

System Requirements



Minimum System Requirements

- PII 233 Mhz
- 32 MB RAM
- Direct3D Compatible Video Card with 4Mb RAM
- Direct Sound Compatible Sound Card
- Recommended for use with the Microsoft Sidewinder and the Gravis Gamepad Pro

Recommended System Requirements

- PII 233 Mhz
- 32 MB RAM
- Direct3D Compatible Video Card with 4Mb RAM
- Direct Sound Compatible Sound Card
- Recommended for use with the Microsoft Sidewinder and the Gravis Gamepad Pro (Non-USB)
- 16 MB video card with a nvidia/3dfx chip set

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Installation

- 1) Close all applications on your computer and insert the MTV Sports: Skateboarding CD label side up in your CD ROM drive. Once you see the MTV Sports: Skateboarding Setup window, go to step 2.
- 2) A blue bar will appear, once it has reached 100% the Welcome window will appear. It reminds you to close any programs running on you computer, and not to make unauthorized copies. Click Next.
- 3) Next, you'll see the Choose Destination Location window. This is where you can select where to install MTV Sports: Skateboarding on your computer. The default location is C:\Program Files\THQ\MTV Skateboarding. If you choose to install to the default directory click Next. Otherwise click Browse and choose an alternate directory, and then click Ok.
- 4) MTV Sports: Skateboarding will begin copying files from the CD to your hard drive. A blue bar will progress toward 100%, once the blue bar reaches 100% an Information window appears informing you that setup is complete.
- 5) At this point, if you have DirectX 7.0a or higher installed on your computer click No when prompted with "This will install DirectX 7a. Do you wish to continue?" in the Microsoft DirectX 7a setup window. If you are not sure if you have DirectX 7a or higher installed on your system click Yes. MTV Sports: Skateboarding will ask you to restart your computer after installing DirectX 7a. Click Yes.
- 6) After your computer restarts, you can start MTV Sports: Skateboarding from your Start Button menu. (Note: If your computer does not automatically restart, click the Start button on the task bar and click Shutdown. Then click Restart and then OK.) Click Start, then Programs, then MTV Skateboarding, and then click the MTV Skateboarding icon. (Note: Select the MTV Skateboarding Software mode icon if you do not have a Direct 3D compatible video card.)
- 7) Once the MTV Sports: Skateboarding window appears, check the Select Device and Video Mode located in the upper left-hand corner of the MTV Sports Skateboarding window. The default setting are Primary Display Driver: display and 640 x 480 @ 16 bpp (bits per pixel). If these setting are satisfactory click Ok. Otherwise select an alternate Device and Video Mode by clicking on the pull-down menus. If you are unsure of what Video Modes your video card supports select a Video Mode and then click the Test Mode button. If the desired video mode is supported, a Test Mode Success window will appear informing you that the video mode is supported.
- 8) After you have selected your Device and Video Mode, click Ok to run MTV Sports: Skateboarding.

Default Controls

This game can be played using a GamePad, Joystick or by using a Keyboard combination. If you do not want to use a GamePad or Joystick, use the following default Keyboard button commands.



Use the arrow keys $\uparrow/\downarrow/\leftarrow/\rightarrow$ to highlight options and game modes while making menu selections. Use the Num Pad keys to control your skater and his/her tricks. The tricks listed on the next three pages relate to the following keys:

\uparrow = 8 Key	\downarrow = 2 Key
\nearrow = 9 Key	\nwarrow = 1 Key
\rightarrow = 6 Key	\leftarrow = 4 Key
\searrow = 3 Key	\swarrow = 7 Key

MENU SELECTIONS

	ACTION
↑/↓/←/→	Choose selection
Enter	Confirm selection
S Key	Get information
Esc	Return to previous menu

BUTTON/COMBO	ON GROUND	IN AIR
Space Bar	Hold to Crouch	
	Hold to Accelerate	
	Release to Ollie	
S Key	Hold to Accelerate	Initiate Flip Trick
D Key	Hold to Accelerate	Initiate Grab Trick
F Key	Initiate Flatland Trick	Initiate Grind Trick
↑ (8 on Number Pad)	Release Flatland Trick	
←/↶ (4/7 on Number Pad)	Turn left	
→/↷ (6/9 on Number Pad)	Turn right	
↓ (2 on Number Pad)	Slow down	
↙/↘ (1/3 on Number Pad)	Sharp turn	
Enter on Number Pad		Free rotate right
Insert on Number Pad		Free rotate left

FLATLAND TRICKS: Directional Key + F Key = TRICK

↑ + Nose Wheelie	↑ + ↑ + Waddy Flip
↗ + Casper Slide	↗ + ↗ + 2-Foot Nose Wheelie
→ + Primo Slide	→ + → + Powerslide (right)
↘ + 2-Wheel Powerslide	↘ + ↘ + Kickback
↓ + Manual Roll	↓ + ↓ + 1-Foot Wheelie
↖ + Wildthing	↖ + ↖ + Handstand
← + Primo Flip	← + ← + Powerslide (left)
↵ + 1-Foot Nose Wheelie	↵ + ↵ + Handstand Fingerflip

GRIND TRICKS: Directional Key + F Key = TRICK (F Key=5050 if trick is not selected)

↑ + Nose Slide	↑ + ↑ + One Foot Nose Grind
↗ + K-Grind	↗ + ↗ + One-Footed Smith Grind
→ + Smith Grind	→ + → + Darkslide
↘ + Feeble Grind	↘ + ↘ + Nose Grind
↓ + Tailslide	↓ + ↓ + Hurricane Grind
↖ + Bluntslide	↖ + ↖ + Nose Bluntslide
← + Boardslide	← + ← + Crail Slide
↵ + Salad Grind	↵ + ↵ + Five O Grind

GRAB TRICKS: Directional Key + D Key = TRICK (hold D Key to prolong grab)

↑ + Stalefish	↑ + ↑ + Dark Air
↗ + Indy Nose	↗ + ↗ + Benihana
→ + Indy	→ + → + Airwalk
↘ + Method	↘ + ↘ + Christ Air
↓ + Tailgrab	↓ + ↓ + Saran Wrap
↙ + Melanchollie	↙ + ↙ + Rocket Air
← + Japan Air	← + ← + Varial
↖ + Mute	↖ + ↖ + Madonna

FLIP TRICKS: Directional Key + S Key = TRICK

↑ + Pressure Flip	↑ + ↑ + Kickflip Indy (Vert) Double Kick Flip
↗ + Pop Shoveit	↗ + ↗ + Sal Flip (Vert)/ Underflip
→ + 360 Flip	→ + → + McTwist (Vert)/ Double Heel Flip
↘ + Back-Footed Flip	↘ + ↘ + 360 Underflip
↓ + Heelflip	↓ + ↓ + Casperflip
↙ + Impossible	↙ + ↙ + Cerio (Vert)/ Backfoot Underflip
← + Kickflip	← + ← + Frontfoot Impossible (Vert)/ Chopper Flip
↖ + Heelflip Shoveit/ Underflip (Vert)	↖ + ↖ + Hardflip

Message from ANDY MACDONALD

When I was about 11 years old, I had a friend who always had the newest and coolest toys of all the guys. I'll never forget the day he called me up to come check out his new "home video game system." It was called "Pong." We spent hours bouncing a little square ball back and forth across the black and white TV screen.

Skateboarding took hold of my life soon after and I've done little gaming since – until now. A few words of caution though, before you become totally addicted: Remember that it's just a video game.

Everyone skates better in the game than in real life. It's important to remember that in real life, you don't get a reset button. It's your life. Get out there and live it.

Try skateboarding for real! It's much more challenging than any video game will ever be ... Sk-8 HRD.



Main Menu

Use the \leftarrow/\rightarrow keys to find a game mode or option. Press Enter to make your selection.



Single Player: Find every hidden item by skating through the Single Player mode. See page 11 for more info.

Multi Player: Two players can play against each other. See page 13 for more information.

Options: Customize Music, Sound, and more! See Options on page 9.

Game Controls: Press \uparrow/\downarrow to toggle between the Default and Alternate devices, and press \leftarrow/\rightarrow to toggle between the Default and Alternate configurations for Player One. Press Enter to confirm your selection and advance to the Player Two settings. Repeat the process until all available controller settings have been customized.

Credits: View the team behind *MTV SPORTS™: SKATEBOARDING™* featuring *Andy Macdonald*.

Load and Save: See Saving and Loading on page 10.

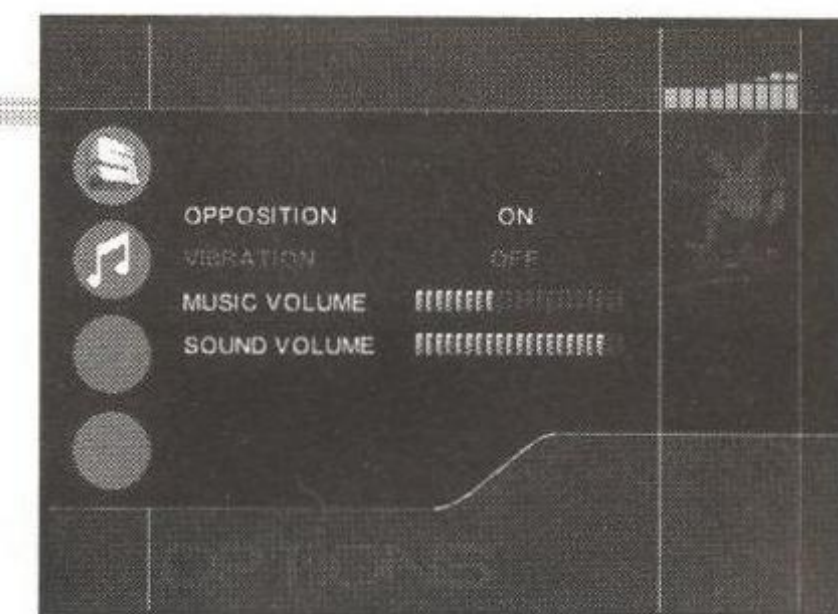
8 High Scores: View the best times and scores for each course.

Options

Music Volume: Press \leftarrow/\rightarrow to increase or decrease the music.

Sound Volume: Press \leftarrow/\rightarrow to increase or decrease the sound effects.

Music Video: Change the in-game music/video selection.



Saving and Loading

To save the game

Use the arrow keys to scroll through the selections on the main menu. Press the Enter key to select the Load and Save option. Highlight the save option and press the Enter key.

To load the game

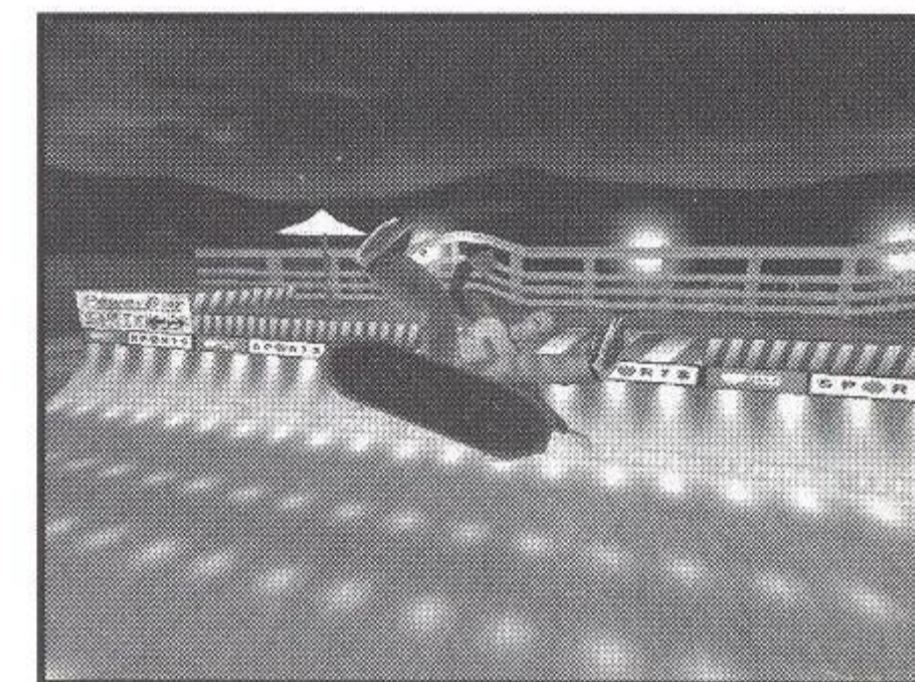
Use the arrow keys to scroll through the selections on the main menu. Press the Enter key to select the Load and Save option. Highlight the load option and press the Enter key.

Note: The game does not auto-load a saved game. Every time you start MTV Sports: Skateboarding, make sure to load the previously saved game before saving a new game. All previously saved data is overwritten when saving.

Single Player Modes

FREEPLAY

Practice extreme tricks and combos to perfect your skills for the real competition. First choose a Pro-Skater, then choose a course. With unlimited time, practice the tricks until you can pull 'em off in your sleep!



LIFESTYLE

Take a local skater from the bottom of the rankings to the championship. Participate in local, regional and international competitions to win better gear and sponsorships.

Shred the competition and make your way to the ultimate challenge – the MTV Stadium. If you're good enough, your sponsors could give you a big "push" in the industry.

Good luck!



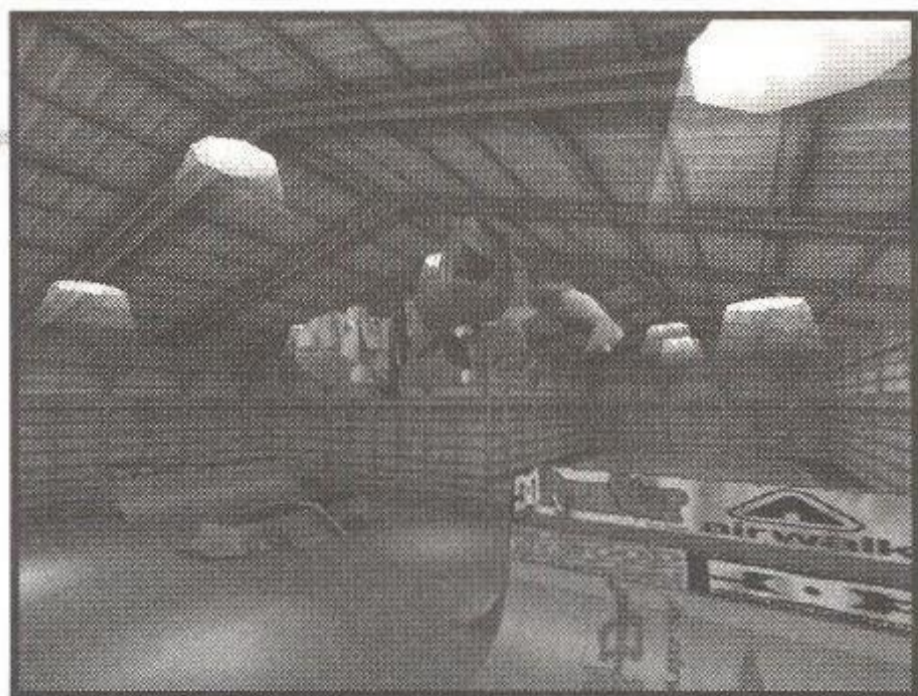
HIGH SCORE

Pull off mad tricks and combos to beat the high score. You better hurry 'cuz you only have 2 minutes and 30 seconds to do it!



MTV HUNT

Collect the MTV Icons and Skateboard fragments before time runs out. Collect them all to unlock hidden boards.



SURVIVAL

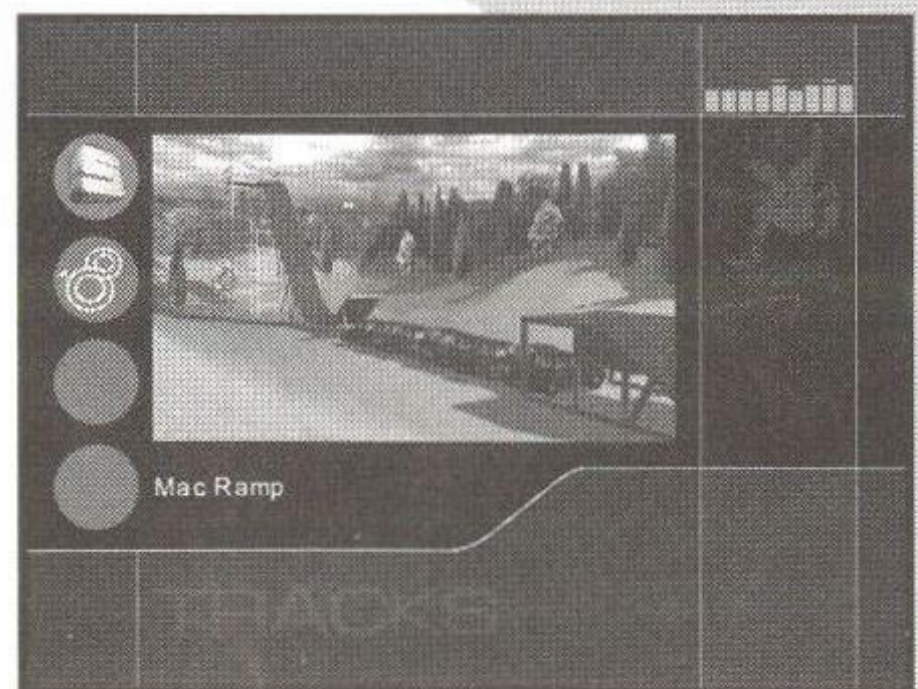
You start with 30 seconds and gain additional time by performing trick combinations.

The greater the combo, the more time you're awarded. Survive the longest to win.



STUNT MODE

Complete a number of daredevil stunts, phat tricks and huge transfers, then make it across the finish line before time runs out!

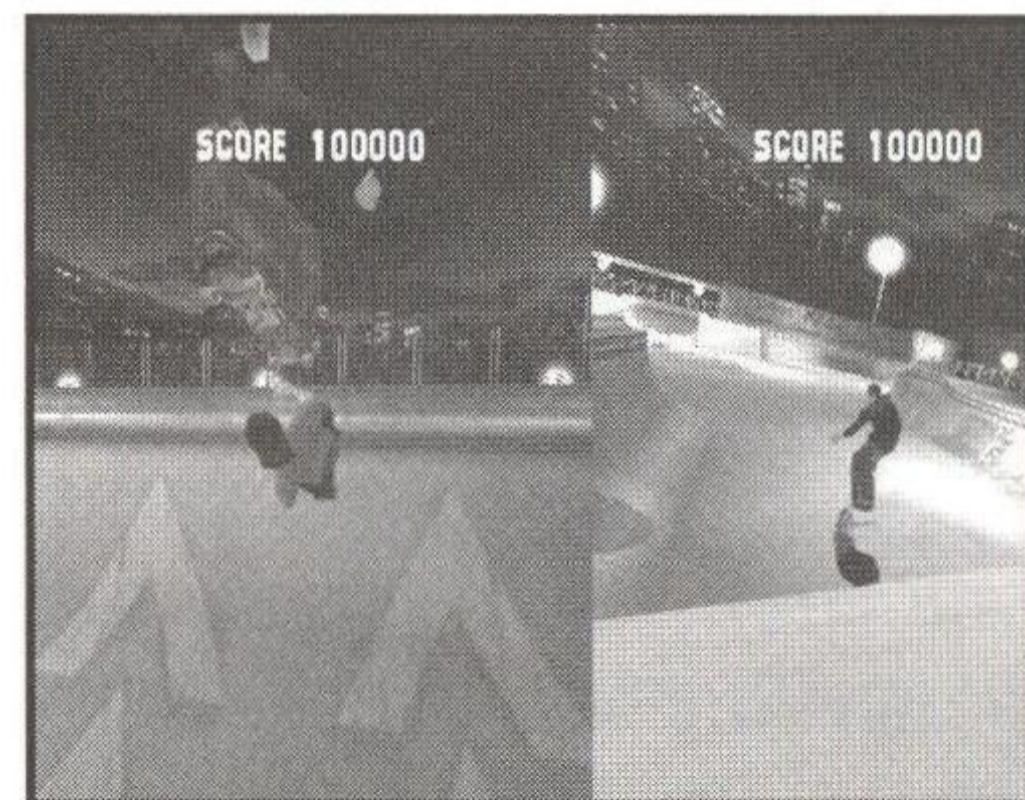


Multplayer Modes

Note: When playing Multiplayer, it is recommended to use two GamePads. Otherwise, use the keyboard to control Player One and a joystick or GamePad to control Player Two.

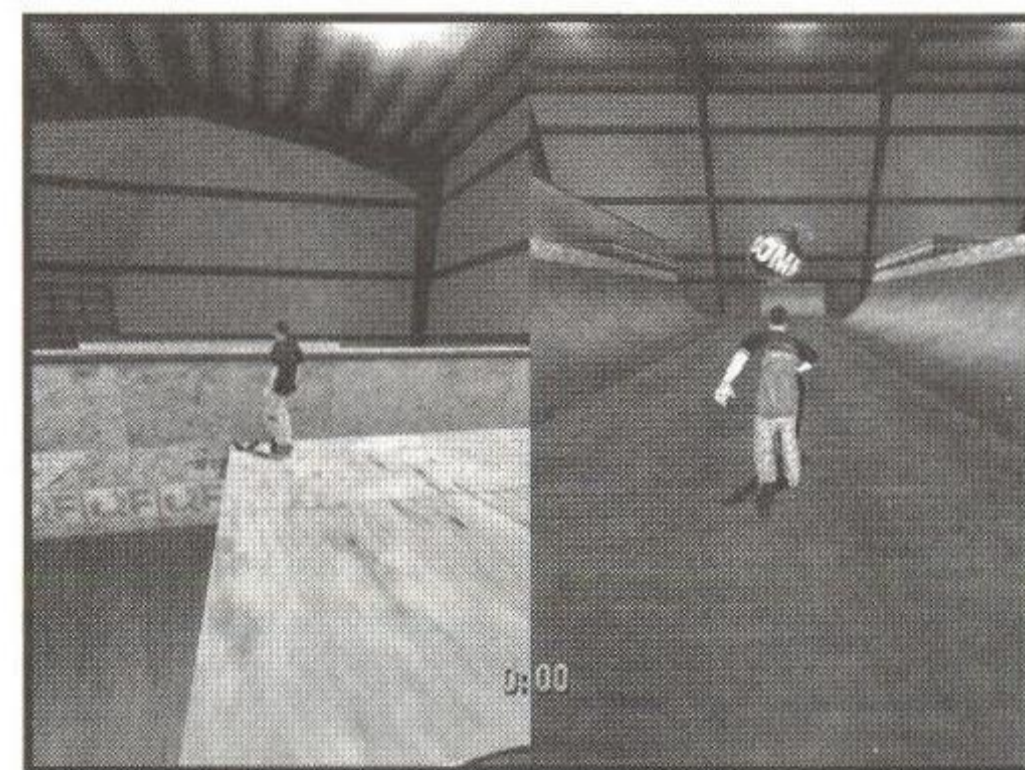
BATTLE

Two skaters compete head-to-head in a battle of tricks. Each player begins with 100,000 points. As you complete tricks, points are added to your score and removed from the opponent's score. When a player reaches 0 points, the game is over.



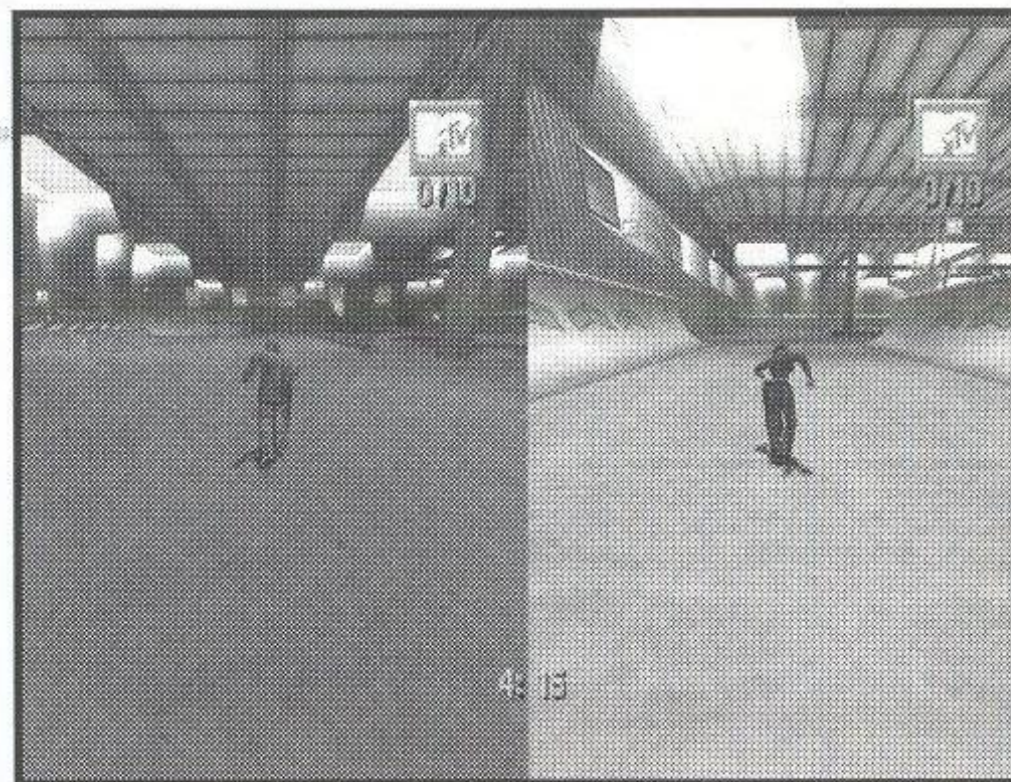
TIME BOMB

One skater begins with a bomb. The bomb has a timer of 65 seconds. Pass the bomb off to another skater before time runs out or it's "game over." The last player with the bomb loses.



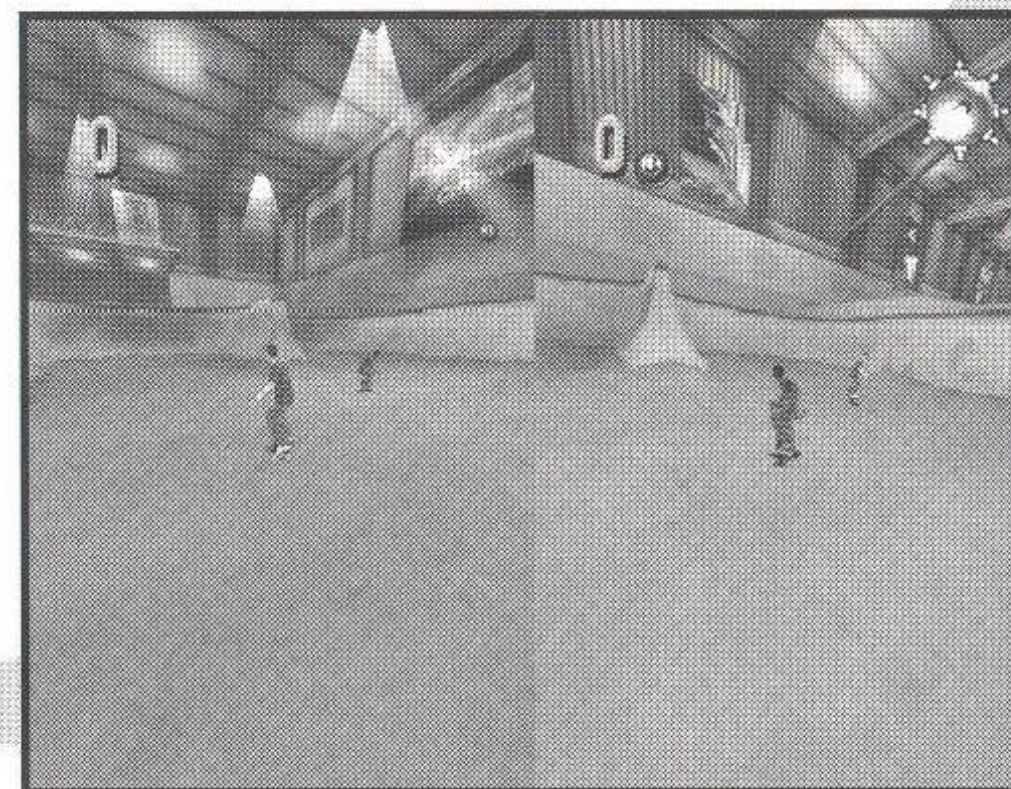
MTV HUNT

Collect more MTV Icons than your opponent, but don't bail! The player with the most Icons when time runs out is the winner.



DEATHMATCH

The object is to knock your opponent off his board more times than he can knock you down. Power-ups are scattered around the park to help each skater.



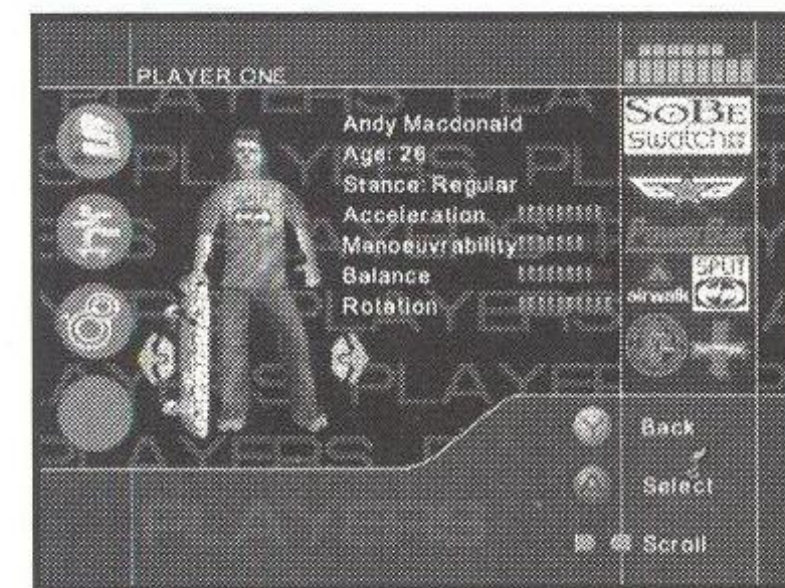
Playing A Game

To begin, select a game mode from either SINGLE PLAYER or MULTIPLAYER.

SKATER SELECT

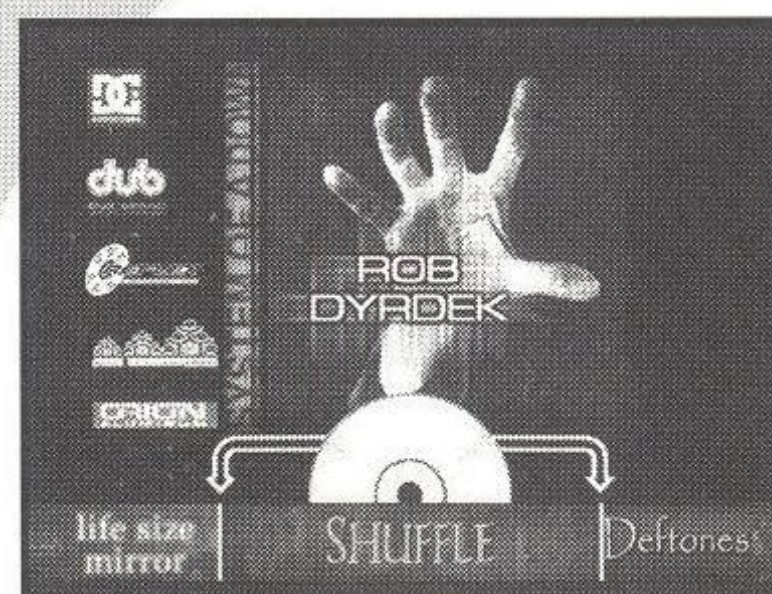
Now choose a skater based on his or her statistics:

- **Acceleration** shows a skater's ability to gain speed from a standstill.
- **Maneuverability** determines each skater's ability to move through a course.
- **Balance** helps each character grind long rails.
- **Rotation** determines how much a skater will spin in the air.



TRACK SELECT

Next, select a track to skate on. In the beginning, there will only be a few tracks to choose from. As you progress through the game, more tracks will become available.



MUSIC SELECT

While the game is loading, you can choose a music track by pressing **←/→** on the arrow keys. Select a song from the 10 available on the screen or select "shuffle" for a randomly selected track.

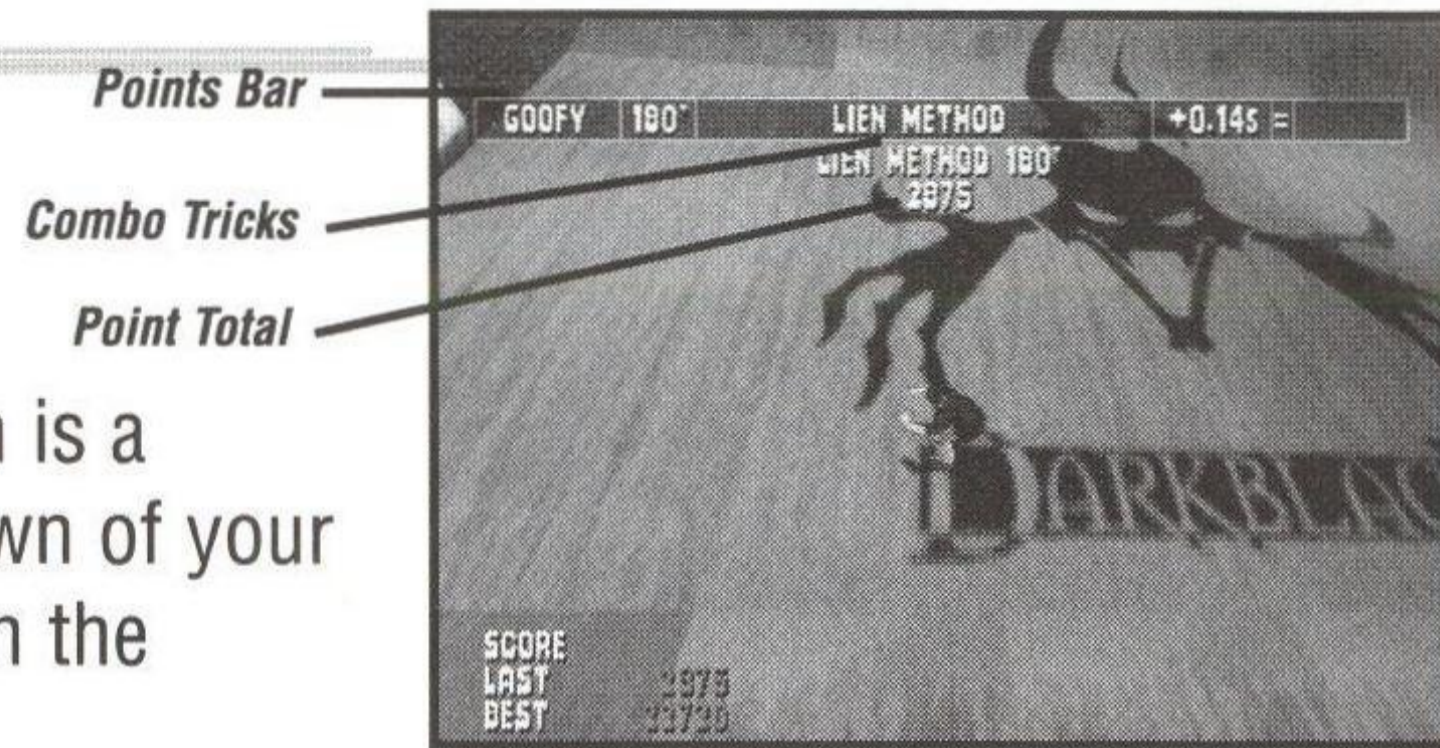
The Display

Along the top of the game screen is a Points Bar, showing the breakdown of your total points per trick. The items in the Points Bar are:

- The degrees of your Rotation, shown for each trick. Use the Insert Key and the Enter Key on the Number Pad for greater rotation.
- The name of each Trick.
- A Timer, displaying for how long you hold each trick.
- A Point Total for all the factors, added up.

Just beneath the Points Bar, your tricks for each combo will be shown in order, with a point total for that set of tricks.

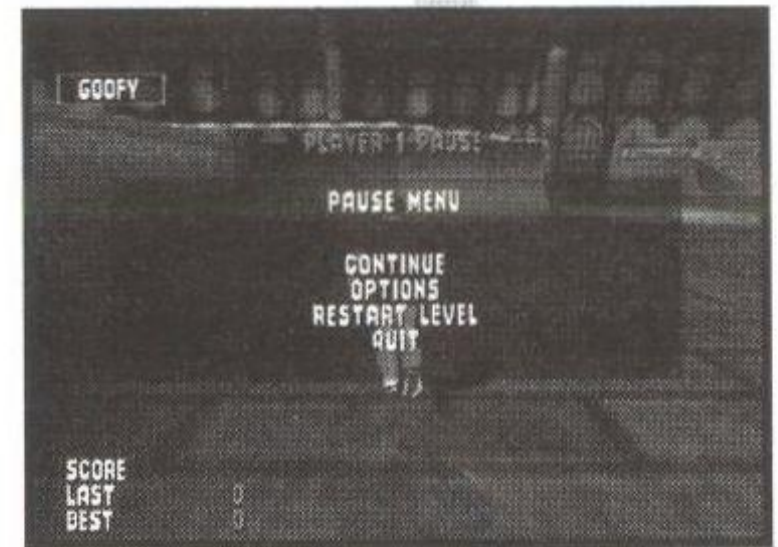
Your total points and other useful information (time remaining, etc.) are shown in the bottom left corner of the display.



Pause Menu

Press START to pause the game. While paused, you can change the musical selection and alter the volume controls.

- Continue:** Resume game play.
- Options:** View the in-game Option Menu (see pg. 9)
- Restart Level:** Start over from the beginning of the level.
- Quit:** Exit the game and return to the Main Menu.

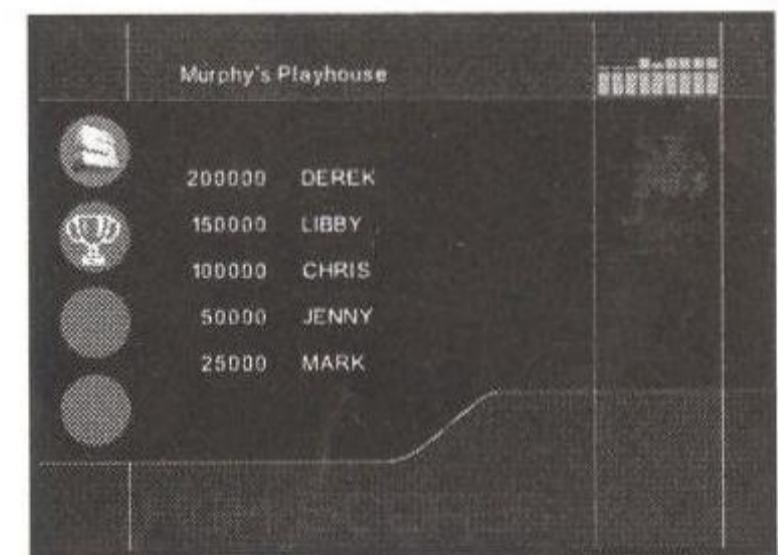


High Scores

To view the High Scores, press \leftarrow/\rightarrow on the arrow keys to switch tracks and \uparrow/\downarrow to toggle the scores. *MTV SPORTS™: SKATEBOARDING™*

featuring Andy Macdonald stores data for each track in two categories:

- Top 5 overall scores.
- Top 5 best times.



Skating Tips

- When you begin, complete smaller tricks to gain momentum. As you pull off more tricks, you will gain more speed to propel you into the air. You will then be able to complete the more difficult tricks.
- Don't forget about the Flatland tricks! Put some Flatland combos together for big points!
- The ability to grind a rail is just as important as being able to ollie off a vert ramp. Use the rails to your advantage.
- Press the rotation buttons while in the air for more points.

Beginner Tricks

Before you can land the big ones, you need a good understanding of the basics. If you're really serious about skating, try the following tricks. Be sure to wear protective gear at all times!

OLLIE

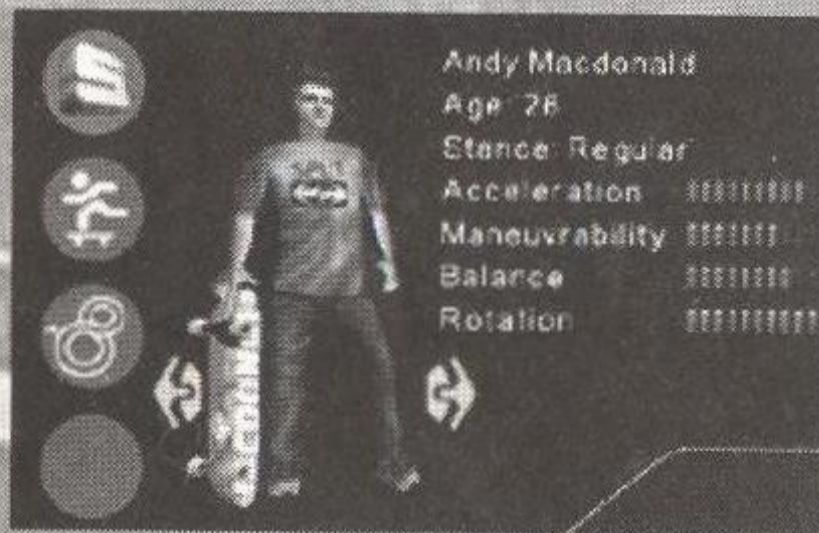
Master the Ollie first to perform other tricks. First, put your front foot on the middle of your board near the screws, with your back foot on the tail. Push down (hard) on the tail. Slide your front foot up the board just before the tail hits the ground – your board will become airborne. Keep your knees bent to land the trick.

KICK FLIP

A Kick Flip is basically an Ollie with the board flipping over once. To do a Kick Flip, position your feet the same as for the Ollie, but with your front foot at a 45° angle away from you. Push down (hard) on the tail and slide your foot up the board at an angle, so it goes off the corner of the nose. The board will flip between your legs – catch it in mid-air when the grip shows to land the trick.

After mastering the Ollie and Kick Flip, you can begin to experiment with the Heel Flip, Varial and Pop-Shoveit tricks. Performing variations of each trick will get you on your way to becoming a pro!

The Pro-Skaters



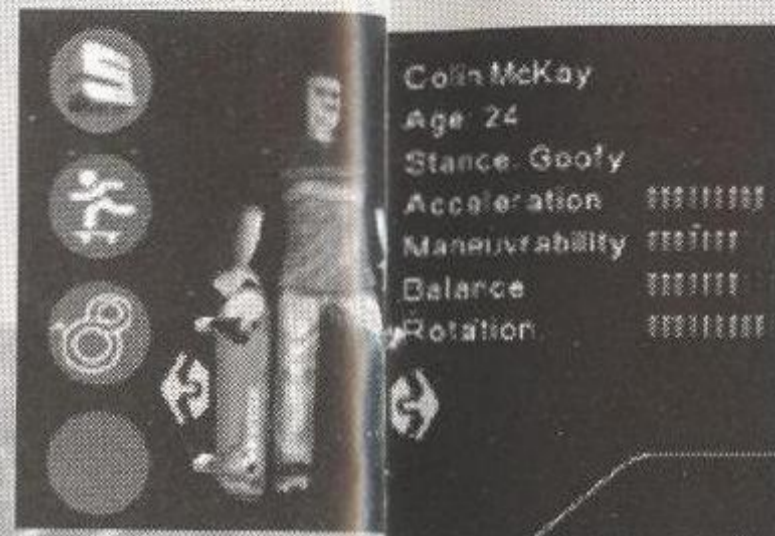
Andy Macdonald
Age: 26
Stance: Regular
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Andy Macdonald



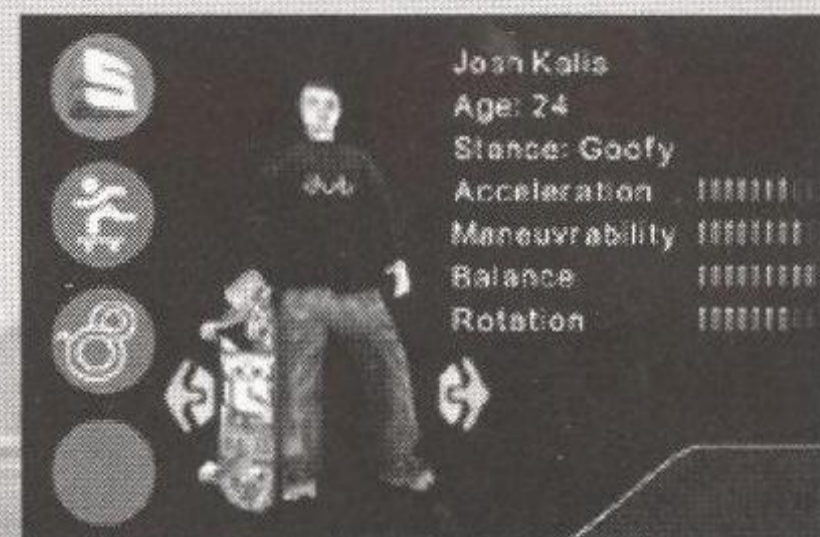
Alan Petersen
Age: "THQ2Supplydata"
Stance: "THQ2Supplydata"
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Alan Petersen



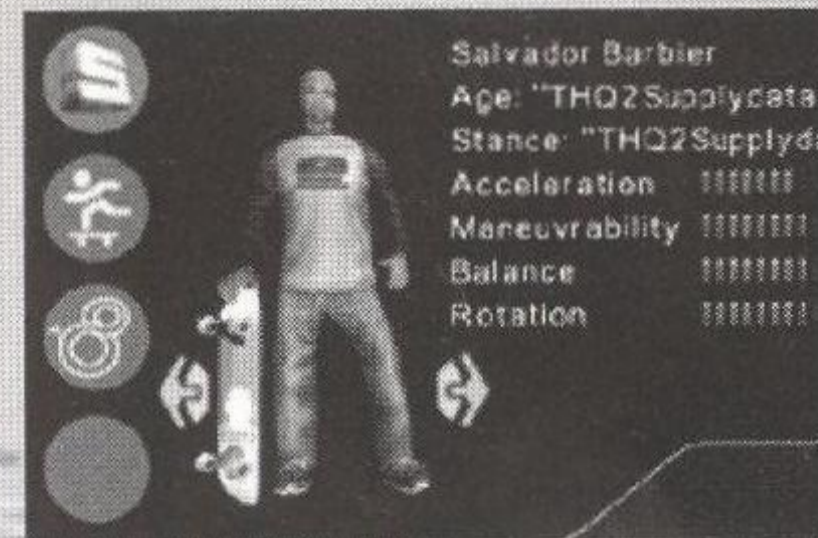
Colin McKay
Age: 24
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Colin McKay



Josh Kalis
Age: 24
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Josh Kalis



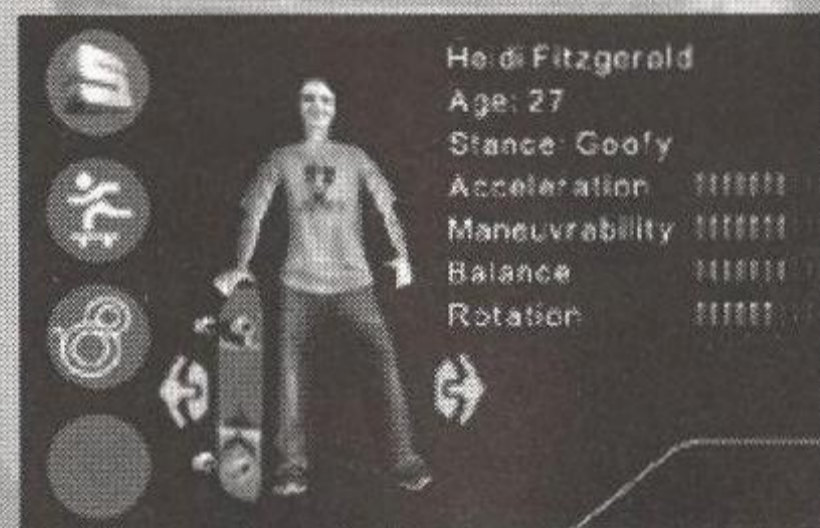
Salvador Barbier
Age: "THQ2Supplydata"
Stance: "THQ2Supplydata"
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Salvador Barbier



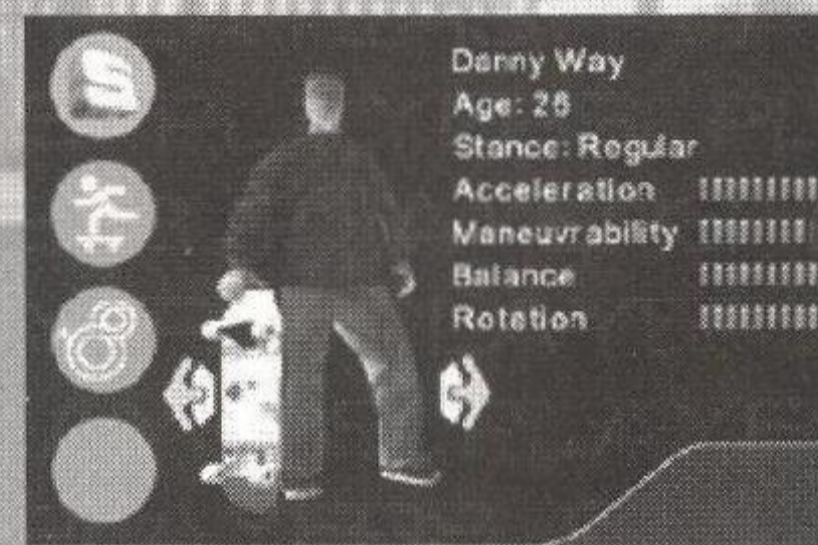
Rob Dyrdek
Age: 25
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Rob Dyrdek



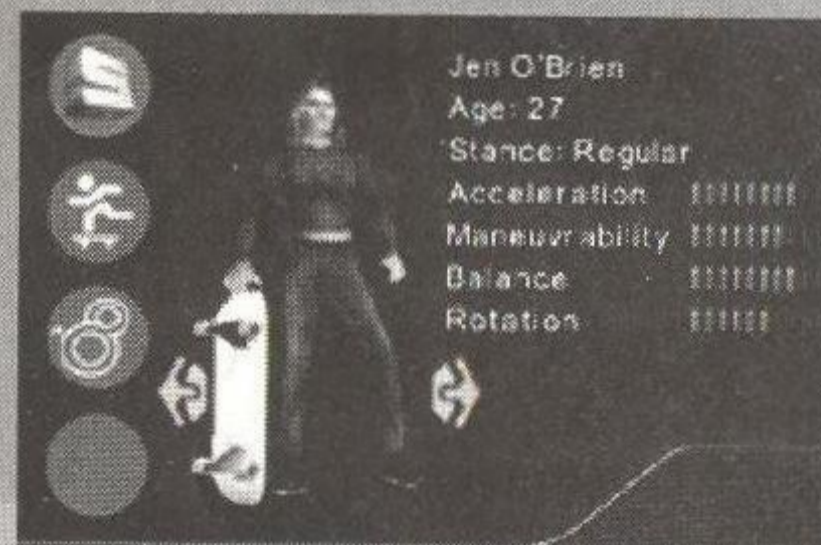
Heidi Fitzgerald
Age: 27
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Heidi Fitzgerald



Danny Way
Age: 26
Stance: Regular
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Danny Way



Jen O'Brien
Age: 27
Stance: Regular
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Jen O'Brien



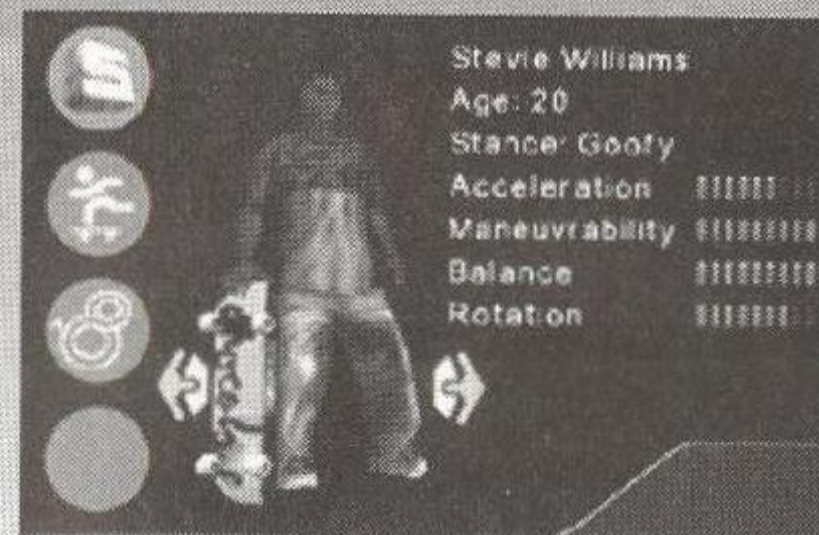
Brian Howard
Age: 27
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Brian Howard



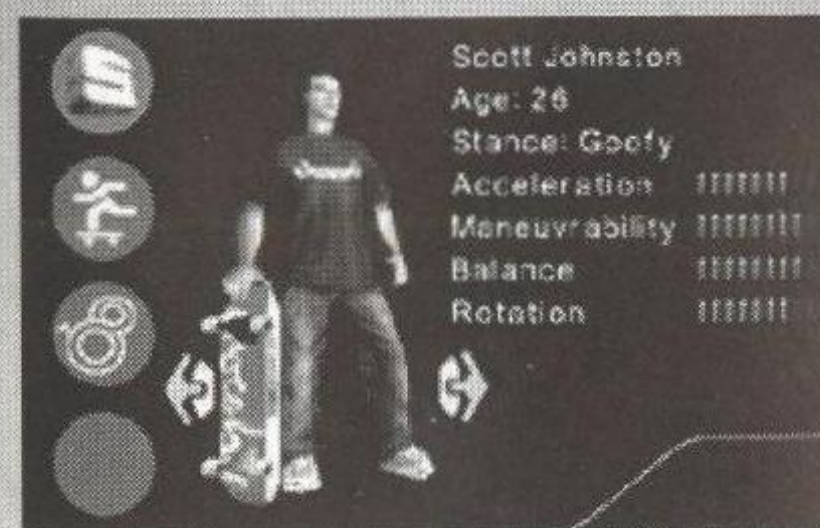
Keith Hufnagel
Age: 26
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Keith Hufnagel



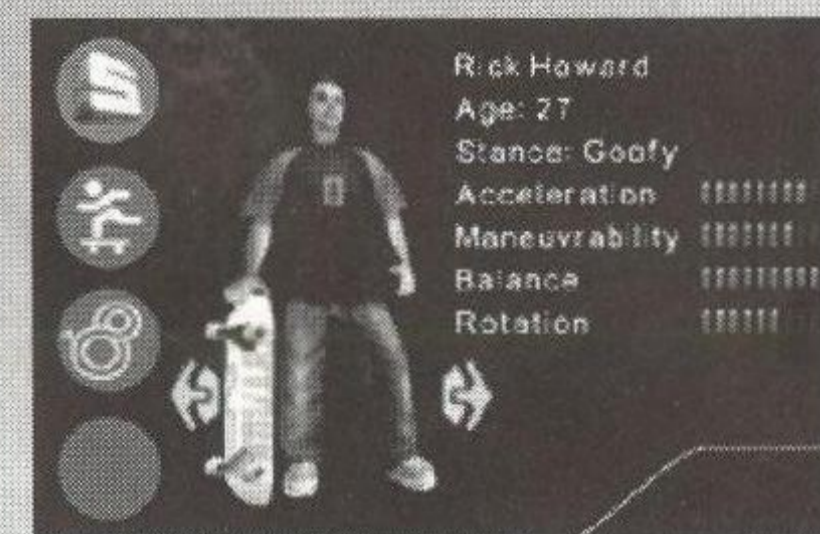
Stevie Williams
Age: 20
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Stevie Williams



Scott Johnston
Age: 26
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Scott Johnston



Rick Howard
Age: 27
Stance: Goofy
Acceleration: ██████████
Maneuverability: ████████
Balance: ██████████
Rotation: ██████████

Rick Howard

The Music

"Street Carp"

Deftones
(Deftones)



(c) 2000 My Rib is Broke/Maverick Music/WB Music Corp.
(ASCAP)

(P) 2000 Maverick Recording Company

Produced Under License From Warner Bros. Records Inc.

By Arrangement With Warner Special Products

"Rock Superstar" Radio Edit

Performed by Cypress Hill



Written by L. Freese/S. Reyes/L. Muggerud

(p) 2000 Courtesy of Ruffhouse Records and

Columbia Records. By Arrangement with Sony

Music New Media Licensing

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Phreakas Ada Phunk Music/BMG Songs, Inc. (ASCAP) &

Soul Assassins Music (ASCAP)

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"Might Be A Dream"



Performed and Written by Pennywise

From the Album "Straight Ahead"

(p) 1999 Epitaph. © 1999 Pound Foolish (BMI)

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www.pennywisdom.com

www.epitaph.com

"Sugar"



From the Album "Sugar EP"

Performed by System of A Down

Written by Daron Malakian, Serj Tankian,

Shavo Odadjian and John Dolmayan

(p) 1998-1999 Courtesy of The American

Recording Company, LLC. By Arrangement with

Sony Music New Media Licensing

© 1998-1999 Sony/ATV Music Publishing LLC

"Climbing"



From the Album "Chawalaleng"

Performed and Written by Pilfers

(p) 1999 Mojo/Universal Records

Under License From Universal Music Enterprises

© 1999 Pilfers Publishing (BMI)

www.pilters.com

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snapcase

"Twentieth Nervous Breakdown"

From The Album "Designs For Automation"

Performed and Written by Snapcase

(p) 1999 Victory Records

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www.victoryrecords.com

"Life Size Mirror"



From The Album "More Betterness"

Performed by No Use For A Name

Written by Tony Sly

(p) 1999 Courtesy of Fat Wreck Chords

www.fatwreck.com

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"I'm Down"



From The Album "Stomping Ground"

Performed by Goldfinger

Written by Feldmann/Paulson

(p) 2000 Courtesy of Mojo/Universal Records

Under License from Universal Music Enterprises

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"Militant"

From the Album "On The Verge"

Performed and Written by Flashpoint

(p) 2000 Atomic Pop, LLC

© 1999 Burning Fuse Music (ASCAP)

www.flashpoint12.com

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"Heaven is a Half Pipe"

From the Album "Menace to Sobriety"

Performed and Written by OPM

(p) 2000 Produced Under License From Atlantic

Recording Corp. By Arrangement with Warner

Special Products

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OPM Den Music (ASCAP)

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