

STOP THE ALIEN INVASION!

Battle squadron after squadron of alien forces as they pulse down through the menacing sky. No time to stop! You can't look away! The pressure's on: you've got a galaxy to save.

EmuMovies

ACTIVISION

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Nintendo

GAME BOY COLOR

CGB-BTFE-USA



TONY HAWK'S
PRO SKATER™

ONLY FOR
GAME BOY
COLOR

INSTRUCTION BOOKLET

1002201.260 US

OVERVIEW

Choose from among ten top pro skaters and skate on the street and in three deep round half-pipes. In Tony Hawk's Pro Skater™ for the color Game Boy, there are two basic styles of play. The first is a mix of racing, jumping, and grind tricks through five different courses. The second style of play is all about performing jump tricks and combinations in half-pipes. By the time you finish the game, you'll be an expert street skater ready to take on your neighborhood. Plus, you'll be a pro vert skater who can fly high in the pipe.



QUICK START

- Choose a mode of play from the Mode Select menu. (See Mode Select Menu on page 6 for further info.)
- Choose one of ten pro skaters to play as.
- Choose a course.
- Press **Start** to skate!

BASIC CONTROLS FOR COURSE-BASED MODES*

- Press ← and → to turn left and right
 - Double-Tap ↑ for a speed burst (if you have one or more speed power-ups)
 - Press the **B Button** to power slide (brake by skidding sideways).
 - Use the **B Button** while turning to turn at a sharper angle (this will also cause you to slow down.)
 - Use the **A Button** to jump on or over obstacles.
- * See Skating Controls for Half-Pipe Mode on page 8 for half-pipe controls.

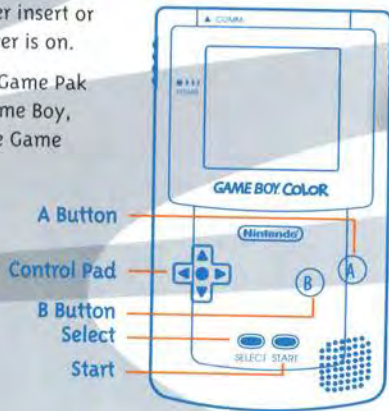
STARTING UP

Turn off the power switch on your Nintendo Game Boy® System. Never insert or remove a Game Pak when the power is on.

Insert the Tony Hawk's Pro Skater Game Pak into the slot on the back of the Game Boy, with the label facing out. Press the Game Pak firmly to lock it in place.

Turn the Game Boy power switch on.

Note: Tony Hawk's Pro Skater is for Color Game Boy only.



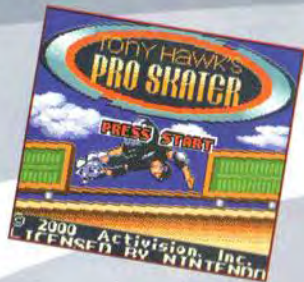
GAME MENUS

To select menu options, use the Control Pad $\uparrow/\downarrow/\leftarrow/\rightarrow$ to navigate through the menu options, highlight the option you want to select, and press **Start** or **A Button** to accept.

GAME RESET

You can reset to the Tony Hawk's Pro Skater title screen at any time during gameplay by holding down **Start**, **Select**, **A**, and **B Buttons** simultaneously.

WARNING: You will abort your current game and lose all information from it.



MODE SELECT MENU

In all four game modes you can choose to skate as any one of the ten pro skaters available. You will take on that skater's abilities and style. First choose one of the following modes from the Mode Select screen to begin playing Tony Hawk's Pro Skater.

1. **Half-pipe Mode** — Execute as many jumps and combos in the half-pipe as you can within the time limit. This is purely a timed level. Practice performing as many tricks in a combination as you can. Make sure to stay high in the air to maximize your trick potential.
2. **Tournament Mode** — Compete against three randomly selected, computer-controlled opponents in a multi-course



series. Your tournament ranking is accumulated over all courses, and is a combination of points you get for the place you finished (first, second, third, etc.), your trick points (you get points for each grind and jump trick successfully executed), and bonus points for videotapes picked up along the way.

3. **Link Mode** — A single course competition against another Gameboy Color player via the Game Link® Cable. Link mode is scored in the same way as Tournament mode, with place, tricks, and pick-ups all scoring points.
4. **One-on-One versus CPU** — This is simply a race for speed against one randomly selected, computer-controlled opponent. You can do tricks along the way if you want, but you won't get any points for them. All that matters is who gets to the finish line first, so skate as fast as you can and pump that board to move it faster.

SKATING CONTROLS FOR HALF-PIPE MODE

The key in Half-pipe mode is to build up momentum and get high enough in the air to execute multi-trick combos. Make sure you finish your tricks before you land, or you'll do a faceplant.

- When skating with your wheels on the surface of the half-pipe, use the Control Pad \leftarrow/\rightarrow to point in the direction of motion to "pump" your way up higher on the wall and get high enough in the air to do tricks. If you don't pump on each pass through the half-pipe, you will eventually lose momentum and not get up high enough to do tricks.
- In the air, you have the following three basic groupings of moves that you can combine into combination moves:



1. Rotation: Push the **A Button** to rotate 180 degrees for each time the button is pushed. With enough height, Tony can pull off a 900° (five consecutive A Button presses). Other skaters max out at 720° (four consecutive A Button presses).
2. B Button Tricks:
 - » \leftarrow -B Button = Back Flip (50 points)
 - » \rightarrow -B Button = Heelflip (30 points)
 - » \uparrow -B Button = 360° Shove It (30 points)
 - » \downarrow -B Button = Impossible (30 points)
3. A Button Tricks:
 - » \leftarrow -A Button = Method (20 points)
 - » \rightarrow -A Button = Indy Nosebone (20 points)
 - » \uparrow -A Button = Japan Air (20 points)
 - » \downarrow -A Button = Tail Grab (20 points)



- Combo scoring works by totaling up the point scores for each individual trick, and multiplying that total by the number of tricks, also known as the Bonus Multiplier. For example:

- » Kickflip (30 points) +
180° rotation (3 points) =
 $(30 + 3) \times 2 = 66$ points
- » Heelflip (30 points) +
Method (20 points) +
Impossible (30 points) =
 $(30 + 20 + 30) \times 3 = 240$ points

- The points awarded for any trick decrease each time the same trick is executed, reaching the minimum award at and beyond the fifth time the trick is executed. Vary your tricks and combos to get the highest scores!



SKATING CONTROLS ON COURSES

(TOURNAMENT, LINK, ONE-ON-ONE VERSUS CPU MODES)

The basic deal here is to get to the finish quickly, while executing tricks and picking up bonuses along the way. You can also knock down your opponents, if that's the kind of person you are.



AIRBORNE TRICKS

Airborne tricks can be executed when you're skating in course modes (Tournament mode, Link mode, and One-on-One versus CPU mode). To execute these tricks, press the following key combos while you are in the air after launching off a ramp. If you execute a trick successfully, you'll see a full-screen image showing the move you pulled off. If you're playing in Link mode, your opponent's screen will display a graphic showing that you're the coolest.

- ←-A Button OR →-A Button = Indy (3 points)
- ↑-A Button OR ↓-A Button = Stale Fish (3 points)
- ↓-←-A Button = Japan Air (5 points)
- ↓-↑-A Button = Method (5 points)
- →-↓-A Button = Tail Grab (5 points)



GRIND TRICKS

Grind tricks are also only available in course modes. When you jump up onto "grindable" objects (railings, park benches, etc.), you will be able to execute a grind trick with key combinations of the Control Pad and B Button. Not all objects, like cars, that can be jumped on can be grinded.

- ↓-B Button = 50-50 Grind (2 points)
- ←-→-B Button = Board Slide (3 points)
- ↓-←-B Button = Smith Grind (4 points)

You can execute as many grind tricks as you want on any surface, but you will only get points for the first grind on any surface. Grind tricks don't display a special graphic like the airborne tricks. You'll watch your skater perform the grind in real time, and the name of the trick and the number of points are displayed.



Video Tapes—Get bonus points for picking up video tapes in Tournament mode and Link Mode.

PASSWORD

In Tournament mode you will be awarded a password each time you complete a stage of a multi-course tournament. You can use a password to resume a tournament in progress from the point where you got the password by selecting the Continue option after starting Tournament mode. In order to resume a password game, enter the password by selecting the characters using the Control Pad \uparrow/\downarrow , and the Control Pad \leftarrow/\rightarrow to change the slot position. Press **Start** to load the game.

You will resume your game at the same place where the password was awarded.



LINK MODE GAME

Once you choose a Link mode game, each player may choose a skater from among the ten pro skaters available. One player chooses the course on which to compete. Press **Start** to begin the Link mode game.

Note: You will need a Nintendo Game Link[®] Cable, two Game Boy Color units, and two copies of Tony Hawk's Pro Skater. Multiplayer play via the Game Link Cable is a special feature for owners of Game Boy Color, and is available only for Game Boy Color vs. Game Boy Color competition.

Please turn each Game Boy off and then back on before starting multiplayer games.

THE SKATERS

TONY HAWK

The father of two and husband of one, Tony Hawk is arguably the single most influential skateboarder of all time. Born and raised in the hazy daze of Southern California, Tony has forgotten more tricks than most people learn in a lifetime. His contributions to the sport are endless—most recently, unearthing skateboarding's holy grail by becoming the only person to successfully land a 900°.

Ollie	/// /
Speed	/// / / / / / / /
Air	/// / / / / / / /
Balance	/// / / /
Age	31
Born	USA
Hometown	Carlsbad
Years Pro	16
Stance	Goofy
Height	6'2



BOB BURNQUIST

Brazilian-born Bob Burnquist snuck onto the scene six years ago (winning the first pro contest he entered) and has been puzzling onlookers ever since. His unique style and switch-stance tendencies make Bob one of the most exciting and original skaters to come down the pike in decades.

Ollie	/// / / / /
Speed	/// / / / / / / /
Air	/// / / / / / / /
Balance	/// / / / /
Age	22
Born	Brazil
Hometown	Encinitas
Years Pro	7
Stance	Regular
Height	5'11



KAREEM CAMPBELL

Kareem Campbell was born in New York City and grew up in Los Angeles—breaking down any East vs. West barriers that his predecessors may have set up for him. His dual coast citizenship has led Kareem to develop a smooth metropolitan style based on the mastery of “real” street settings.

Ollie	/ / / / / / / /
Speed	/ / / /
Air	/ / / /
Balance	/ / / / / / / /
Age	25
Born	USA
Hometown	Los Angeles
Years Pro	6
Stance	Regular
Height	6'0



RUNE GLIFBERG

Originally from Copenhagen, Denmark, Rune Glifberg now hails from Huntington Beach, California. He's skilled on all terrain, comfortably dominating wherever he chooses to ride. But, while it's not uncommon to see him sessioning a backyard pool or cruising the streets, his true talent shines in the wide-open, trick-to-trick arena of vertical skateboarding.

Ollie	/ / / / /
Speed	/ / / / / / / /
Air	/ / / / / / / /
Balance	/ / / /
Age	25
Born	Denmark
Hometown	Costa Mesa
Years Pro	7
Stance	Regular
Height	5'11



BUCKY LASEK

Weaned on the characteristically rough structures of the East Coast scene—skills hardened and honed to perfection in Baltimore, Maryland—Bucky Lasek is easily half a step ahead of skateboarding's norm. Recently, he relocated all his power, originality, and style to Carlsbad, California to show the entire world where he's from and where he's at.

Ollie	/ / / / /
Speed	/ / / / / / /
Air	/ / / / / /
Balance	/ / /
Age	26
Born	USA
Hometown	Carlsbad
Years Pro	9
Stance	Regular
Height	5'11



CHAD MUSKA

From the boulevards of his native Las Vegas, to any of his adopted urban havens, Chad Muska is at home. This self-styled professional has taken his brand of street level promotions and skate-and-relate creativity to another level, delivering tons of it to Everytown U.S.A. Muska expresses an enthusiasm for the sport of skateboarding that is only equaled by his on-board skills.

Ollie	/ / / / / /
Speed	/ / / /
Air	/ / / /
Balance	/ / / / / / /
Age	22
Born	USA
Hometown	Los Angeles
Years Pro	5
Stance	Regular
Height	5'10



ANDREW REYNOLDS

Andrew Reynolds has only been pro for three years, but that's all he's needed to turn the heads of everyone who even remotely cares about skateboarding. Turtle Boy hails from Huntington Beach, California where he holds superhero status for his willingness to toss himself off and over gigantic gaps, big sets of stairs, and airplane hangars. Wheeeee!

Ollie	////////
Speed	//////
Air	////
Balance	////////
Age	20
Born	USA
Hometown	Huntington Beach
Years Pro	3
Stance	Regular
Height	6'2



GEOFF ROWLEY

A precision-engineered English import, Geoff Rowley is one of those smooth-operating skateboarders from England who runs exclusively on handrails, huge staircases, and vegetables. Geoff made his way over to Huntington Beach, California a few years ago, and the young lad from Liverpool has been speeding around the streets ever since.

Ollie	////////
Speed	//////
Air	////
Balance	////////
Age	23
Born	UK
Hometown	Huntington Beach
Years Pro	5
Stance	Regular
Height	5'8



ELISSA STEAMER

Ft. Myers, Florida's own Elissa Steamer is the first female to have a pro model street board with her name on it. How's that? Well, in the last six all-girl events she's entered Elissa has gone undefeated. In this year's springtime classic, The Skatepark of Tampa Pro Contest, she made the cut skating against the big boys. How ya' like her now?

Ollie	/ / / / / / /
Speed	/ / / /
Air	/ / / / /
Balance	/ / / / / / /
Age	Undisclosed
Born	USA
Hometown	Fort Myers
Years Pro	1
Stance	Regular
Height	5'4



JAMIE THOMAS

Alabama transplant Jamie Thomas goes big. A current resident alien of Encinitas, California, this fledgling alpha male has been pro for six of his twelve years of skateboarding. During that time he's directed and edited six videos while skating everyday—breaking off hundreds upon thousands of the world's longest and biggest handrails—his way.

Ollie	/ / / / /
Speed	/ / / / /
Air	/ / / / /
Balance	/ / / / / / / /
Age	24
Born	USA
Hometown	Encinitas
Years Pro	6
Stance	Regular
Height	5'10



CREDITS

Published by:	Activision, Inc.	Activision	
Developed by:	Natsume Co. Ltd.	Executive Producer	Mika Hayashi
Producer	Naoki Eriguchi	Producer	T. Colin Mack
Programming	Masaru Mizuno, Kentaro Kunikane	Testing Coordinator	Tad Horie
Artists	Atsushi Noda, Koji Ryusekidou	QA Managers	Sam Nouriani, Marietta Pashayan
Level Design	Manabu Hatada	QA Sr. Lead	Aaron Casillas
Music & Sound FX	Kiyoshi Kusatsu	QA Lead	Peter Muravez
		QA Testers	George Owens, Mihai Pohontu, Chad Mutchler, Angelo Federizo, Ed Chu, Jefrey Sedivy

Senior Vice President **Bill Swartz**
Acquisitions Manager **Takehisa Abe**
Acquisitions Executive **David Grijns**
Executive VP of Worldwide Studios
Mitch Lasky
VP of Business & Legal Affairs
George Rose
Business & Legal Affairs Manager
Michael Hand
Global Brand Management Director
Will Kassoy
Associate Brand Managers
Serene Chan

Special Thanks **Jim Summers,
Jason Wong, Eric Zala, Aaron King,
Indra Gunawan, Tanya Langston,
Ani J., Matt Morton**



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Fax (310) 255-2151

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