

# 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



Activision is a registered trademark and Vigilante 8: 2nd Offense 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.

www.activision.com



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

1000820.260.US

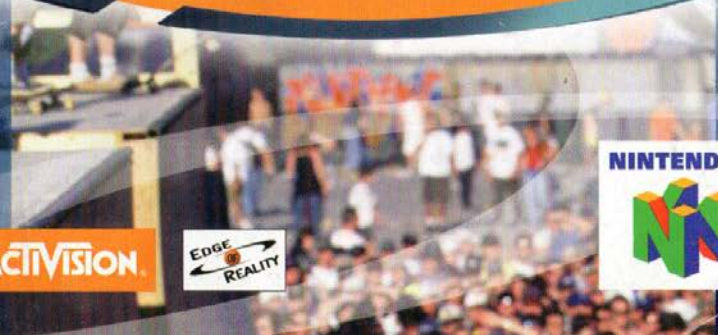
PRINTED IN U.S.A.



# INSTRUCTION BOOKLET



# TONY HAWK'S PRO SKATER™



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.



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.

LICENSED BY



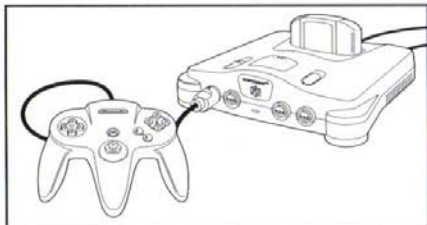
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996, 1999 NINTENDO OF AMERICA INC.

# 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

# 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.

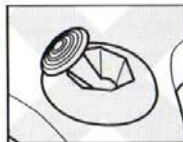
Any time you start a game, you will be prompted to insert your Rumble Pak or Controller Pak at that time. If you are not using a Rumble Pak or Controller Pak, you will see a message reminding you that the Rumble Pak or Save/Load features will not be available. Remember, it is important to only switch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

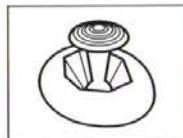
## CONTROL STICK FUNCTION

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.

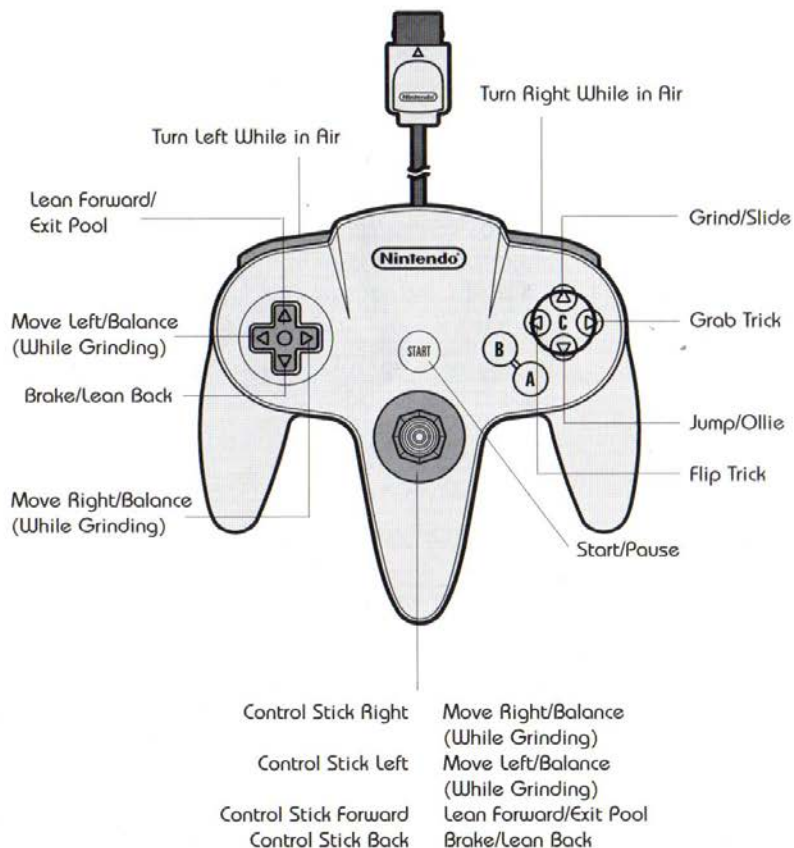
The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

## 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.

## TONY HAWK'S PRO SKATER™ CONTROLS



## 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°.

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





## 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.



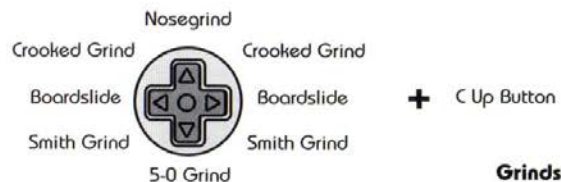
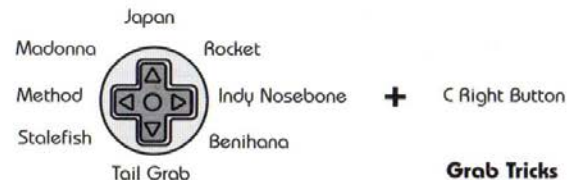
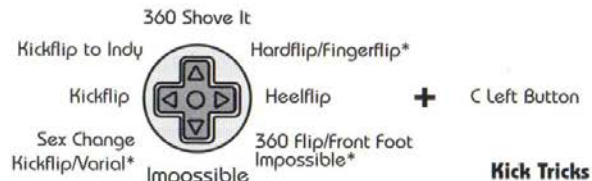
**Streets: San Francisco**—Skaters will recognize spots like Hubba Hideout and EMB (R.I.P.) while tourists can stick to Lombard Street and Chinatown. Grind anything and everything and be sure to hit the long rails and tons of gaps along the way. Only the best can tear it up enough to get a final mystery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

**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 R Buttons to spin faster.
- Ollie into a wall and hit the C Up Button to wallride.

## TRICK CONTROLS



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

\*Trick depends on the skater.

# SPECIAL TRICKS

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

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

# CREDITS

## Nintendo 64 Team, Edge of Reality

Lead Programmer/Producer: Drew Fisher  
 Art Director: Bryan Pritchard  
 Art Staff: Dave Kubalak  
 Programming Staff: Mike Panoff  
 Evan Bell  
 Rob Cohen  
 Jim Daly

## DEVELOPED BY

Neversoft Entertainment  
 Lead Programmer: Mick West  
 Programming: Jason Keeney  
 Ryan McMahon  
 Christer Ericson

## Additional Programming:

Dave Cowling  
 Kendall Harrison  
 Mike Day

Lead Artist: Silvio Porretta  
 Artists: Johnny Ow  
 Darren Thorne

## Characters and Animation:

Noel Hines

Production Director: Jason Uyeda  
 Designers: Aaron Cammarata  
 Chris Rausch

Associate Producer: Ralph D'Amato  
 Producer: Scott Pease  
 Executive Producer: Joel Jewett  
 Executive Art Director: Chris Ward  
 Human Resources: Sandy Newlands  
 Lisa Edmison

Support: Souris Hong-Porretta  
 Everyone at SkateStreet

## PUBLISHED BY:

### Activision, Inc.

Executive Producer: Dave Stohl  
 Producer: Chris Archer  
 Associate Producer: Brian Bright  
 Production Tester: Chad Bordwell

## In-Game Sound FX:

Tommy Tallarico Studios, Inc.  
 Joey Kuras

Music Editor/Midmaster: Brian Bright

## STARRING:

Tony Hawk  
 Bob Burnquist  
 Kareem Campbell  
 Rune Glifberg  
 Bucky Lasek  
 Chad Muska  
 Andrew Reynolds  
 Geoff Rowley  
 Elissa Steamer  
 Jamie Thomas  
 Officer Dick

## And Introducing:

## ACTIVISION STUDIOS

Exec. VP Worldwide Studios: Mitch Lasky  
 Steve Crane

Senior VP Studios: Steve Crane

## ACTIVISION MARKETING, P.R.

Director of Marketing: William Hasso  
 Associate Brand Manager: Serene Chan  
 Publicity Manager: Julia Roether  
 Publicist: Ryn Ming Poon

## ACTIVISION QUALITY ASSURANCE

QA Director: Jim Summers  
 QA Manager, Console Division: Marietta Pashayan  
 QA Senior Lead: Joe Favazza  
 QA Leads: Mike Denny  
 Eric Koch  
 QA Testers: Bryan Anderson  
 David Farkas  
 Angelo Federizo  
 Chris Fernandez  
 Kirk Kosinski  
 Chad Mutchler  
 Geoff Olsen  
 Jef Sedivy  
 Joe Shackelford  
 Leonel Zuniga  
 Jim Summers

## QA Special Thanks:

Jason Wong  
 Tanya Langston  
 Nicholas Favazza  
 Kevin Janszuan

## ACTIVISION UK

Sr. V.P. International: Bob Dewar  
Sales Director Europe: John Burns  
UK Product Manager: Matti Kuorehjarvi  
Localization Supervisor: Nathalie Dove

## CREATIVE SERVICES

### Ignited Minds, LLC

Copywriter: Lori Ellison  
Package Design: Erik Jensen  
Manual Writing & Layout: Belinda M. Van Sickle

### Special Thanks To:

Jay Halderman  
Nicole Willick  
Brian Clarke  
Todd Jefferson  
Bryant Bustamante  
Adam Goldberg  
Sarah Cigliano  
Murali Tegulapalle  
Gene Bahng  
Stacey Ytuarte  
Jennifer Mellios  
Jenny Bright  
Maddie Nervous  
Pr. Carrera  
Logan Stormbringer  
Skatetstreet  
Hot Rod Skate Shop  
Transworld Skateboarding  
411 Video Magazine  
Birdhouse  
City Stars  
The Firm  
Flip  
Shorty's  
TUM-YETO  
Toy Machine  
Zero  
Adio  
Axion  
Circa  
Diakka  
DWINDLÉ DISTRIBUTION  
ES

## EMERICA

ETNIES  
FOUR STAR DISTRIBUTION  
HURLEY INTERNATIONAL  
INNES  
Mountain Dew  
OAKLEY'S  
Sole Technologies  
Tech Decks

### NEVERSOFT:

Everyone who skates,  
and all you guys  
who emailed us.  
Special No Thanks to:  
Wholes,  
The vermin of the ocean  
WANT TO SEE A SEQUEL?  
Send us your ideas:  
THPS2@neversoft.com  
Featuring noseslides,  
tailslides, and  
more bluntslides.  
We promise.  
Thanks for playing...

## MUSIC

"Police Truck"  
Performed by: Dead Kennedys  
Written by: Jello Biafra  
and East Bay Ray  
Published by:  
Decay Music, BMI  
Video Footage of  
"Dead Kennedys' Live  
Performance Documentary"  
appears courtesy of  
Dirk Dirksen Presents  
and Rhino Home Video  
"Police Truck" available on  
the Dead Kennedys album  
"Give Me Convenience or  
Give Me Death"  
Appears Courtesy of:  
Decay Music

"Here & Now"  
Performed by: The Ernies  
Written by: Will Hummel  
Published by: Mojoman,  
Ernie World Publishing, BMI  
Video Footage Courtesy of:  
Mojo Records  
"Here & Now" available on  
The Ernies album "Meson Ray"  
The Ernies appear  
Courtesy of: Mojo Records

"Superman"  
Performed by: Goldfinger  
Written by: John Feldmann  
Published by:  
Mojo Music, Inc.,  
Mojoland, ASCAP  
Video Footage Courtesy of:  
Mojo Records  
"Superman" available on the  
Goldfinger album "Hang-Ups"  
Goldfinger appears  
Courtesy of: Mojo Records

"Jerry Was a Race Car Driver"  
Performed by: Primus  
Written by: Primus  
Published by: Sturgeon, BMI  
"Jerry Was a Race Car Driver"

available on the Primus album  
"Sailing the Seas of Cheese"  
Appears Courtesy of:  
Interscope Records

"Screamer"  
Performed by: Spedealer  
Written by: Spedealer  
Published by:  
Star Pod Music, BMI,  
Cracked Out Music, BMI  
"Screamer" & "Nothing to Me"  
available on the Spedealer  
album "Spedealer"  
Appears Courtesy of:  
Royalty Records

"Cyco Vision"  
Performed by:  
Suicidal Tendencies  
Written by:  
Mike Muir and Mike Clark  
Published by: BHG Musick, BMI  
Video Footage Courtesy of:  
Suicidal Records  
"Cyco Vision" available on  
the Suicidal Tendencies  
album "Freedumb"  
Appears Courtesy of:  
BHG Musick and  
Suicidal Records  
[www.suicidaltendencies.com](http://www.suicidaltendencies.com)

"New Girl"  
Performed by:  
The Suicide Machines  
Written by:  
The Suicide Machines  
Published by:  
Zomba Enterprises, Inc.,  
No Face Music administered by  
Zomba Enterprises, Inc., ASCAP  
Video Footage Courtesy of:  
Hollywood Records, Inc.  
"New Girl" available on  
The Suicide Machines album  
"Destruction by Definition"  
Appears Courtesy of:  
Hollywood Records, Inc.

"Committed"

Performed by: Unsane  
Written by: Chris Spencer,  
Vinnie Signorelli,  
and Dave Curran

Published by:  
Relapse Release Publishing,  
ASCAP

All rights administered by  
Aykomusic, Inc.  
Music Video Footage

Courtesy of:  
Relapse Records  
"Committed" is taken from  
the Unsane album  
"Occupational Hazard"  
Courtesy of: Relapse Records  
[www.relapse.com](http://www.relapse.com)

# CUSTOMER SUPPORT

## INTERNET CUSTOMER SUPPORT

[support@activision.com](mailto: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.

# BIRDHOUSE™

www.b-house.com

Tony Hawk

## DECKS

## WHEELS



"SIGNATURE HAWK 2"  
54MM NATURAL



"FALCON 3"  
55MM NATURAL

TONY HAWK  
"FULL SKULL"

TONY HAWK  
"FALCON 3"

"GIANT B LOGO"

## T-SHIRTS



"FALCON 3"



"SIGNATURE HAWK 2"



"THE END"  
42 MINUTES, PARENTAL GUIDANCE  
SUGGESTED

## SOFTWARE LICENSE AGREEMENT

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

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

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

### YOU SHALL NOT:

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

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

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

When returning the Program for warranty replacement please send the original product game pak only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$25 U.S. currency per game pak replacement. Note: Certified mail recommended.

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

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

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

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

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

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

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

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

CHECK OUT THESE AND OTHER BIRDHOUSE PRODUCTS AT YOUR LOCAL SKATE SHOP