IF IT DRIVES BY, BLOW IT UP!

NOW AVAILABLE!

18 All-New '70s and Futuristic Vehicles
8 New Destructible Arenas with Hidden Power-Ups
Earn Points to Upgrade Your Vehicle

Tony Hawk's Pro Skater

Activision is a registered trademark and VIGILANTE 8 and OFFENSIVE is a trademark of Activision, Inc. © 1999 Activision, Inc. Luxoflux is a trademark of Luxoflux Corp. All rights reserved. Published and distributed by Activision, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

Activision is a registered trademark and Tony Hawk's Pro Skater and Pro Skater are trademarks of Activision, Inc. © 1999, 2000 Activision, Inc. Tony Hawk is a trademark of Tony Hawk. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

ACTIVISION INC.
P.O. BOX 67713, LOS ANGELES, CA 90067

PRINTED IN U.S.A.
WARNING. PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS

Getting Started ...................................................... 2
Tony Hawk's Pro Skater Controls ................................. 4
Main Menu ............................................................ 5
The Skaters ........................................................... 8
Spot Check - The Game Levels ................................. 14
Gameplay Tips ...................................................... 16
Trick Controls ....................................................... 17
Special Tricks ....................................................... 18
Credits ................................................................. 19
Customer Support ................................................... 23
Software License Agreement .................................... 25

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.
GETTING STARTED

CONNECTING THE NINTENDO® 64 CONTROLLER

To play Tony Hawk's Pro Skater™, connect a Controller to controller socket one located on the front panel of the Control Deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

RUMBLE PAK™/CONTROLLER PAK™

The game, Tony Hawk's Pro Skater, is compatible with the Rumble Pak and Controller Pak accessories. Before using them, read the Rumble Pak and Controller Pak instruction booklets carefully.

Any time you start a game, you will be prompted to insert your Rumble Pak or Controller Pak at that time. If you are not using a Rumble Pak or Controller Pak, you will see a message reminding you that the Rumble Pak or Save/Load features will not be available. Remember, it is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

Note: Tony Hawk's Pro Skater may not be compatible with all 3rd party accessories.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

CONTROLLER PAK MENU

Press and hold Start upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete Notes.

Note: Saved games require 1 note and 11 pages. Saved replays require 1 note and 96 pages.
**MAIN MENU**

Choose from the following options to begin playing *Tony Hawk's Pro Skater*. Using up/down on the Control Pad, choose the type of game you want to play. Press the A Button to start that game. Two Controllers must be plugged in to the Control Deck to play a two Player game.

**ONE-PLAYER GAMES**

**Career Mode**: As a pro skater you've got to hit the local spots and try to get your best sessions on videotape. Collect videotapes by attaining the goals shown on the loading screen. These tapes will unlock levels, equipment, and competition invites as the game progresses.

**Single Session**: Choose a single level and skate an all out two minute session in an effort to set new high scores. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

**Free Skate**: No time limits, no high scores, no cops, no pressure. Choose a single level and skate as long as you like. Work the obstacles over and over again until your tricks are tight. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

**TWO-PLAYER GAMES**

**Graffiti**: A split screen race to see who can hit more tricks in the environment. "Tag" obstacles with your color by tricking off of them. Steal your opponent's obstacles back with a bigger trick. Whoever tags the most objects in the two-minute session, wins. Tag pipe and pool lips by tricking on them from inside the ramp or pool.
Trick Attack: It's a two-minute free-for-all to see who can skate the best line and rack up the most points. Try introducing your opponent's face to the concrete by running into them.

Horse: It's a one-on-one best trick contest. Bust a single trick, then watch as your opponent tries to beat your score at the same spot. If he or she matches your score, play passes back and forth until somebody bails. Whoever slams gets a letter—first player branded with all letters, loses!

OPTIONS
Choose this to go to the Options menu.

EXTRAS
Select this option to load a previously saved Replay from the Controller Pak or to view the Trick Tutorials that you've unlocked in the game. From this menu you can also see the game and music credits.

PLAYER 1/PLAYER 2 CONTROLS
Use the Left/Right/Up/Down on the Control Pad to customize the controller setup.

Rumble Pak: Toggles Rumble Pak vibration on or off.

Auto Kick: Select On for automatic acceleration of the skater. Select Off for manual acceleration. If turned off, use the C Down Button to kick.

Reset to Default: Resets the controls to the default settings.

SOUND LEVELS

Sound FX Volume: Press Left or Right on the Control Pad to adjust the sound effects volume.

Music Level: Press Left or Right on the Control Pad to adjust the music volume.

Trick Tips: Select On to view helpful pop-up hints during gameplay. Select Off to disable these hints.

Score Display: Select On to view trick names and scores as you pull them. Select Off to turn them off.

Load Data: You must have a Controller Pak inserted to open previously saved Options preferences.
**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°.

<table>
<thead>
<tr>
<th>Ollie</th>
<th>Speed</th>
<th>Air</th>
<th>Balance</th>
<th>Age</th>
<th>Born</th>
<th>Hometown</th>
<th>Years Pro</th>
<th>Stance</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>31</td>
<td>USA</td>
<td>Carlsbad</td>
<td>16</td>
<td>Regular</td>
<td>6'2</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Ollie</th>
<th>Speed</th>
<th>Air</th>
<th>Balance</th>
<th>Age</th>
<th>Born</th>
<th>Hometown</th>
<th>Years Pro</th>
<th>Stance</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>22</td>
<td>Brazil</td>
<td>Encinitas</td>
<td>7</td>
<td>Regular</td>
<td>5'11</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Ollie</th>
<th>Speed</th>
<th>Air</th>
<th>Balance</th>
<th>Age</th>
<th>Born</th>
<th>Hometown</th>
<th>Years Pro</th>
<th>Stance</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>25</td>
<td>USA</td>
<td>Los Angeles</td>
<td>6</td>
<td>Regular</td>
<td>6'0</td>
</tr>
</tbody>
</table>
**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. Wheeeeee!

- **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.

<table>
<thead>
<tr>
<th>Ollie</th>
<th>Speed</th>
<th>Air</th>
<th>Balance</th>
<th>Age</th>
<th>Born</th>
<th>Hometown</th>
<th>Years Pro</th>
<th>Stance</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>23</td>
<td>UK</td>
<td>Huntington Beach</td>
<td>5</td>
<td>Regular</td>
<td>5'8</td>
</tr>
</tbody>
</table>

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?

<table>
<thead>
<tr>
<th>Ollie</th>
<th>Speed</th>
<th>Air</th>
<th>Balance</th>
<th>Age</th>
<th>Born</th>
<th>Hometown</th>
<th>Years Pro</th>
<th>Stance</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Undisclosed</td>
<td>USA</td>
<td>Fort Myers</td>
<td>1</td>
<td>Regular</td>
<td>5'4</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>Ollie</th>
<th>Speed</th>
<th>Air</th>
<th>Balance</th>
<th>Age</th>
<th>Born</th>
<th>Hometown</th>
<th>Years Pro</th>
<th>Stance</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>24</td>
<td>USA</td>
<td>Encinitas</td>
<td>6</td>
<td>Regular</td>
<td>5'10</td>
</tr>
</tbody>
</table>
SPOT CHECK—THE GAME LEVELS

Warehouse: Woodland Hills—Practice up in an abandoned warehouse full of ramps, pipes, rails, and gaps. This is the best place to get the basics down before rippin' it up in the rest of the game.

School: Miami—Dumpsters, lunch tables, and long rails. Ahhh... paradise can be found in this deserted school! And don't forget to carve up the pools for some huge air and sweet transfers! Anybody for a game of hoops in the gym?

Mall: New York—Take a little after-hours stroll through the indoor/outdoor mall. This place is filled with huge stair sets and escalators just beggin' to be cleared. Check out the upper level for some killer gaps!

Contest 1: Skate Park, Chicago—You've got three runs to take it out on all of the other pro skaters in the "Windy City Slam" contest. Five judges will score each run based on variety, difficulty, and style. When all is said and done, the top three finishers will receive shiny new medals to wear around their necks.

Downtown: Minneapolis—Dodge traffic and air it out over the fountain in the center court. This is a nice wide-open scene with lots of kicker ramps and fire escapes that make for some insane grind combos. And who said you have to stick to the streets? Rip up everything in sight and try to make it to the roof tops for some serious gaps.

Downhill Jam: Phoenix—Speed. Air. Speed. Air. Speed. Air. Get the picture? This crazy downhill run, set in a river gorge, is the place to be if you're looking for over-the-top speed and air. Grab the high rails and paths overhead for the scores that'll have even the big boys scratchin' their heads. Did we mention speed and air?

Contest 2: Burnside, Portland—This is the final contest before you make your way to the skate mecca that is San Francisco. The rules are the same as the first contest. Five judges, three runs, ten competitors, three medals. This familiar spot under an Oregon bridge has some killer lines that make for huge points, so get creative and bust out the combos that'll get you that gold.

Streets: San Francisco—Skaters will recognize spots like Hubba Hideout and EMB (R.I.P.) while tourists can stick to Lombard Street and Chinatown. Grind anything and everything and be sure to hit the long rails and tons of gaps along the way. Only the best can tear it up enough to get a final mystery invitation to an enigmatic, not so far off land. Hmmm...

Contest 3—Have you seen him? Yup...and if you thought that thing was cool ten years ago, you ain't seen nothin' yet!
GAMEPLAY TIPS

- Hold the C Down Button to crouch and go faster.
- Release the C Down Button at the top of ramps for big air.
- Land straight to avoid bailing.
- Earn tapes by completing level goals.
- Tapes unlock new levels and decks.
- Hold down the C Down Button to crouch, release it to jump (ollie). Hold the C Down Button and tap up on the Control Pad, then release the C Down Button to nollie. Hold the C Down Button and tap up on the Control Pad twice, then release the C Down Button to fastplant.
- The longer you crouch, the higher you will ollie.
- To grind, hold down the C Up Button when in the air near a rail, edge, or lip.
- Hold up on the Control Pad to get over a pool lip.
- Press the C Up Button near rails to grind.
- Use the Control Pad to balance while grinding.
- Ollie out of grinds by pushing the C Down Button.
- When in the air, tap the C Left Button or the C Right Button plus a direction on the Control Pad to do tricks. (Example: C Left + < does a kickflip.)
- Vary your tricks for higher scores.
- Score points to boost your power.
- Attempt special tricks when powered up.
- Spin tricks with the Control Pad for huge multipliers.
- Use the L and A Buttons to spin faster.
- Ollie into a wall and hit the C Up Button to wallride.

CRICK CONTROLS

360 Shove It
Kickflip to Indy
Hardflip/Fingerflip*

Kickflip
Heelflip
360 Flip/Front Foot
Impossible

Impossible*

Sex Change
Kickflip/Varial*

Japan
Madonna
Rocket

Method
Indy Nosebone

Stalefish
Benihana

Tail Grab

Nosegrind

Crooked Grind
Boardslide

Smith Grind

5-0 Grind

360 Grind

| 50-50 Grind: Head straight for the rail and press the C Up Button |

*Trick depends on the skater.
### SPECIAL TRICKS

<table>
<thead>
<tr>
<th>Skater</th>
<th>Trick</th>
<th>Button Combo</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tony Hawk</td>
<td>360 Flip to Mute</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Bob Burnquist</td>
<td>One Footed Smith</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Geoff Rowley</td>
<td>Dark Slide</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Bucky Lasek</td>
<td>Fingerflip Airwalk</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Chad Muska</td>
<td>360 Shove it Rewind</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Kareem Campbell</td>
<td>Kickflip Underflip</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Andrew Reynolds</td>
<td>Heelflip to Bluntslide</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Rune Glifberg</td>
<td>Christ Air</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Jamie Thomas</td>
<td>540 Flip</td>
<td>▼ ▼ C ▲</td>
</tr>
<tr>
<td>Elissa Steamer</td>
<td>Judo Madonna</td>
<td>▼ ▼ C ▲</td>
</tr>
</tbody>
</table>

Note: Key combinations listed here reflect the default Controller configuration.

---

### CREDITS

#### Nintendo 64 Team, Edge of Reality

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lead Programmer/Producer:</td>
<td>Drew Fisher</td>
</tr>
<tr>
<td>Art Director:</td>
<td>Bryan Pritchard</td>
</tr>
<tr>
<td>Art Staff:</td>
<td>Dave Hubalek</td>
</tr>
<tr>
<td>Programming Staff:</td>
<td>Mike Ponoff</td>
</tr>
<tr>
<td></td>
<td>Evan Bell</td>
</tr>
<tr>
<td></td>
<td>Rob Cohen</td>
</tr>
<tr>
<td></td>
<td>Jim Daly</td>
</tr>
<tr>
<td>Developed by:</td>
<td>Neversoft Entertainment</td>
</tr>
<tr>
<td>Lead Programmer:</td>
<td>Mick West</td>
</tr>
<tr>
<td>Programming:</td>
<td>Jason Keenev</td>
</tr>
<tr>
<td></td>
<td>Ryan McMahon</td>
</tr>
<tr>
<td>Additional Programming:</td>
<td>David Couling</td>
</tr>
<tr>
<td></td>
<td>Kendell Harrison</td>
</tr>
<tr>
<td></td>
<td>Mike Day</td>
</tr>
<tr>
<td>Lead Artist:</td>
<td>Silvio Porretto</td>
</tr>
<tr>
<td>Artists:</td>
<td>Johnny Ooi</td>
</tr>
<tr>
<td></td>
<td>Darren Thorne</td>
</tr>
<tr>
<td>Characters and Animation:</td>
<td>Noel Hines</td>
</tr>
<tr>
<td>Production Director:</td>
<td>Jason Upredo</td>
</tr>
<tr>
<td>Designers:</td>
<td>Aaron Cammarata</td>
</tr>
<tr>
<td></td>
<td>Chris Rausch</td>
</tr>
<tr>
<td>Associate Producer:</td>
<td>Ralph D'Amato</td>
</tr>
<tr>
<td>Producer:</td>
<td>Scott Pease</td>
</tr>
<tr>
<td>Executive Producer:</td>
<td>Joel Jewett</td>
</tr>
<tr>
<td>Executive Art Director:</td>
<td>Chris Ward</td>
</tr>
<tr>
<td>Human Resources:</td>
<td>Sandy Newlands</td>
</tr>
<tr>
<td>Support:</td>
<td>Lisa Edmison</td>
</tr>
<tr>
<td>In-Game Sound FX:</td>
<td>Tommy Tallarico Studios, Inc.</td>
</tr>
<tr>
<td></td>
<td>Joey Kuras</td>
</tr>
</tbody>
</table>

#### ACTIVISION STUDIOS

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exec. VP Worldwide Studios:</td>
<td>Mitch Lasky</td>
</tr>
<tr>
<td>Senior VP Studios:</td>
<td>Steve Crane</td>
</tr>
<tr>
<td>ACTIVISION MARKETING, P.A:</td>
<td>William Kossoy</td>
</tr>
<tr>
<td>Director of Marketing:</td>
<td>Serene Chan</td>
</tr>
<tr>
<td>Associate Brand Manager:</td>
<td>Julia Roether</td>
</tr>
<tr>
<td>Publicity Manager:</td>
<td>Ahy Ming Poon</td>
</tr>
</tbody>
</table>

#### ACTIVISION QUALITY ASSURANCE

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>QA Director:</td>
<td>Jim Summers</td>
</tr>
<tr>
<td>QA Manager, Console Division:</td>
<td>Marietta Pashouy</td>
</tr>
<tr>
<td>QA Senior Lead:</td>
<td>Joe Favazza</td>
</tr>
<tr>
<td>QA Leads:</td>
<td>Mike Denny</td>
</tr>
<tr>
<td>QA Testers:</td>
<td>Eric Koch</td>
</tr>
<tr>
<td></td>
<td>Bryan Anderson</td>
</tr>
<tr>
<td></td>
<td>David Farkas</td>
</tr>
<tr>
<td></td>
<td>Angelo Federico</td>
</tr>
<tr>
<td></td>
<td>Chris Fernandez</td>
</tr>
<tr>
<td></td>
<td>Kirk Kosinski</td>
</tr>
<tr>
<td></td>
<td>Chad Mutchler</td>
</tr>
<tr>
<td></td>
<td>Geoff Olsen</td>
</tr>
<tr>
<td></td>
<td>Jef Sedivy</td>
</tr>
<tr>
<td></td>
<td>Joe Shockelford</td>
</tr>
<tr>
<td></td>
<td>Leonel Zuniga</td>
</tr>
<tr>
<td></td>
<td>Jim Summers</td>
</tr>
<tr>
<td></td>
<td>Jason Uong</td>
</tr>
<tr>
<td></td>
<td>Tanja Langston</td>
</tr>
<tr>
<td></td>
<td>Nicholas Favazza</td>
</tr>
<tr>
<td></td>
<td>Kevin Janszyn</td>
</tr>
</tbody>
</table>

#### CREDITS

| Music Editor/Midimaster:        | Brian Bright                   |
| Starring:                       | Tony Hawk                      |
| And Introducing:                | Officer Dick                   |

---

**ACTIVISION STUDIOS**

**Grec. VP Worldwide Studios:** Mitch Lasky

**Senior VP Studios:** Steve Crane

**ACTIVISION MARKETING, P.A.**

**Director of Marketing:** William Kossoy

**Associate Brand Manager:** Serene Chan

**Publicity Manager:** Julia Roether

**Publicist:** Ahy Ming Poon

**ACTIVISION QUALITY ASSURANCE**

**QA Director:** Jim Summers

**QA Manager, Console Division:** Marietta Pashouy

**QA Senior Lead:** Joe Favazza

**QA Leads:** Mike Denny, Eric Koch

**QA Testers:** Bryan Anderson, David Farkas, Angelo Federico, and others

**QA Special Thanks:** Jim Summers, Jason Uong, Tanja Langston, Nicholas Favazza, and Kevin Janszyn
"Committed"
Performed by: Unsane
Written by: Chris Spencer,
Vinny Signorelli,
and Dave Curran
Published by:
Relapse Release Publishing,
ASCAP
All rights administered by
Rykcomusic, Inc.
Music Video Footage
Courtesy of:
Relapse Records
"Committed" is taken from
the Unsane album
"Occupational Hazard"
Courtesy of: Relapse Records
www.relapse.com

CUSTOMER SUPPORT

INTERNET CUSTOMER SUPPORT
support@activision.com or http://www.activision.com

OTHER CONTACT METHODS
Fax (310) 255-2151
Mail Activision, Customer Support, P.O. Box 67713,
Los Angeles, CA 90067
Phone Call our 24-hour voice-mail system for answers to
our most frequently asked questions at (310) 255-
2050. Or contact a customer service representative
at the same number between the hours of 9:00
a.m. and 5:00 p.m. (Pacific Time) Monday through
Friday, except holidays.