher Destroyer"
Performed and written by Mastodon
© 2002 Relapse Records
Published by Relapse Release
Publishing

"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, MWI
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.

"Underground Up"
Performed by Mr. Complex
Written by C. Roberts and J. Ryan
©2001 C Roberts
Published by Core Cards [BMI]
and Darp Malone [SOCAN]

"Skin Therapy"
Performed by Mr. Dibbs
Courtesy of Rhymesayers
Entertainment, LLC
Written by B. Forste
Published by Puddles Frothing Squat
[ASCAP]

"Phantom"
Performed by Mr. Lif
Courtesy of Definitive Jux Records
Written by Jeffrey Michael Haynes
and Jamie Meline
Published by Virhua 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
© 2003 Definitive Jux Records
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.1lcrew.com

"The World Is Yours"
Performed by NAS
Courtesy of Columbia Records
By arrangement with
Sony Music Licensing

"Run Fat Boy Run"
Performed by Nine Pound Hammer
Courtesy of Crypt Records
Written by Elaine 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 NDFX
Courtesy of Fat Wreck Chords
Written by Fat Mike
Published by NDFX 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,
Marlyn Millard, Pete O'Malley,
Chris Turner
© 2002 Rise Above Records/
Dream Catcher
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 DM 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/ZLP
"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 Zeel Kelley
Published by Pure Butter Productions
(ASCAP)
Produced by The Riffs. Recorded at
The Red Room, Burbank, CA.
Mixed by er0c. Cuts by DJ er0c.

Refused "New Noise"
Courtesy of: Burninheart Records/
EPITAPH

Written by: D. Sandstrom, D. Lyxzen,
K. Steen, J. Brannstrom
Publisher: 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 5mg Veil Records
Written by Rod Firestone
Published by Rubbertones (BMI)
www.rubbercityrebels.com

"Milk"
Performed by S.O.B.
Written by S.O.B.
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-D-Lution
Written by Jack Letten
Published by Manuscript (GEMA)
Engineered by Greif Hellhamme.
Produced by Lucas, Schenk
and Letten.

"Mommy's Little Monster"
Performed by Social Distortion
Written by Michael Ness
© 1983 Time Bomb Recordings
Published by Rebel Waltz Music

"Indulgence"
Performed by Solace
© 2003 Meteor City Records
Taken from the album 13
www.meteorcity.com

"Suspect Device"
Performed by Shif Little Fingers
Written by Jake Burns and
Martin Ogilvie
Published by Complete Music Ltd. (PRS)
for the world, Administered by
Incomplete Music Inc. (BMI) for
N. America. Special Thanks to
Lipservices Music Publishing,
Brooklyn, NY.
Courtesy of Capitol Records
Under License From EMI Film &
Television Music

"Refusal"
Written and Performed by
Strike Anywhere
Courtesy of Jade Tree Records

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

"Seed"
Performed by Sublime
Words and Music by Brad Nowell,
Eric Wilson, and Floyd Gaugh
Published by Songs of Universal, Inc./
BMI 100.00%
Courtesy of MCA Records under license
from Universal Music Enterprises.

"It Takes No Guts"
Performed by Superjoint Ritual
Written by Phil Anselmo, Joe Fazzio
and Jimmy Bower
© 2002 Warner-Tamerlane Publishing
Corp (BMI)
Nodferatu's Dads Music (BMI),
Bower Power Music (BMI) and
Divine Excess Music (BMI)
All rights on behalf of Itself and
Nodferatu's Dads Music. Administered
by Warner-Tamerlane Publishing Corp.
All rights reserved.
Used by permission.

"Internationally Known"
Performed by Supernatural
Courtesy of Babygrande Records
Written by R. Price, N. Nirza
Published by Reb Rhino (ASCAP)
and N. Nirza (ASCAP)
Produced by DJ Rhetmatic for Beat
Junkie Sound

"California Babylon"
Performed by Transplants
Courtesy of Hellcat Records
Written by Tim Armstrong
and Rob Aston
Published by Tall Cats 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), Organization Music (BMI),
Tawena Music (BMI) and
Burning Leaf Music (BMI)
© 1999 Unida

"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/ZLP
"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
The Real Mc Kenzies; courtesy of
Honest Don Records
(www.honestdons.com)

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/E-Mail: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily so please check here first for solutions. If you cannot find an answer to your issue, you can email us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only. The multiplayer components of Activision games are handled only through internet/e-mail.

Phone: [310] 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support.

It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

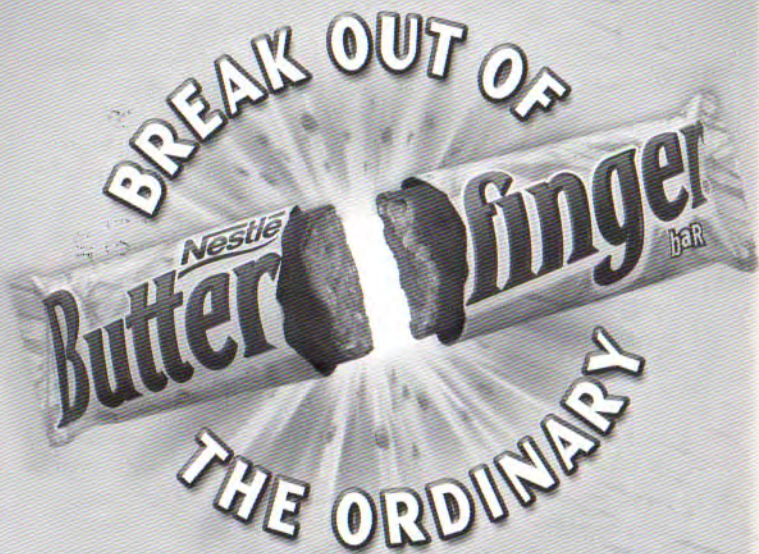
SEND CORRESPONDENCE FOR TONY HAWK TO

Tony Hawk Fan Club
31878 Del Obispo, Suite 118-602
San Juan Capistrano, CA 92675

Or visit: www.tonyhawk.com.

Register your product online so we can enter you in our monthly drawing for a fabulous Activision prize.

NOTES



To get the latest on gaming
and action sports

Dare to log on to Butterfinger.com

transworld
SKATEBOARDING
magazine >

**FREE
BEANIE**

*with paid subscription



12 ISSUES \$16.95

www.skateboarding.com/save

Call toll-free (U.S.) 1.866.897.7528 Outside U.S. 1.850.682.7644

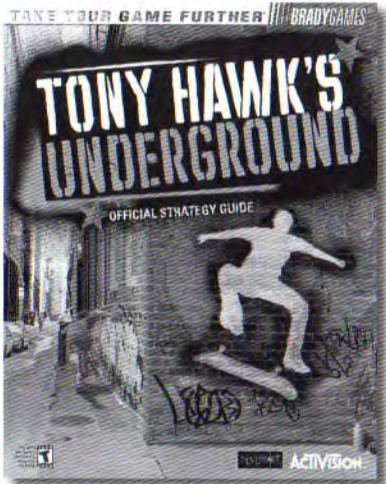
Look for the

TONY HAWK: A LIFE IN SKATEBOARDING
book on sale 11.17.03

OWN THE UNDERGROUND...

with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough with Strategies to Complete Every Goal.
- Detailed Level Maps.
- Ultimate Listings Covering Every Trick and Their Point Values.
- Online and Multiplayer Coverage.
- Secret Destinations Revealed and More!



To purchase the BradyGames *Tony Hawk's Underground™ Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

ISBN: 0-7440-0311-3
 UPC: 7-52073-00311-1
 PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK

ACTIVISION

NEVERSOFT

BRIDGEGAMES
 TAKE YOUR GAME FURTHER

©2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing Inc. Activision is a registered trademark and THUG is a trademark of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. Developed by Neversoft Entertainment, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of program, movement, rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

PROGRAM UTILITIES. This Program contains certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of the Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.
- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per CD or DVD replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "Restricted Computer Software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clause at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.