TONY HAWK'S
PROJECT 8™
TEEN
T
CONTENT RATED BY
ESRB
EmuMovies
ACTIVISION.

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended play.**
- **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

Table of Contents

Getting Started 2

Starting Up 3

Controls 4

Career Mode 9

Create 12

Multiplayer Games 12

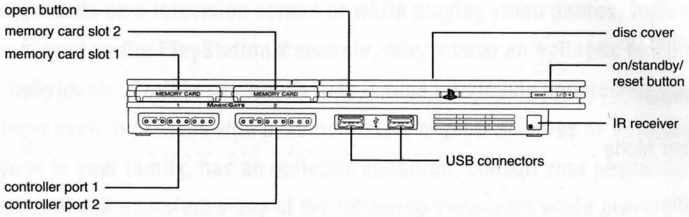
Game Options 13

Credits 14

Customer Support 16

Software License Agreement 17

Getting Started



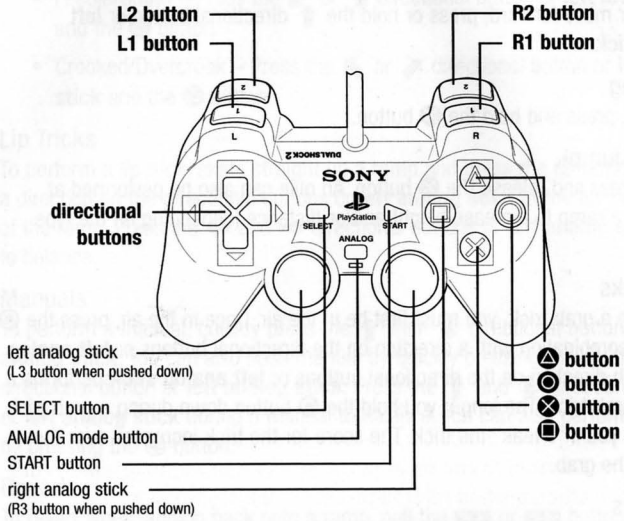
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Tony Hawk's Project 8* disc with the label side facing up in 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 Project 8* supports the DUALSHOCK2® analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

Controls

Basic Controls

Push

To push or move forward, press or hold the ⬆ directional button or **left analog stick**.

Crouching

To crouch, press and hold the ⊗ button.

Ollie (or Jump)

To ollie, press and release the ⊗ button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the ◎ button in combination with a direction on the directional buttons or **left analog stick**. Each direction on the directional buttons or **left analog stick** performs a different grab trick. The longer you hold the ◎ button down during a grab trick, the longer you'll "tweak" the trick. The score for the trick increases over the length of the grab.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the ▣ button in combination with a direction on the directional buttons or **left analog stick**. Each direction on the directional buttons or **left analog stick** performs a different flip trick.

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 ⊗ button), then press the △ button when near the rail or ledge to perform a grind trick on the rail.

- 50-50 – When parallel to a rail, ollie (⊗ button) onto the rail and press the △ button.
- Nosegrind – Press the ⬆ directional button or **left analog stick** and the △ button.
- 5-0 – Press the ⬇ directional button or **left analog stick** and the △ button.
- Boardslide/Lipslide – Rotate the board perpendicular to a rail and press the △ button.

- Noseslide/Tailslide – Press the ⬅ or ➡ directional button or **left analog stick** and the △ button. Rotate the part of your board you want to slide on into the rail.
- Feeble/Smith – Press the ⬋ or ⬊ directional button or **left analog stick** and the △ button.
- Crooked/Overcrook – Press the ⬉ or ⬈ directional button or **left analog stick** and the △ button.

Lip Tricks

To perform a lip trick, skate straight up a ramp and press the △ button with a direction on the directional buttons or **left analog stick** at the lip (or top edge) of the ramp. Press the ⬅ and ➡ directional buttons or **left analog stick** to balance.

Manuals

To perform a manual, quickly press the ⬆ then ⬇ directional buttons or **left analog stick**. You can also nose manual by quickly pressing the ⬇ then ⬆ directional button or **left analog stick**. Press the ⬆ and ⬇ directional buttons or **left analog stick** during a manual to balance. You can also perform a manual by pressing the ▣ button.

Reverts

To revert when landing back onto a ramp, pull the R2 or L2 button when you hit the ramp surface coming out of an aerial maneuver.

No Comply

To perform a no comply, quickly tap the ⬆ directional button or **left analog stick** and press the ⊗ button.

Boneless

To perform a boneless, quickly tap the ⬆ ⬆ directional button or **left analog stick** and press the ⊗ button. The boneless allows you to ollie higher and farther than a regular ollie.

Advanced Controls

Combo Basics

Launch up a ramp, perform a grab trick, press the R2 button when landing on the ramp to revert, and then quickly press the ⬆\⬇ or ⬇\⬆ directional buttons or **left analog stick** to enter into a manual. Try experimenting with this combo to get bigger scores.

Special Meter & Special Tricks

As you score points in *Tony Hawk's Project 8*, your Special Meter (the meter in the top left corner of the screen in game) fills up. When the meter is glowing and pulsing in color, you can perform special tricks. You can also use a speed boost ability when the Special Meter is full by pressing the ⬆ directional button or **left analog stick**.

Special tricks are performed using multiple direction presses on the directional buttons with the corresponding face button. You can change your special tricks in the View Tricks menu, found under Skater Options. Some special tricks can be purchased at the skate shop.

Focus Mode

When your special meter is filled, press the **L3** button to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in Focus mode longer.

Nail the Trick Mode

Perform an ollie, then while in the air press the **L3** and **R3** buttons to activate Nail the Trick mode. You now have control of your skater's feet. Use the **left analog stick** to control the left foot and the **right analog stick** to control the right foot. You can move the sticks independently, or together, in any direction to perform a myriad of tricks. Use the **left** and **right analog sticks** to control your feet to spin the board in the specified direction. The tricks are relative to where your feet are. The leading foot will do a flip trick. Release both **analog sticks** when the grip tape is up to land. When the board is tinted **Green**, you can start a new trick and/or land the current trick. When the board is tinted **Blue**, you can start a new trick, but will bail if you attempt to land the current trick.

Nollie

To perform a nollie, first press the L2 button to get into nollie position, then press the ⊗ button. Nollie flip tricks follow from the nollie stance.

Switch Stance

You'll 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 R2 button.

Fakie Ollie

To perform a Fakie Ollie, get into switch stance position, then press the L2 button to get into fake ollie position, and then press the ⊗ button. Fakie flip tricks follow from the fakie stance.

Wallrides

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the △ button. Press the ⊗ button to wallie.

Wallplant/Sticker Slap

To wallplant, jump straight into a wall and press the ⬇ directional button or **left analog stick** and the ⊗ button to plant your foot on the wall and kick off in the opposite direction. To sticker slap, jump straight into a wall and press the ⊗ button.

Wallpush

Skate or manual straight into a wall and hold the △ button to push off the wall.

Spine Transfers

To transfer over a spine (two quarterpipe ramps placed back-to-back), press the R2 button when launching off one side of the spine.

Skitching

To skitch (get pulled behind a vehicle), press the ⬆ directional button or **left analog stick** when directly behind a vehicle. Press the ⬇ directional button or **left analog stick** to release from skitch. Press the L1, L2, R1 or R2 button to switch sides of the car while skitching.

Flatland Tricks

All flatland tricks stem from the manual. Once in a manual, tapping twice on the ○ button, △ button, □ button or any combination of those buttons produces a variety of flatland tricks. You must balance during a string of flatland combos using the ⬆ and ⬇ directional button or **left analog stick**.

Double-Tap Flips and Grabs

Press the ⬆, ⬇, ⬅ or ➡ directional button or **left analog stick** and double-tap the ○ or □ button twice to bust a double or more advanced version of the base (single-tap) trick. These tricks score more points than base tricks.

Flips

When performing a flip or grab trick, you can customize your move in mid-air by using the directional buttons or the **left analog stick**. To perform a flip while in the air, press and hold the L2 button while pressing ⬆ or ⬇ on the directional buttons, or the **left analog stick** to invert your air.

180° Quick Turn around

Press the ⬇ directional button or use the **left analog stick** and press the R1 button to do a quick 180°.

Acid Drops/Bank Drops
Press the R2 button while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See the Walking section on page 8.)

Bail Recovery
When you bail, you can perform a quick get-up by tapping the △ button. Using bail recovery in timed goals results in a five-second penalty.

Natas Spins
To perform a Natas Spin, jump onto a mailbox, pole or fire hydrant, and land on it while pressing the L1 or R1 button and the △ button. Use the **left analog stick** or directional buttons to keep your skater balanced.

Grind/Lip/Stall/Natas Branching
In the middle of a grind or lip trick, tap twice on the ○, △ or □ button or any combination to change your trick.

Stall
To perform a stall, ollie onto any grindable surface, then press the R2 button and the △ button, then press the ← and → directional buttons or **left analog stick** to balance.

Off-Board Controls
Walking
To switch from skating to walking, press R1 and L1 at the same time. While in Walk mode, use the directional buttons or the **left analog stick** to control your skater.

Climbing/Hanging
Jump (using the ✕ button) near a wall or hanging wire and you'll automatically grab the ledge. While hanging, press the ← and → directional buttons or **left analog stick** to move your position and press the ↑ or ↓ directional button or **left analog stick** to climb up onto the ledge surface.

Camera Control
You can use the **right analog stick** to move the camera and check out what's around you when you're skating.

Remap Tricks
In Free Skate you can remap your skater's tricks. After selecting the skater you want to use in Free Skate, select **Remap Tricks**. You can then edit the special tricks.

Career Mode
In *Tony Hawk's Project 8*, Tony Hawk is on a search for the Top 8 amateur skaters in the world to be a part of his Project 8 team. He has stopped in your town, and it's up to you to get noticed by Tony and his friends, so that you can get a spot on the team.

You are presented with story-specific missions throughout Career mode. To progress through the game and see all the city and skate spots, you need to complete these missions. Characters in the game will have a star icon above their heads. Get close to the character and you will then be able to press the ○ button to interact with them.

Tutorial – At the start of your career you have the option to play a tutorial where you can and learn and practice new tricks, or use it as a refresher course.

Stokens – In *Tony Hawk's Project 8* your skater is rewarded with stokens each time you impress the locals with awesome skate tricks. These locals are marked with a stoken icon above their heads. You can then use these stokens to purchase items in the skate shop. You can also access the skate shop through Skater Options in the Pause menu.

Skate Shop – In the skate shop, stokens can be used to purchase new decks and special tricks. Access the skate shop through Skater Options in the Pause menu.

Your Room – At the beginning of your career, or at any point in the game, you can access your skater's room and edit their physical appearance and apparel. Access Your Room through Skater Options in the Pause menu.

Stats – View your stats to see how you're progressing in skills such as grind, manual and air. You can build up your skater's stats by completing goals.

Rankings – View the rankings menu to see where you stand up against other amateur skaters competing to be on *Tony Hawk's Project 8* skate team. Move your way up the rankings to earn a spot in the top eight. You can also use this menu to track sponsors earned throughout your career. Access Rankings through Skater Options in the Pause menu.

View Tricks – Use this option to view button commands for tricks available to you. Access View Tricks through Skater Options in the Pause menu.

Goal Types

Photo Goals – Perform the specified trick for the photographer to gain AM, PRO or SICK status.

Filmer Goals – Stick close to the filmer as he calls out tricks for you to perform. If you are out of range of the filmer's camera, the trick does not count. Do the specified amount of tricks to get AM, PRO or SICK status.

Spot Challenges – Initiate spot challenges by talking to the character with the star icon above their head. In the spot challenge video, you'll see markings that signify how far you need to trick in order to reach AM, PRO or SICK status.

Classic Goals – The old time favorite goal returns this year but is now part of Career mode. Talk to certain characters and you will be given 10 classic goals to complete within the two-minute time limit.

Tour Goals – Perform specified tricks on the objects called out for you in order to complete a skate tour across the map. Within the time limit, the more objects you trick on the higher your ranking.

Collect Goals – Look all around, high and low, to collect a myriad of objects scattered around the map.

Skate the Line Goals – Skate the line drawn out for you by tricking on all the objects required to achieve a higher ranking.

Races – Follow the markers that appear on-screen in a frantic race from one side of the level to another.

Competitions – Prove your skills to the pros by performing high-scoring tricks in these judged competitions.

Nail the Trick Goals – On specific objects you will see the words "Nail the Trick." When you ollie off of these, the camera will turn and you will enter Nail the Trick mode. Use the **analog sticks** to control the board, and complete the goal objectives.

Pro Challenges – As you move up in the rankings you will receive video phone messages telling you that a particular pro is in town and has a challenge for you to complete.

Secret Spots – There are a number of secret spots hidden all around the city. Keep an eye out for them.

Gaps – Gaps are placed all over the world. A gap requires you to grind a certain rail, transfer from one quarterpipe to another, or manual a certain distance. The challenge is in finding them! And if you find one, you'll be rewarded with a gap key. Use this gap key in the View Gaps menu to unlock and watch a video of another gap. Collect all the gaps to unlock something cool!

Puzzle Goals – There are a couple instances in the game where you get to place skate pieces where you want them. Some goals require you to figure out the correct placement of pieces in order to complete them.

Compass

On the top of the in-game screen is a compass, which helps you locate all the various things to do throughout the city. The compass shows you where different goals and challenges are located.

View Goals

At any time during the story, you can visit the Pause menu and select **View Goals**. The View Goals screen shows you which goals are available for you to complete. Scroll up and down to look at the goals for that area. This is also a great way to view which goals you have completed.

Change Area – You are able to change to any level you have unlocked through the change area menu in the Pause menu. In addition, you are able to view the number of gaps you have found and the progress in the area. Use the ⬆ and ⬇ directional buttons to scroll between levels.

Nokia Video Phone Messages

Keep an ear out for your Nokia N93 phone. You can receive video messages that provide further information about the story and your mission objectives. These messages can be found in the Pause menu under Video Phone.

Free Skate

Choose a level or city area and practice your skating skills. To earn access to all the areas and levels in the game, you must play through Career mode.

2-Player

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

Note: To select 2-Player mode from the Main Menu, two controllers must be inserted into the PlayStation®2 computer entertainment system.

Create

Note: Activision Customer Support cannot troubleshoot user-made skaters.

A Note on the Career skater:

In *Tony Hawk's Project 8*, the Career skater you customize cannot be used in any other mode of play, and the same goes for a skater created outside of Career mode—it cannot be used in the Career. All customization of your Career skater should be done inside Career mode (within the skate shop and your room), and all customization of a skater for 2-Player or Free Skate should be done within the Create option from the Main Menu.

Creating Your Skater

You can create nearly any kind of skater. From the Main Menu, select Create. Choose from a list of three different skater styles. You can also load a previously saved skater.

Note: Some items or customization options are not compatible with other options.

Piece Categories

The available piece categories when creating a new skater or editing your current skater are Information, Head Options, Torso Options, Leg Options and Deck Options.

Available Pieces

At the start of the game, some pieces will be unavailable to you until you've purchased the item from within Career mode. To unlock more pieces with which to customize your skater, you'll need to play through Career mode and purchase these items.

Multiplayer Games

Trick Attack

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

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

Pull off higher combos than your friends to get them to spell out HORSE, the classic b-ball game skater style. Exclusive to 2-Player mode.

Free Skate

Skate the level freely with a friend.

Game Options

Save Game/Load Game

To save a game, you'll need at least 200KB of free space available on your memory card (8MB)(for PlayStation®2). To load a previously saved game, select **Load Game** from the Options Menu.

The Story/Skater save requires 200KB. This save contains both your skater and any progress through Career mode as well as any unlockables you may have earned.

Other Options

Game Settings: Control setup, sound options, display options, screen options, Turn Blood on/off.

Cheat Codes: Enter secret codes from magazines and online fan sites. Go ahead and cheat…we give you the option!

Movies: View all game movies. Some movies need to be unlocked by playing through Career mode.

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Customer Support

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support 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.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at www.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

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