

PlayStation®2



NTSC U/C

TONY HAWK'S DOWNHILL JAM™



EmuMovies

ACTIVISION

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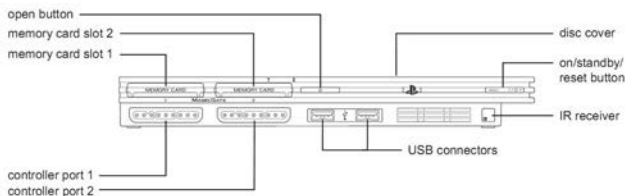
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Table of Contents

Getting Started	2
Starting Up	3
Controls	4
The Game Modes	5
Multi-Player Games	6
Save Game/Load Game	7
Credits	7
Software License Agreement	9
Customer Support	Back Cover



Getting Started



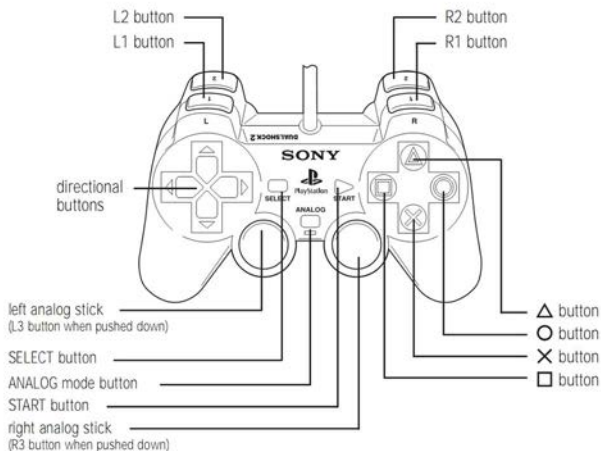
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *TONY HAWK'S DOWNHILL JAM* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back. *Tony Hawk's Downhill Jam* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

Controls

Basic Controls

Crouching

To crouch and gain speed, press and hold the **X** button.

Steering

Use the **left analog stick** or **directional buttons** to steer your skater.

Balancing

Use the **left analog stick** or **directional buttons** to balance your skater when performing grind tricks.

Rotating in the Air

Use the **left analog stick** or **directional buttons** while in the air to rotate your skater while performing tricks.

Ollie (or Jump)

To ollie, press and release the **X** button.

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press and hold the **Y** button in combination with the **↑**, **↓**, **←** or **→** directional button.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the **Z** button and use the **left analog stick** or **directional buttons** for tricks.

Grind Tricks

To perform a grind trick, you must be near a rail or a grindable surface (like a ledge). First ollie (press and release the **X** button), then press the **△** button when near the rail or ledge to perform a grind trick. You can also press the **□** and **○** buttons while grinding to switch up your grind tricks.

Boneless

To perform a Boneless, quickly press the **↑↑** directional button or **left analog stick** and the **X** button. To perform a No Comply, quickly press the **↑** directional button or **left analog stick** and the **X** button.

Pause

To pause the game, press **START**.

Respawn

Press **SELECT** to respawn and continue racing in the correct direction.

Advanced Controls

Wallrides

To perform a wallride, approach a wall at an angle and ollie into the wall while holding the **△** button. Press the **X** button to wallie.

Sticker Slap

To sticker slap, jump straight into a wall or sign and press the **X** button.

Note: Not all walls can be sticker slapped.

Attack

To knock down other skaters while racing, press the **L1** and **R1** buttons.

Double-Tap Flips and Grabs

Press the **↑**, **↓**, **←** or **→** directional button and double-tap the **□** or **○** button twice to perform a more advanced version of the base (single-tap) trick. These tricks score more points than base tricks, especially when combined with a 360° or more rotation.

Flips & Rolls

While doing a grab in the air, double-tap the **↑** or **↓** directional button to perform flips or the **←** or **→** directional button to perform rolls.

Powerslide

Use the **left analog stick** and press the **R2** button to slide in the corresponding direction. As you hold the slide, the meter will build up and turn **green**. Releasing the **R2** button when the meter is green will give your skater an automatic boost coming out of the turn.

Zone Bone

As you perform tricks in *Tony Hawk's Downhill Jam*, the Zone Bone on the right side of the screen fills up. When the Zone Bone gets full, a burst of flames will appear around the skull. When you have a Boost flame available, press the **L2** button to execute a boost of speed.

Special Tricks

As you chain tricks together, your Special Meter will build up and then flash "SPECIAL." When you have a SPECIAL available, ollie from a ramp or high location and press the **L1** button with the **□** button or **○** button, or the **L1** button alone, to perform a Special Trick for major points.

The Game Modes

To start a new Downhill Challenge, from the Main Menu select **New Game**. Enter a name for your save profile, continue to select your skater then complete the tutorials and take on the world!

*Note: To change outfits, press the **L1** button on the Skater Select screen.*

Creating Your Skater

You can create nearly any kind of look for your skater. From the Skater Select screen, highlight the **Created Skater** and press the **L1** button to modify their appearance, update their name, etc. Only one created skater can be saved to each profile.

Multi-Player

When you and a friend are ready to go head-to-head, this mode offers up many different 2-player games. Please see Multi-Player Games below for further explanation of the available games.

Options

Audio/Video: Change the Sound, Music and Voice settings, view Videos, and personalize your Music playlist by selecting which songs play while you're racing.

Cheat Codes: Enter secret codes to activate special features.

Locators: Toggle opponent locators on and off. Locators are used for keeping track of where other skaters are during an event.

Help

Replay Tutorial: Replay the Tutorial sessions.

Controller: View the layout of the PS2 controller.

Quit

Quitting will return you to the New Game/Load Game screen. From here you can either load a different profile or create a new profile.

Multi-Player Games

Play Modes

Quick Play – Jump into a quick race against a friend.

From the Main Menu select **Multi-Player Games**. Then select **Quick Play**. Players 1 and 2 choose their skaters.

Series – Play through an entire series of the same type of events in different locations.

From the Main Menu select **Multi-Player Games**. Then select **Series**. After you've selected Series, players 1 and 2 now select their skaters.

Single Event – Choose a specific event type and location to challenge your friend.

Event Type:

- **Random:** Let the game choose which Event Type you play.
- **Race:** Go head-to-head against your friend in a furious downhill race.
- **Slalom:** Hit gates for extra time. The skater with the most time on the clock at the finish wins.
- **Trick:** Highest score wins!

- **Steal the Head:** Spend the most time with the head and you win. Earn the head by being in first place or by attacking the skater who possesses the head.
- **Elimirace:** The player at the back of the pack gets dropped as time goes on — stay in the lead or get eliminated!
- **Yard Sale:** The skater who crosses the finish line with the most cash wins!
- **Air Time:** The skater with the most airtime at the end of the race wins!
- **Mayhem:** The skater with the most destruction points at the end of the race wins!

Locations:

Choose from all available locations, or let the game pick one for you randomly!

Save Game/Load Game

To save a game, you'll need at least 142KB of free space available on your memory card (8MB)(for PlayStation®2).

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

After creating your initial profile, saving your progress is done automatically through an Autosave feature. Create-A-Skater data is saved onto the active profile.

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