



TONY HAWK'S PROSKATER 4

BURNQUIST | CABALLERO | CAMPBELL | GLIFBERG | KOSTON | LASEK
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ASPYR™

TONY HAWK'S PROSKATER 4

POWERED BY
gamespy

GameRanger
ONLINE GAMING

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GETTING STARTED

PC SYSTEM REQUIREMENTS

- Windows 95/98/ME/2000/XP
- 800 MHz Pentium II or equivalent
- 256 MB of RAM
- GeForce 2 video card or similar
- DirectX 8+

INSTALLATION

1. Insert the Tony Hawk's Pro Skater® 4 disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

- *If the Setup program does not automatically start, left-click the Start button from the Windows Taskbar and select Run... Type D:\WinSetup.exe in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').
2. You are prompted to enter the serial code that is found inside the front of the CD case. Enter the code and the Setup program will continue.
 3. Click NEXT to continue. Follow the on-screen instructions to continue.
 4. Next, you will be asked to choose the Destination Folder. This is the location that the Tony Hawk's Pro Skater 4 files will be copied to.
 5. To accept the default location, click NEXT.
 6. To change the location, click Change, then choose the location that you wish and click OK.
 7. Click NEXT if you are satisfied with all of your choices. The game files are copied to your hard drive.

8. When all of the files are copied to your hard drive, you will receive a message that the game has successfully installed. Click Finish to Exit Install.

*You have an option to View the ReadMe at this point.

STARTING THE GAME

1. Close all open programs and background tasks, including virus scanners (General Performance/Lockups on p. 8 for more info).
2. Left-click the Start button from the Windows Taskbar and select All Programs (or Programs) > Aspyr > Tony Hawk's Pro Skater 4.

MAC SYSTEM REQUIREMENTS

- Mac OS X 10.1.2 or later
- Power Mac G4, iMac G4, eMac, or PowerBook G4
- 733MHz G4 processor or faster
- 256MB of RAM
- 700MB hard drive space

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- 3D Graphics Acceleration required (minimum of ATI Radeon or NVIDIA GeForce 2 series card)
- 32 MB of video memory (VRAM)

INSTALLATION

1. Insert the TONY HAWK'S PRO SKATER® 4 Install disc into your CD-ROM drive.
2. Double-click "Install TONY HAWK 4." Follow the step-by-step instructions. The installer will automatically install TONY HAWK'S PRO SKATER 4 to the location you request.

*Please note: This is a 2-Disc Install process. You will need the "Play" disc in the drive to play Tony Hawk's Pro Skater 4.

3. To start the game double-click the TONY HAWK'S PRO SKATER 4 application on your hard drive.

CONTROLLING THE SKATER

THE BASIC CONTROLS

Crouching

To make the skater crouch, press and hold the 2 on the numpad. Crouching while skating around will give the skater more speed.

Ollie (or Jump)

To make the skater ollie (or jump), release the 2 on the numpad. The ollie can also be performed at the very top of a ramp to increase the height and/or distance (depending on the type of ramp) at which the skater travels.

Grab Tricks

To make the skater perform a grab trick, the skater must first be in the air. Once in the air, press the 6 on the numpad in combination with one of the arrow keys. Each direction will perform a different grab trick. The longer you hold the 6 on the numpad during a grab trick, the longer the skater will perform that grab trick and the score will increase over the length of the grab.

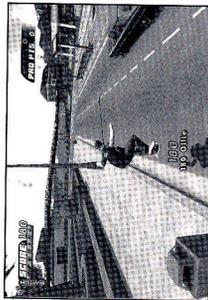
Flip Tricks

To make the skater perform a flip trick, the skater must first be in the air. Once in the air, press the 4 on the numpad in combination with one of the arrow keys. Each direction on the directional pad will perform a different flip trick.

Grind Tricks

To make the skater perform a grind trick, the skater must be near a rail or a grindable surface in the level. First the skater must ollie (2 on numpad) and then press the 8 on the numpad when near the rail/grindable surface to perform a grind.

- 50-50 = When parallel to the rail, the 8 on the numpad.
- Nosegrind = Press **↑** + the 8 on the numpad.



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- 5-0 = Press **↘** + the 8 on the numpad.
- Boardslide/Lipslide = Rotate the board perpendicular to the rail and press the 8 on the numpad.
- Noseslide/Tailslide = Press **←** or **→** + the 8 on the numpad. Rotate the part of the board you want to slide on into the rail.
- Smithy/Feeble = Press **↘** or **↙** + the 8 on the numpad.
- Crooked/Overcrook = Press **↻** or **↷** + the 8 on the numpad.

Lip Tricks

To make the skater perform a lip trick, skate straight up a ramp or quarterpipe and press the 8 on the numpad with an arrow key at the lip (or top edge) of the ramp. Press **←** and **→** to balance.

Manualls

To make the skater perform a "Manual," quickly press **↑** then **↓**. You can also make the skater "Nose Manual" by quickly pressing **↓** then **↑**. Press **↑** and **↓** during a manual to balance.

Reverts

To make a skater "Revert" when landing back down onto a ramp, Press the 7 or 9 on numpad as you hit the ramp surface from coming out of an aerial maneuver.

No Comply

To make the skater perform a "No Comply," quickly tap **↑** just before tapping or releasing the 2 on the numpad.

THE ADVANCED CONTROLS

Nollie

The "Nollie" is an ollie (or jump) performed on the front of the board instead of the rear of the board. To make the skater perform a "Nollie," first press the 7 on numpad to get into position, then press the 2 on numpad.

Switch Stance

The skater will 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 9 on the numpad.

Wallrides

To make the skater perform a wallride, approach a wall at a 45 degree angle and ollie into the wall while holding down the 8 on the numpad. Press the 2 on numpad to wallie. Tap **↑** and press the 2 on numpad to wallplant.

Boneless/Fastplants/Beanplants

To make the skater perform a "Boneless," "Fastplant" or "Beanplant" (varies between pro skaters), quickly tap **↑** and release the 2 on the numpad

Spine Transfers

To make the skater transfer over a "spine" (two quarter-pipe ramps placed back to back), press the 7 and 9 on numpad when launching off of one side of the "spine."

Skitching

To make the skater "skitch" (get pulled along behind a vehicle), press **↑** when directly behind a vehicle. Press **←** and **→** 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 4, 8, or 6 on the numpad, or any combination of those keys, will produce a variety of flatland tricks. You must balance the skater during the string of flatland combos using the arrow keys.

Double Tap Flips and Grabs

Press any arrow key and tap the flip or grab button twice to bust a a double or more advanced version of the base trick. These tricks score more points than their base (single tap) tricks.

Grind/Lip Branching

In the middle of a grind or lip trick, tap twice on the 4, 8, or 6 on the numpad-or any combination—to change your trick.

Powerslide

Press **↓** while holding down the 9 and 7 on the numpad to do a quick 180°.

CONTROL TIPS

- When the skater bails, tap the arrow keys or the numpad keys 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 Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Career Mode.

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using "Reverts" and "Manualls". "Manualls" will keep your combo going across flatland ground sections. "Reverts" will keep your combo going from big air tricks off of ramps.
- During a run (unless in Free Skate Mode), every time you repeat a trick, that trick's point value will decrease. To get a high score, you're going to have to think about your "line" and mix up the tricks that you perform.



- Switch tricks are worth more and devalue separately from your 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 will net bigger scores. Press Left Trigger and Right Trigger buttons 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.
- Explore the hidden combos to find new tricks.
- You can combo every type of trick – lip tricks, manuals, vert tricks, grinds, etc. and use Revert to link them all together. New to Tony Hawk's Pro Skater™ 4 are spine transfers and skitching...and you can link those in your combos too!

THE SPECIAL METER AND SPECIAL TRICKS

As you score points in Tony Hawk's Pro Skater™ 4, your Special Meter (the meter in the top left of the screen) will fill up. When the meter is glowing yellow, you will be able to perform special tricks that you normally cannot perform. The Special Meter increases as you perform tricks, so you will be able to bust some special tricks in the middle of your first combo.



Special tricks are performed using the arrow keys on the keyboard with the corresponding face button. Try playing through Career Mode to earn more special tricks.

CAMERA CONTROL

You can use the right arrow key to move the camera and check out what's around you when you're skating. If you find an angle you really like, you can push down on the right arrow key and lock the camera into place. Pressing the right arrow key down again will release the camera back to the default position. Alternately, pressing the left arrow key will switch between different camera positions. Continue pressing the left arrow key to return to the default camera position.

THE SKATE SHOP

The Skate Shop, or the Main Menu of Tony Hawk's Pro Skater™ 4, allows for you to select from all the different game modes in Tony Hawk's Pro Skater™ 4. Pressing **↑** and **↓** will move the cursor to the desired menu option. Press **2** on the numpad to select the menu option highlighted.

THE MODES OF PLAY

CAREER MODE

This mode requires the skater to complete multiple objectives within each level to advance to the next. This mode will allow you to increase your stats, earn new special tricks, collect some cash, gain pro points, unlock new levels, and eventually take on the ultimate pro challenges.

SINGLE SESSION

Choose a level and try to do your best skating within a two-minute session. You can set high scores and new records in this mode. The College is open for skating right from the start. In order to choose alternate levels, you must play through Career Mode to earn access to them.

FREE SKATE

Choose a level and skate as long as you want to. Practice your lines, hit your tricks over and over again, and master the levels prior to trying to set some records in Single Session.

CREATE-A-SKATER

If you want to be creative, you should try making your own skater. Create-A-Skater allows you to start from scratch and create your very own skater to play with in any mode of Tony Hawk's Pro Skater™ 4.

BUILD A PARK

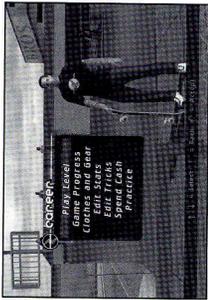
Time to create the skate park of your dreams! Specify the size and name of your park, and start building. You can choose from tons of different pieces.

OPTIONS

This is your one-stop shop for setting all of your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, check out level records, enter cheat codes, or watch movies.

CAREER MODE

In Tony Hawk's Pro Skater™ 4, the Career Mode structure has been enhanced from previous versions of the game. When you begin, your skater will start out in "free skate" within the level, meaning that you can explore the level and familiarize yourself prior to beginning your objectives...there will be no time limit, so feel free to skate around as long as you like! You will need to complete goals in each level to progress through the different levels. Eventually, you will want to complete enough goals to attempt your ultimate challenge and become a true pro skater.



VIEWING THE GOALS

There are 16 goals in each level, so you will need to use the "View Goals" option in the Pause Menu to keep track of which ones you've completed.

PRO CHALLENGES

Once you have completed enough goals, you will be presented with your "Pro Challenge," which is the ultimate goal specific to each pro skater. Completing this challenge will unlock additional "Pro" goals throughout all the levels. There are 190 total goals in Tony Hawk's Pro Skater™ 4...so you'll have your work cut out for you!

SPENDING CASH

You will be rewarded cash by completing specific goals and finding cash icons as you explore the levels. If you want to get some reward out of all the cash you've earned, return back to the Skate Shop (Main Menu) and select "Spend Cash" from the Career Mode menu. You will be able to buy all sorts of goodies from here...new levels, skaters, cheat codes, clothing options, decks, movies, and special tricks! Spend carefully...the more you save, the better the treats you can buy later!

Note: Secret levels contain goals that can be played in Career Mode. If you purchase a Secret level, make sure you try out all the goals you've also unlocked!

MULTIPLAYER MODES

MULTIPLAYER GAMES

Trick Attack

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

Score Challenge

New to Tony Hawk's Pro Skater™ 4! It's similar to Trick Attack, except there's no time limit and the match ends when the first skater reaches the target score!

Combo Mambo

New to Tony Hawk's Pro Skater™ 4! The player who busts the biggest combo during the time limit wins! Make your combos count, cause 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 those other skaters around!

King of the Hill

There's a crown out there somewhere, and the first player to find it becomes King. While you're King, there will be a crown above your head, and your score—in time—will start counting 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.

Horse

The old classic "H.O.R.S.E." (or the word of your choice) 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, they get a letter. First one to get all the letters tastes defeat!

Note: The Horse game option is only available in 2-Player mode.

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.

NETWORK PLAY

Select Network Play from the Main Menu. Prior to going online you need to choose a skater from the skater selection menu. Once done, you can change your name visible by other players or change the skater's appearance. When you're ready, select the "Ready" command in the menu.

Your computer will attempt to verify your network settings. Any THPS 4 game server found on your LAN (Local Area Network) will be displayed in the list to the right.

For PC users, THPS 4 uses GameSpy Arcade (www.GameSpy.com) for it's online matchmaking. For Macintosh users, THPS 4 uses GameRanger (www.GameRanger.com) for it's online matchmaking. These places act as a central meeting place, or matchmaker, for all the internet based games of THPS 4. The best way to start or join a game with other from the Internet is to do this from within GameSpy Arcade or GameRanger.

HOST NET GAME

Select HOST NET GAME to attempt to play Tony Hawk's Pro Skater 4 over the internet. Your server will be visible from within the GameSpy Arcade software and anybody can join in from there. Even if you are on a Macintosh, your server will still be visible by PC users from GameSpy Arcade. The GameSpy Arcade, however, is only available on the PC.

HOST LAN GAME

Select HOST LAN GAME (Local Area Network) in order to start a server that will be visible by other users connected locally on your network.

JOIN GAME

Select JOIN GAME to join a game that appears in the list to the right. The highlight cursor will move to the Server List. Use Up and Down arrow keys to move from server to server. As you highlight each server, pertinent information about that server is shown in the left of the screen. The server info shown includes:

- MODE - The game that is being played, or will be played.
- SKILL - Skill Level gives you a rough idea how skilled the players are in a particular server. If set to 1, you'll be playing newbies; 5 is for hardcore THPS4 players only!
- LEVEL - The level on which the game is being played.
- PLAYERS - The number of players currently in the game. Eight is the maximum.
- 1/2/3/4../8 - The player names of the players in the game will be listed at the bottom of the GAME INFO menu.

Highlight a server and press the return key to attempt to join that server. If the server has room, the level will load, and away you go!

JOIN IP

Select JOIN IP to join a game in progress by specifying its internet address (IP) directly. Such address usually takes the form of 4 numbers separated by dots like 135.136.137.138. If you are running the game on a Macintosh for example and want to join the PC server of a friend, you can ask him for his IP address and enter it there.

REFRESH

This option will rebuild the Server List on the right of the screen. As time passes, the Server List will become out of date (Games will fill up, servers will be shut down, other servers started) so you may need to refresh your server list frequently.

Network play with the GameSpy Arcade software:

Note: You must have installed the GameSpy Arcade software when prompted to during the Tony Hawk's Pro Skater 4 installation.

In the server list window, you will see a set of icons at the top of the window, this is your action menu. From here you can join a game in progress, start a game for others to join, or set up internet filters. Joining a game is simple, just click on a server and go! Once you click on a server you will go to the server info screen. You can join the game, or monitor the score of the game in progress. If you want to start a game, click on the skateboard icon and choose your settings. From there you will be placed in a "Staging Area" in which you wait for others to join your server. Once you have the desired number of players, click on the skateboard icon again to launch the game.

The player list window is simple, the dots next to the players name represent that players "ping". A player's ping is directly related to how good their connection to the Internet is. A player with two full green bars has a better connection to the Internet than a player with two red dots. As a player you want to find a server with the most green dots next to it.

Note: You can filter out higher ping servers with the Filter option on the action menu.

The chat window is where you meet with new players to play multiplayer games. When you type in the window you will broadcast to everyone in the same area as you. If you want to chat privately with one player, click on the letter icon on the player list window.

Network play with the GameRanger software:

Note: You have to download the GameRanger software from www.gameranger.com. This is a free download.

Launch the GameRanger software. Decide whether you would like to host or join a game. To join a game that is in progress, simply choose it from the list. If you would like to host your own game, select host.

SERVING A GAME

If you choose to serve a game, you will be presented with the SERVER OPTIONS menu. As the server player, you will be the host of the game. Once your server is up, other players will see it in the game list and can attempt to join it. When starting a server, you'll get the following options:

- NAME - Set the name of your game as it will appear in the server list to other players.
- LEVEL - The level you plan to host in (can also be changed at any time once you're in the game).
- PLAYERS - The highest number of players you will allow on your server.

- **TEAMS** - The number of teams allowed on your server. Players joining your game will have to pick a team once they get into your game.
- **SKILL LEVEL** - rate your skill level - 1 is for beginners, 5 is for high scoring vets.
- **PASSWORD** - You can password protect your server if you only want people who know the password to be able to join. Leave it empty if you want everyone to be able to join.
- **READY** - Select this when you're good to go and ready to start serving.

PLAYING IN A NETWORK GAME

A THP54 server is hosted by one of the players, and can hold up to eight skaters at a time. If you selected **JOIN GAME** or **JOIN IP** to get into the game, then you are considered a "client" to that server. If you selected **HOST NET/LAN SERVER**, then you're in control - you're considered the "server" player.

After joining, you will be dropped into Free Skate Mode. During Free Skate, you can cruise around and get a feel for the layout of the level, or chat it up with your fellow skaters.

When the server player is ready to start a game, you will get a notification, and then the game will start. After the game is completed, you will be shown the final rankings screen, and then return to Free Skate.

MENU AVAILABLE TO A SERVER PLAYER

As the server player, you'll be hosting the game and it's up to you to decide which games are played, what the options are, and when they start. You'll be given the same Pause menu options as the clients (see above), with the following added options:

HOST OPTIONS

this will take you to a sub-menu where you can change some parameters that you initially set when starting the game, which are the server name, the maximum number of players, the number of teams, the skill level, and the game password. In addition to this, you can turn **ON** or **OFF** the collision detection between players.

START GAME

select this to start a game with the currently selected **GAME OPTIONS** (see below).

CHANGE LEVEL

change to a different level. All players in the game will move with you to the new level.

QUIT

this will shut down your sever (kicking out all clients) and return you to the **MAIN MENU**.

Tip: You can only serve on levels that you have unlocked.... Unlock additional levels by playing offline in Career Mode. As a client, you can join a game being played in any type of level - even secret ones!

SAVING AND LOADING

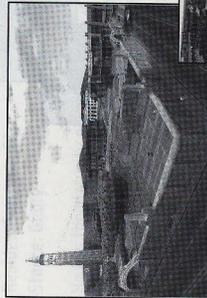
To load a previously saved game, select **Load Game** from within the Options Menu.

INSTANT REPLAY

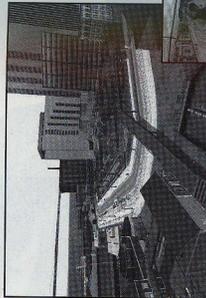
(Single Player Only)

If you want to check out some sick combo you've just landed, select **Instant Replay** from the Pause Menu. You'll see the last minute or so of your run played back for you. Press **→** on the keyboard to speed up the playback, press **←** on the keyboard to slow it down. Press the **Escape** key to bring up the Replay Menu.

THE LEVELS



College



San Francisco

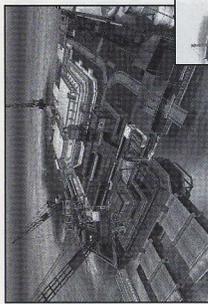


Alcatraz

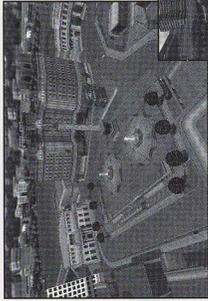


Kona

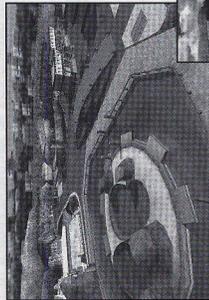




Shipyard



London



Zoo



THE PROS

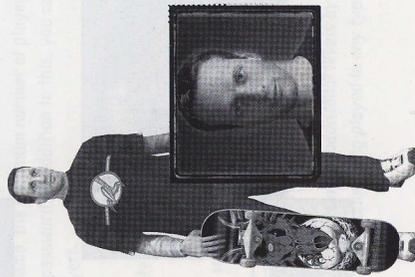
Tony Hawk's Pro Skater™ 4 features 14 of the hottest professional skateboarders!

TONY HAWK

Hometown: San Diego, CA
Resides: Carlsbad, CA

Stance: Goofy

A household name, Tony Hawk is the best known Action Sports athlete in the world. Almost single-handedly, he's opened the door to a whole new attitude in competitive sports. And he did it with a smile. All that fame hasn't gone to his head. He's still a good guy who happens to be able to do a 900. And he stays on top by continually going further with new tricks and new records.



BOB BURMQUIST

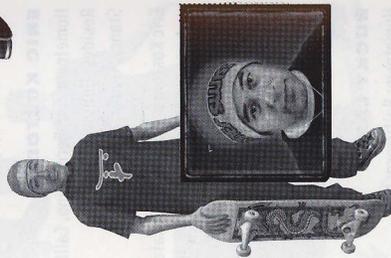
Hometown: Rio de Janeiro, Brazil
Resides: Sao Palo, Brazil
Stance: Regular

Fluent in Portuguese and switchstance, Bob Burnquist won't accept the status quo. He keeps pushing himself to do more, no matter what the cost. Originally from Rio de Janeiro, Burnquist has easily made the transition to North American and world professional skater. Can you do a Burntwist?

STEVE CABALLERO

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

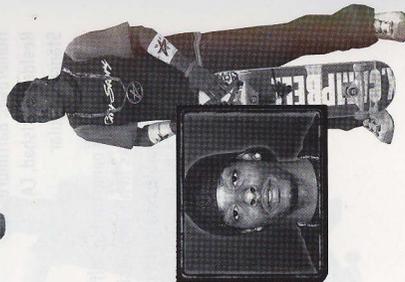
He has the maturity of a Zen master and the enthusiasm of a kid with a new toy. Steve Caballero has been around the block. And down the stairs. And over the pipe. Caballero invented some of pro boarding's signature moves in his long and illustrious career. He's a year-round skater who rips on all terrain—street, vert, and parks. If you get a chance to see this patriarch ride, take notes.



KAREEM CAMPBELL

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

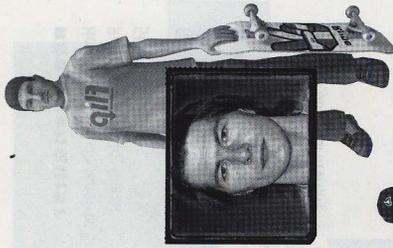
An authentic big city skater with smooth moves and smart tricks, Kareem Campbell is a man to watch for. He may be ripping up the subways of New York City or tearing around the beach towns of Southern California. Wherever, whatever. Campbell knows his moves and keeps it real. He's not in it for show. His moves are authentic urban professional skating at its finest.



RUNE GLIFBERG

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

A champion vert skater, Rune Glifberg left Denmark to join the pro circuit becoming one of skating's most versatile professionals. He gets sick air on pipes, and shines everywhere else you can roll a skateboard. Be it on the street, up the rails, or anywhere else, Rune Glifberg is the real deal.



ERIC KOSTON

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

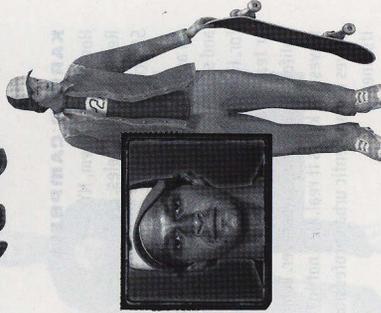
Eric Koston: a professional skater that owns the hearts and minds of fans everywhere. His skills are mad: always new, always smooth, and always terrific. Show him a new trick and he'll bust it—better. His moves are liquid. Koston makes professional skating look like child's play.



BUCKY LASEK

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

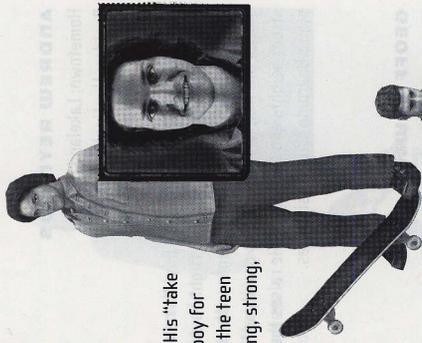
Bucky's made a name for himself and christened quite a few tricks in his impressive career. He doesn't need smooth bowls and perfect pipes—he can trick off anything you've got no matter how hard or how high. Skateboarding Mecca Carlsbad, CA is lucky they've got Bucky.



BAM MARGERA

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

This guy's got a following you wouldn't believe. His "take no prisoners" skating makes Bam a real poster boy for America's youth. Let's just hope he stays out of the teen mags and stays on the tour. Bam Margera is young, strong, and can slam on the board. Keep an eye out for his movies and videos. What's another way to say donkey?



RODNEY MULLEN

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

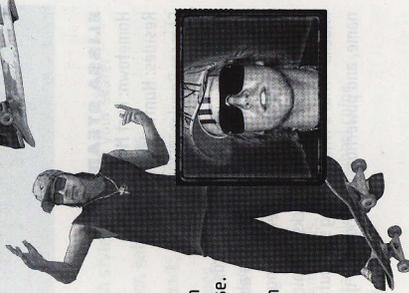
He's built a foundation for street skating with scores of world titles. If you want to become a street skater, you've got to study the basics. Rodney Mullen wrote the book and named many of the tricks that are today's mainstays in competition. If there's something he can't do with a street and a skateboard, we don't know about it.



CHAD MUSKA

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

He's no wallflower. Muska is out there and running with the top dogs in skating—and practically everything else. Great at meeting and greeting, he's near perfect at on-board shredding and hard core tricks. Watch for him in videos, music, and schmooze-fests. You won't be disappointed; Muska's always red hot.



ANDREW REYNOLDS

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

It's bird! It's a plane! It's Turtle Boy! No need to duck when this superhero takes flight. Andrew Reynolds made his way up the ranks with big air. I mean BIG AIR. Reynolds defies gravity with his street heights and rail flights. He raises the limits of pro boarding's air possibilities.



GEOFF ROWLEY

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

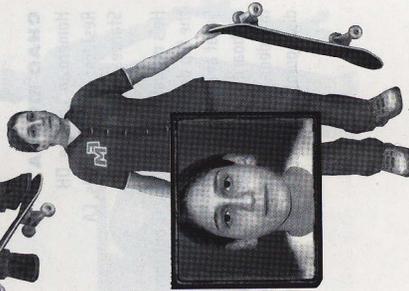
Hailing from the land of Big Ben, Geoff Rowley moved to California to try and find some competition. He's still looking. What do you expect? It's near impossible to go up against this psycho street shredder. Sharp edges and stone slabs don't scare him away from some of the most captivating street tricks ever performed. Rowley doesn't need a pro event to top the charts. He does it down on the streets.



ELISSA STEAMER

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

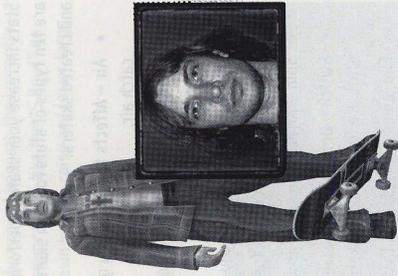
A picture's worth a thousand words, and this skater's picture—perfect. She rises above the preconceptions about street skating and blows the competition away. Sick tricks, big air, and hard knocks—that's what skating's about. Steamer's her name, and powerhouse riding's her game.



JAMIE THOMAS

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

Shove. Shove harder. Keep shoving 'till the boundaries of "what can be done on a skateboard" are destroyed. Jamie Thomas doesn't believe in "can't." He laughs at "impossible." There's no rail or gap in the world that he won't conquer. This is a skater for the new millennium. He's going to lead us where no one has gone before.



CREATE-A-SKATER

NOTE: Aspyr Customer Support cannot troubleshoot user-made skaters.

EDIT SKATER

In Tony Hawk's Pro Skater™ 4 you can create nearly any kind of skater you can think of. Create your own skater—then go online to show off your look!

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

There are multiple categories of options to edit your skater with. Inside each category are sub-menus of options. The categories are as follows:

- Information – Set name, hometown, stance, push style, and age of your skater.
- Head Options – Choose faces, hair style and color, hats, and glasses.
- Torso Options – Choose shirt style, logos, backpack, and accessories.
- Leg Options – Choose your pants, socks, and shoes.
- Tattoo Options – Choose head, chest, back, arm, and leg tattoos.
- Scale Options – Scale the size of your skater.
- Pad Options – Choose helmets, elbowpads, and kneepads.
- Board Options – Change your deck graphic, griptape style, and wheel color.
- Secret Gear—Buy some secret items to add to the list!



EDIT STATS

Stats increase your skater's performance. There are ten types of stats for each skater, both pro and created skaters.

- Air – Affects the boost you get when you catch air.
- Hang Time – Affects the length of time you stay in the air.
- Ollie – Affects how high you jump on flat ground.
- Speed – Affects your top speed on the ground.
- Spin – Affects the speed at which your character rotates in the air.
- Switch – Determines how well you skate when you are skating switch. When switch stats are full at 10, the skater will be equally skilled regular and switch.
- Flip Speed – Affects how fast you can perform flip tricks.
- Rail Balance – Affects your ability to balance on rails.
- Lip Balance – Affects how well you balance during lip tricks.
- Manual Balance – Affects how well you balance during manuals.

Tip: In Career Mode, stats that are earned can be tweaked and rearranged any way you like. (Default stat settings cannot be changed.) Collect the stat points by completing goals in Career Mode, and increase your stats until all categories are full.

3D REAL-TIME SKATEPARK EDITOR

Tony Hawk's Pro Skater™ 4 has one of the most advanced level editors ever created, letting you use ramps, rails, pools, fun boxes, obstacles and quarterpipes to create dream parks in real-time.

NOTE: Aspyr Customer Support cannot troubleshoot user-made editor parks.

BASIC CONTROLS

The currently selected piece acts as your "cursor" as you use the arrow keys to move the piece around your park. The spacebar rotates the piece and the mouse/Return place it down. The Delete key will erase any pieces intersecting with the current piece.

CHANGING PIECES

Use the arrow keys to select pieces. Up and Down allow you to scroll through the different categories or pieces to choose from. The current category is shown in the upper left hand corner of the screen. Once you've selected a category, Left and Right scroll through the pieces available in that category. The name of the selected piece is listed above the piece at the top of the screen.

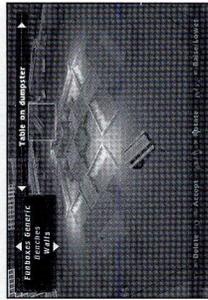
RAISING AND LOWERING THE GROUND

Use the Page up and Page down keys to raise and lower the ground beneath the currently selected piece. To raise or lower larger areas, choose a larger piece, like the "5 Bowl" on the "Pools" category, then press the Page up and Page down keys to raise and lower large sections of your park at once.

CATEGORIES AND PIECES

Explore the various categories of pieces before you start creation of a park. The categories of pieces in Tony Hawk's Pro Skater™ 4 include:

- Restarts
- Team Flags/CTF Bases
- Gap Placement
- Big Pools
- QPs and Spines
- Buildings and Trailers
- Funboxes 1
- Funboxes 2
- Grind Objects
- Funboxes Generic
- Benches
- Walls
- Quarter Pipes
- Railed Quarter Pipes
- Pool Parts
- Rails
- Rail Side
- Slopes
- Slopes with Rails
- Stairs
- Stairs with Rails
- Greenery
- Miscellaneous



OTHER CONTROLS

Pressing the Escape key will bring up the Park Editor Menu.

THE PARK EDITOR MENU

While building, press the Escape key to access the Park Editor Menu.

- Continue – Continue where you left off in the park editor.
- Test Skate – Places you in your created park with the last character you played with and allows you to test out your creation.
- Switch Theme – There are two themes to choose from and the theme can be changed at any time. It will not erase or affect the layout of the park.
- Resize Park – Adjust the size of your park.
- Nuke Park – This will totally clear the park so that you can start over...if you must!
- Save Park – Save your park to a memory card. The name you save under will become the name of your park.
- Load Park – Load a previously created park from the Xbox hard disk.
- Load Premade Park – Allows you to load a pre-built park included with Tony Hawk's Pro Skater™ 4. You can learn a lot about park layout by looking at the included parks, and can erase and rebuild parts of them.
- Quit – This will take you back to the Main Menu.

Tip: To select a different character or to play in a different mode, first Save your park, then quit to the Main Menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible.

RESTART POINTS

- Player 1 Start – The green object marked "1p" is the Player One start point. This piece will mark the starting point for player one. Only one can be placed in a level.
- Player 2 Start – The red object marked "2p" is the Player Two 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 Horse game. The Player One start point also doubles as a Horse start point. Only six Horse 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 six crowns in your level.

GAPS

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 space bar will rotate the gap poly to a different side of the piece. The Numpad 3 and 9 buttons will modify the dimensions of the currently selected gap. Press the 2 on the numpad access that gap's Gap Menu.

The gap's name will be shown at the bottom of the screen when a player completes the gap in the game.

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

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

EDIT TRICKS

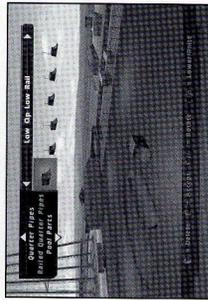
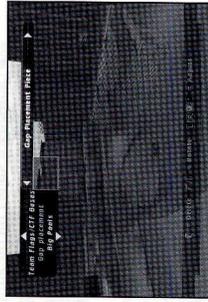
Note: Aspyr Customer Support cannot troubleshoot user-made tricks.

While you're hanging in the skate shop, or skating in the game, you can always edit your tricks. Swap tricks around 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 key combo that you want to assign to that trick.

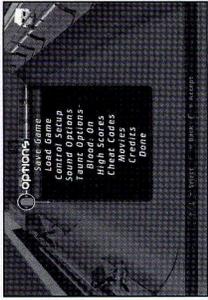
SPECIAL TRICKS

Special tricks always require at least three key presses. All skaters start out with only four special trick slots, but as you complete goals in Career Mode, you can earn up to seven more slots.



OPTIONS MENU

- Control Configurations – Allows customization of controller settings.
- ★ Vibration – Turn vibration On or Off (defaults to On)
- ★ Autokick – Select On for automatic acceleration of your skater. Select Off for manual acceleration. If turned Off, use the **Numpad 6** to kick (defaults to On).
- ★ 180 Spin Taps – Selecting On will change the way the spin Left and Right keys work in the game. When Spin taps are active, you need only tap the spin Left and Right keys to rotate your skater in fixed 180 degree increments in the air. (defaults to Off).
- Network Options – Please see the Network Play section of the manual.
- Sound Options – Allows customization of various sound related options:
 - ★ Songs – Toggle the soundtrack to play Random or In Order.
 - ★ Skip Track – Allows you to skip the current track.
 - ★ Playlist – Displays all the music tracks on the soundtrack. You can decide which tracks you want to hear and which you do not.
 - ★ Music Level – Adjusts the volume of the music tracks.
 - ★ Sound Level – Adjusts the volume of the sound effects in game.
- Taunt Options – Allows the user to customize the skater's taunts. There are four taunts that can be edited (button controls are displayed with taunts).
- Blood – Allows the user to turn the blood effects On or Off.
- High Scores – You can view all of the highest scores in the game. Toggle left and right to see all the levels. Each level has five Best High Scores and five Best Combos, as well as Longest Grind, Longest Manual, Longest Lip, and Longest Combo.
- Cheat Codes – This is where you enter those secret codes from magazines and online fan sites. You don't think we're going to tell you what they are, do you?
- Movies – View all of the movies that you purchase or unlock.
- Credits – See all of the names of the people that made this game possible.



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Neversoft Entertainment

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And those who have supported THPS3 online play!
CHECK OUT TODD FALCON AT
www.toddifalcon.com

Published By
Activision Publishing, Inc.

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CHICAGO LEVEL CREATED BY
Rainbow Studios for
Mat Hoffman's Pro BMX 2

THANKS TO
Vicente Baez, Peter Choi, Eric Clark, Thomas di Cosola, Dakota Jones, Troy Perry, Roman Stepanov, Brian Westergaard, Brian Bright, Chip Bumgardner

V.O. ACTIONS
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ASPYR CREDITS

Aspyr would like to give special thanks to Justin Berenbaum, Ken Love, and all the hardworking folks at Activision for their great work and tremendous support throughout this project.

Beenox Studios

PRODUCTION, DIRECTION:
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GAME PROGRAMMING:
Frederic Hebert
Vincent Bherer-Roy

SPECIAL THANKS TO WILLIAM EASTCOTT FOR HIS EXTENSIVE SUPPORT

For their great computers and endless support, thanks to Apple Computer, Wallace Poulter, Steve Jobs, Clint Richardson, Tony Lee, Shawn Pruden, Laura Gabel, Rich Hernandez, and Kerry Howe.

Extra special thanks to Tony Hawk, Pat Hawk, Interactive Ensemble, all Tony Hawk's Pro Skater 3 Beta testers, Neversoft, and Activision.

MUSIC CREDITS

"Big Shots"
Performed by Eyedea and Abilities
Written by G. Keitgan, M. Averill
Published by Eyedea & Abilities
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"Dudley of D's"
Performed by De La Soul
Written by David Jolicoeur, Vincent Mason, Kevin Mercer, Paul Huston, Tom Waits
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ACTIVISION SPECIAL THANKS
Simon Jeffery, Kenny Ochoa,
Sanctuary Music Group, Bryan Ridgeway,
Lance Mountain, Ty Evans,
Ian Deacon, Fred Mortagne,

Daniel Harold Sturt, Ed Templeron,
Arto Saari, Luke McKinley, Bill Weiss,
OP King of Skate, Jemasis Entertainment

PRODUCTION SPECIAL THANKS
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Simon Ebeler, Michael Fletcher,
Graham Fuchs, Adam Goldberg,
Eric Koch, Krigen Lum,
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Written by Kerry Martinez, Duane Peters
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"House of the Rising Drum"
Performed by Deliquent Habits
Written by Martin/Thomas/Martinez
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Published by Aces & Eights/Zeke
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Written by Michael Algar
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(p) 1983 Sanctuary Records Group Ltd.
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Written by Darryl McDaniel,
Rick Rubin, Joseph Simmons
Published by Profans, Inc. (ASCAP)
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"Skate and Destroy"
Performed by The Faction
Written by Steve Caballero,
Gavin O'Brien, Adam Segal
Published by Tembrae Music (BMI)
Courtesy of IM Records

"Drunk Lullabies"
Performed by Flagg Molly
Written by Dennis Casey, Matthew Hensley,
David King, Nathan Maxwell, Bridget Regan,
George Schwandt
Published by ZGF RPM, Inc.
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"The Number of the Beast"
Performed by Iron Maiden
Written by Stepuan Harris
Published by Iron Maiden Holdings Ltd. (adm.
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"Bad Fun"
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Published by Jayminister Limited (PRS) and
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Performed by System of a Down
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Courtesy of Stones Throw Records

"All My Best Friends Are Metalheads"
Performed by Less Than Jake
Written by Peter Anna, Vinnie Fiorello, Roger
Mangano, Barron Miller, Buddy Schaub
Published by Sarcastic Sugar Music (ASCAP)
(p) 1999 Capitol Records, Inc. under license
from EMI Film & Television Music

"Freightliner"
Performed by Ikt Water Music
Written by Jason Black, Chuck Hagan,
George Rebelo, Chris Wollard
Published by Nude Magazine Day (SESAC),
Lockgroove (SESAC), Luke Mine Slow (SESAC),
Eterdoneson (SESAC)

(p) 1997 No Idea Records
Courtesy of No Idea Records
From the album "Fuel for the Hate Game"

"By The Time I Get To Arizona"
Performed by Public Enemy
Written by Carlton Ridenhour, Gary Rinaldo,
Hank Shocklee
Published by Reach Global, Inc. (BMI), Subtunk
Music (BMI), Songs of Universal, Inc. (BMI)
(p) 1991 Island Records, Inc.

The Island Def Jam Music Group
Under license from Universal Music
Enterprises, Inc.

"Non Compos Hennis"
Performed by Haiku De Eraf
Written by Acyalone, Mikah 9, Abstract Rude,
Adrian Buckley

Published by Smacked Yak Publishing
Courtesy of Smacked Yak Pure Hip-Hop, Inc.

"Giant"
Performed by Nebula
Written by Mark Abshire, Eddie Glass,
Ruben Romano
Published by Volcanic Pineapple
(p) 2001 Sub Pop Records
Courtesy of Sub Pop Records

"Blackball"
Performed by The Offspring
Written by Bryan Holland
Published by Lameate Music Inc. (BMI)
(p) 1989 Nitro Records

"Bloodstains (Darkness Version)"
Performed by Agent Orange
Written by Mike Palm
Published by Ovina High Music (BMI) as
administered by Peer Music Ltd. (BMI)
(p) 1981 Push Boy Music
Courtesy of Push Boy Music

(p) 1981 Placebo Records
Courtesy of Placebo Records

"Nanthem"
Performed by Bouncing Souls
Written by Greg Athonio, Bryan Kienlen,
Michael McElmott, Pete Steinkopf
(p) 2001 Epitaph/Courtesy of Epitaph

"House of the Rising Drum"
Performed by Deliquent Habits
Written by Martin/Thomas/Martinez
Published by Memory Lost Music/Kinonith
Music/Groveyard Shift Music (ASCAP) as
administered by Music of Windswept (ASCAP)
(p) 1999 Station 13 Records, Inc.
Courtesy of Windswept Pacific

"Death Alley"
Written by Donald Hales, Ronald Pierce,
Abe Riggs, Richard Yaowitz
Published by Aces & Eights/Zeke
(p) 2001 Aces & Eights Records as
administered by Sub Pop Records

"Dig That Groove Baby"
Performed by Toy Dolls
Written by Michael Algar
Published by Maxwood Music
(p) 1983 Sanctuary Records Group Ltd.
Courtesy of Sanctuary Records Group

"My Adidas"
Written by Darryl McDaniel,
Rick Rubin, Joseph Simmons
Published by Profans, Inc. (ASCAP)
(p) 1986 Profile Records, Inc.
Courtesy of Profile/Arista under license from
BMG Music Group

"Skate and Destroy"
Performed by The Faction
Written by Steve Caballero,
Gavin O'Brien, Adam Segal
Published by Tembrae Music (BMI)
Courtesy of IM Records

"Drunk Lullabies"
Performed by Flagg Molly
Written by Dennis Casey, Matthew Hensley,
David King, Nathan Maxwell, Bridget Regan,
George Schwandt
Published by ZGF RPM, Inc.
(p) 2002 Side One Dummy
Courtesy of Side One Dummy

"The Number of the Beast"
Performed by Iron Maiden
Written by Stepuan Harris
Published by Iron Maiden Holdings Ltd. (adm.
by Zomba Enterprises Inc. [U.S. & Canada]
(ASCAP) and by Zomba Music Publishers Ltd
(ASCAP) and by R.M.W.
(p) 1982 Iron Maiden Holdings Ltd.
Courtesy of Sanctuary Records Group

"Spokesman"
Performed by Goldfinger
Written by John Feldman
Published by Vegan Boy Music (ASCAP)
(p) 2002 ZMID Corporation
Courtesy of Mojo/In Records

Ben DeGuzman, Stion Gibson,
Chris Keim, Indra Gunawan,
Marco Scataglini, Todd Komusu,
Mike Beck, Jeremy Gage,
Willie Bolton, Chad Siedhoff,
Jennifer Vitello, Sarah Pepin,
Kait Pepin, Shawn Scotland,
Mary Dunn, Nick Favazza,
Mike Rixford, Alex Coleman,
Omari Valerime, Doug Mirabello,
Jade Kimbrough, Jessica Burnett

ACTIVISION SPECIAL THANKS
Simon Jeffery, Kenny Ochoa,
Sanctuary Music Group, Bryan Ridgeway,
Lance Mountain, Ty Evans,
Ian Deacon, Fred Mortagne,

Daniel Harold Sturt, Ed Templeron,
Arto Saari, Luke McKinley, Bill Weiss,
OP King of Skate, Jemasis Entertainment

PRODUCTION SPECIAL THANKS
Mom & Dad, Dave Anderson,
Brian Bright, Chip Bungeardner,
Shawn Lapistrano, Irwin Chen,
Paula Luno, Jim Desmond,

Simon Ebeler, Michael Fletcher,
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Eric Koch, Krigen Lum,
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Egon Alpari, John Anderson, Bill Armstrong, Brady, Benton, Tony Beram, Stephanie Brownstein, Michael Closter, Jennifer Crosby, Keith Darcy, Kim Draper, Hywel Evans, Bernadette Faddouli, Stacy Fass, Jesse Ferguson, David Ferreria, Robbie Fields, Jon Fine, Esther Friedman, Sonya Galvin, Eddie Glass, Jennifer Goodman,

Michael Guarracino, David Landaui, Wayne Ledbetter, Abby Lin, Manny Lorenzo, Deborah MacCulloch, Doug Mark, Craig Marshall, Mary McDowell, Steve Morgan, Melissa Runana, Kenny Uchoa, Tonya Puerto, Victor Rodriguez, Shawn Rogers, Gary Schwindt, Adam Segal, Siddig, Dana Sims, Lisa Socransky, Jason Swan, Don Terubush, Clive Willis

and special thanks to Stuart Prager, Esq.

BONUS TRACKS

"Everything and Anything"
Performed by Lunchbox Avenue
Written by Ten Charonchai
(p) 2002 e.g. productions

"Standing Still"

Performed by Lunchbox Avenue
Written by Ten Charonchai
(p) 2002 e.g. productions

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