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INSTALLATION

Please make sure your computer system uses one of the following Windows® Operating Systems: 98/98SE/ME/2K/XP. *Tony Hawk's Underground 2* is not compatible with Windows operating systems earlier than Windows 98, and is not compatible with any other non-Windows operating systems. *Tony Hawk's Underground 2* requires the latest DirectX® 9.0c compatible drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals.

HOW TO INSTALL TONY HAWK'S UNDERGROUND 2

1. Before installing, close all other applications.
2. Insert the *Tony Hawk's Underground 2* CD 1 into your CD-ROM drive. If you have Autoplay enabled, the title screen will be displayed shortly after inserting the CD into your drive. If Autoplay is not enabled, simply double-click on **My Computer** and then double-click on your CD-ROM drive to launch the game installer. On the title screen, click the **Install** button to begin the installation process and then follow the on-screen instructions.
3. After *Tony Hawk's Underground 2* is installed, your computer will install the Microsoft DirectX 9.0c drivers (if you don't already have them). When DirectX installation is complete, you may need to restart your computer for the new drivers to take effect. For more information on DirectX 9.0c, see the relevant Help file.
4. Now you can run *Tony Hawk's Underground 2* from the Start menu or by clicking **Play** on the CD title screen. Please note that you must have a *Tony Hawk's Underground 2* CD in your CD-ROM drive at all times to play the game.

CD KEYS

To install and run the game, you must have a valid CD Key. Your CD Key is located inside the jewel case that came with your game. During installation, please enter the CD Key exactly as it appears.

Keep your CD Key safe and private in case you need to reinstall the game. Your CD Key is unique and without it, you won't be able to play the game.

Players with invalid CD Keys will not be permitted to join multiplayer games, so be sure to enter the CD Key correctly.

No one from Activision will ever ask you for your CD Key. Never give your CD Key to anyone. If you lose your CD Key, you will not be issued another one.

STARTING UP

To select menu options, use the arrow keys **↑** and **↓** to navigate the menu options. Highlight the desired option and press the **Spacebar** or the **Enter** key to accept. To select a menu option, follow the on-screen command prompts and press the **Spacebar** or the **Enter** key to accept and the **Esc** key to go back to navigate through the menu options.

Tony Hawk's Underground 2 supports standard game pad devices. Please view the *Tony Hawk's Underground 2* Readme file for more information on supported game pad devices.

LAUNCHER

After launching *Tony Hawk's Underground 2* you'll see four tabs in the Launcher window for setting up various options and preferences. This Launcher appears after you double click on the *Tony Hawk's Underground 2* executable (.exe file).

LAUNCHER TAB

- *Screen Resolution Settings*

To play *Tony Hawk's Underground 2* in a specific screen resolution, select the most appropriate screen resolution. If game performance is poor, try setting your screen resolution to a lower value.

- *Miscellaneous Options*

Full Screen Anti-Aliasing—otherwise known as FSAA—reduces the amount of jagged edges on all model surfaces, thus increasing visual quality. Please note that this option can cause performance issues on low-end systems.

- *High Quality Shadows*
Enabling High Quality Shadows will provide more detailed shadows under all player models. Please note that this option can cause performance issues on low-end systems.
- *Enable Distance Clipping*
For low-end systems that still have performance and frame rate issues, this option is very useful. Distance Clipping will cease to render objects that are too far away from the player's current position, thus improving frame rate.
- *Enable Fog (Must have distance clipping enabled)*
If Distance Clipping has not improved the frame rate enough, enabling Fog can give another boost to performance by decreasing the draw distance of objects and characters.

KEYBOARD BINDING TAB

The keyboard binding section will allow you to customize your keyboard controls. All actions that you will need to perform as a skater are contained in this menu, such as directional movement and trick keys.

You can configure the keyboard to function for one or two players for 2-Player split-screen action. Select **Player 1** from the drop down menu located at the top of the Keyboard bindings tab. Then configure the keyboard settings for Player 1. After your settings are saved, select **Player 2** from the drop down menu and begin selecting your keyboard bindings.

Note: Two keyboards on one PC will not function.

GAME PAD BINDING TAB

- Select the player to customize.
First, select a player to customize in the drop down menu. You can configure two players' configurations by setting the appropriate player and then binding functions to the appropriate game pad.

- Select a game pad device.

You can use two game pads on one PC. Selecting which game pad to configure allows two players total customization of their game pads. After locating and installing drivers for your game pad, the selection should appear in the menu.

Note: If this tab is unavailable after you run this launcher, the system has not correctly recognized your device. If this game pad menu is active, the system has recognized a gaming device is connected.

CUSTOM FACES TAB

Import your own face into *Tony Hawk's Underground 2!* You will need a 128 pixel by 128 pixel image to begin.

1. Click the **Add...** button.
2. Select the 128x128 image file that you would like to import into *Tony Hawk's Underground 2*. Please pay attention to the name of your image file, as this will be the name it is referred to within *Tony Hawk's Underground 2*.
3. Launch *Tony Hawk's Underground 2*.
4. Enter **Create-A-Skater**.
5. Select **Face Mapping**.
6. Choose your face from a list of imported faces.
7. Edit your facial position, skin tone, overall skin color and you're done! Don't forget to save your skater!

For more information on editing your created skater, please refer to the Face Mapping section.

CONTROLLING THE SKATER

BASIC CONTROLS

CROUCHING

To crouch, press and hold **Key Pad 2**. Crouching while skating around will make the skater go faster.

OLLIE (OR JUMP)

To ollie (or jump), press and release **Key Pad 2**. 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 **Key Pad 6** in combination with one of the directional keys; **W**, **S**, **A** or **D** (please see the Skater Control section in the Control Chart for the directional keys on page 13). Each direction on the directional keys performs a different grab trick. The longer you hold **Key Pad 6** down during a grab trick, the longer you'll "tweak" that grab 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 **Key Pad 4** in combination with one of the directional keys. Each direction on the directional keys performs a different flip trick.

GRIND TRICKS

To perform a grind trick, you must be near a rail or a grindable surface in the level.

First ollie (press and release **Key Pad 2**), and then press **Key Pad 8** when near the rail/grindable surface to perform a grind trick.

- 50-50 = When parallel to a rail, press and hold **Key Pad 8**.
- Nosegrind = Press **↑** on the directional keys and **Key Pad 8**.
- 5-0 = Press **↓** on the directional keys and **Key Pad 8**.
- Boardslide/Lipslide = Rotate the board perpendicular to a rail and press **Key Pad 8**.
- Noseslide/Tailslide = Press **←** or **→** on the directional keys and **Key Pad 8**. Rotate the part of the board you want to slide on into a rail.
- Smith/Feeble = Press **↓**, **←** or **↓**, **→** on the directional keys and **Key Pad 8**.
- Crooked/Overcrook = Press **↑**, **←** or **↓**, **←** on the directional keys and **Key Pad 8**.

LIP TRICKS

To perform a lip trick, skate straight up a ramp or quarterpipe and press **Key Pad 8** with a directional key at the lip (or top edge) of the ramp. Press **←** and **→** on the directional keys to balance.

MANUALS

To perform a manual, quickly press **↑** then **↓** on the directional keys. You can also nose manual by quickly pressing **↓** then **↑** on the directional keys. Press **↑** and **↓** on the directional keys during a manual to balance.

REVERTS

To revert when landing back onto a ramp, press **Key Pad 7** or **Key Pad 9** when you hit the ramp surface coming out of an aerial maneuver.

NO COMPLY

To perform a no comply, quickly tap **↑** on the directional keys just before tapping or releasing **Key Pad 2**.

BONELESS/FASTPLANTS/BEANPLANTS

To perform a boneless, fastplant or beanplant (varies depending on the pro skater), quickly tap **↑ ↑** on the directional keys and release **Key Pad 2**. These tricks will allow you to jump farther and higher than a regular ollie.

ADVANCED CONTROLS

PRESSURE FLIPS

Tap **Key Pad 7** once to move your feet into pressure flip position. Press **Key Pad 2** to jump and **Key Pad 4** plus either **↑**, **↓**, **←** or **→** to execute a pressure flip.

NOLLIE

A nollie is an ollie (or jump) performed on the front of the board instead of the rear. To perform a nollie, first press **Key Pad 7** twice to get into position, then press **Key Pad 2**. Nollie flip tricks follow from nollie stance. You can also toggle between regular, pressure and nollie positions by pressing **Key Pad 7** while grinding or in a manual.

Note: Pressure and nollie tricks give you more scoring options.

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 **Key Pad 9**. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

WALLRIDES

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding **Key Pad 8**. Then press **Key Pad 2** to wallie. Press the **↓** directional key and **Key Pad 2** to walljump.

STICKER SLAP

Jump straight into a wall and press **↓** and **Key Pad 2** to plant your foot on the wall and kick off in the opposite direction.

WALLPUSH

Skate or manual straight into a wall and hold **Key Pad 8** to push off the wall.

SPINE TRANSFERS

To transfer over a spine (two quarterpipe ramps placed back-to-back), press **Key Pad 7** and/or **Key Pad 9** when launching off of one side of the spine.

SKITCHING

To skitch (get pulled behind a vehicle), press **↑** on the directional keys when directly behind a vehicle. Press **←** and **→** on the directional keys during a skitch to balance the skater.

FLATLAND TRICKS

All flatland tricks stem from the manual (**↑↓** or **↓↑**). Once in a manual, tapping twice on **Key Pad 6**, **Key Pad 8**, **Key Pad 4** or any combination of those keys will produce a variety of flatland tricks. You must balance during the string of flatland combos using **↑** and **↓** on the directional keys.

DOUBLE-TAP FLIPS AND GRABS

Press any direction on the directional keys and tap the **Flip** or **Grab** key twice to bust a double or more advanced version of the base (single tap) trick. These tricks score more points than their base tricks.

GRIND/LIP BRANCHING

In the middle of a grind or lip trick, tap twice on **Key Pad 6**, **Key Pad 8**, **Key Pad 4** or any combination to change your trick.

POWERSLIDE

Press **↓ ↓** in quick succession on the directional keys then tap **Key Pad 9** to do a quick 180°.

ACID DROPS

Press **Key Pad 7** and **Key Pad 9** while jumping over a quarterpipe ramp to acid drop into the ramp. You can do this while skating or walking. (See the Walking section on the following page.)

FOCUS MODE

When your special meter is filled, press **Key Pad 0** 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. Focus Mode is limited in two ways:

- You can only use it for 15 seconds at a time.
- You may not execute Focus Mode in the same combo more than three times.

PROJECTILES

As you skate around, you may find projectiles (like apples, for example). Press **Key Pad 6** to pick them up and **Key Pad 4** to throw. Find a pedestrian and try to nail 'em.

TANTRUMS

When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by tapping **Key Pad 8** as fast as you can, releasing your frustrations in a tantrum. If you throw a tantrum, you'll also earn a small Freak Out bonus score that you can use to start your next combo. The higher your meter, the crazier your tantrum will be and the bigger your Freak Out bonus. It pays to go nuts!

WALKING AND CLIMBING

WALKING

In *Tony Hawk's Underground 2* you can get off your skateboard and walk or run. To switch from skating to walking, press **Key Pad 1**. While in Walk Mode, use the directional keys to control your skater. By pressing and holding **Key Pad 2**, your skater will run instead of walk.

CLIMBING/HANGING

To climb and/or hang, you must first be in Walk Mode, then jump (using **Key Pad 2**) near a wall or hanging wire and press **Key Pad 9** to grab the ledge. While hanging, press **←** and **→** to move your position on the ledge, and press **↑** to climb up onto the ledge surface.

Note: Not all ledges allow climbing or hanging.

TAGGING

Walk over to a wall and lay down your very own graffiti tag by pressing **Key Pad 8** while you're facing a flat surface. You can also use the new Create-A-Graphic mode (see page 23) to customize your tag and make it your own.

CONTROL TIPS

- When you bail, tap the keys on the Key Pad 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 Skater/Tricks menu.
- Special tricks have high point values. Expand your available special tricks by playing through Story Mode.
- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using reverts and manuals. Manuals keep your combo going across flatland ground sections. Reverts keep your combo going from big air tricks off ramps.
- During a run (unless in a free skate session), every time you repeat a trick, the trick's point value decreases. To get a high score, you're going to have to think about your "line" and mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from 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 nets bigger scores. Press **Key Pad 7** or **Key Pad 9** 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.
- When landing from a quarterpipe, revert then manual to continue your combo.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use revert to link them together. There are also spine transfers and skitching—and you can link those in your combos, too!

SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Underground 2*, your Special Meter (the meter in the top left of the screen) fills up. When the meter is glowing and pulsing in color, your skater's speed increases and you can perform special tricks that you normally cannot. The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo. By default, you start with 4 special tricks. You can earn extra special trick slots by completing special tasks in Story Mode. Special tricks are performed using multiple direction presses on the directional keys with the corresponding Grab, Flip or Grind keys. Try playing through Story Mode to earn more special tricks.



CAMERA CONTROL

You can use the camera control directional keys to move the camera and check out what's around you when you're skating. To find an angle you like, press **Z**, **X**, **C** or **V** on the camera control directional keys. Alternately, press **Tab** to switch between different camera positions. Continue pressing **Tab** to return to the default camera position. When walking, tap **Key Pad 7** to re-center the camera behind the skater.

CONTROL CHART

Menu Controls		Camera Controls	
Accept:	Enter or Spacebar	Camera Up:	Z
Back / Cancel:	Esc	Camera Down:	X
Menu Selection:	Arrow Keys	Camera Left:	C
		Camera Right:	V
Skater Controls		Camera POV:	Tab
Forward:	W		
Backward:	S	Multiplayer	
Turn Left:	A	Open Chat Window:	Enter
Turn Right:	D		
Actions		Park Editor Controls	
Ollie / Jump:	KP 2	Selection up:	Home
Grab Tricks:	KP 6	Selection down:	End
Flip Tricks:	KP 4	Selection left:	Delete
Grind Tricks:	KP 8	Selection right:	Page Down
Get Off Board:	KP 1	Place Object / Accept:	KP 2
Alt. Get Off Board:	KP 3	Rotate:	KP 4 / KP 6
Nollie / Rotate Left:	KP 7	Delete Object:	KP 8
Switch / Rotate Right:	KP 9	Zoom:	KP 1 / KP 3
Focus Mode:	KP 0	Lower / Raise Object:	KP 7 / KP 9
		Camera Rotate / Pan:	Z / X / C / V

MAIN MENU

The Main Menu of *Tony Hawk's Underground 2* allows you to select from all the different game modes. Press **↑** and **↓** on the directional keys to move the cursor to the desired menu option. Press **Enter** to select the highlighted menu option.



STORY MODE



Ripped from the streets of your hometown, Tony Hawk takes you on an unprecedented around-the-globe skating blitzkrieg called The World Destruction Tour. It's half competition, half all-out monster party for

hardcore skating veterans and up-and-coming pros like you. This one-of-a-kind underground competition pits Tony's team against Bam Margera's team in a skating fiesta that leaves a worldwide wake of chaos from the hundreds of insane and ridiculous stunts and challenges that await you!

CLASSIC MODE

Ready to go old school? Complete all the old favorite goals like SKATE letters, high scores and more in the *Tony Hawk's Underground 2* levels, plus 6 other re-released levels with 10 new goals per level and a 2-minute time limit. The branching level progression allows you to decide where you want to go next.

ONLINE PLAY

Take your game skills to the Internet or to a Local Area Network (LAN)! Get ready to battle players all over the world in up to 8-player games! Please read the Online Play section to learn more about how to connect *Tony Hawk's Underground 2* to the Internet.

HIGH SCORE/FREE SHATE

Choose a level and try to do your best skating within a two-minute session or simply enjoy a relaxing time-limit free-skate session with no tasks or responsibilities. You can also set high scores and new records in this mode. The Boston level is open for skating from the beginning. In order to earn access to and choose alternate levels, you must play through Story Mode or Classic Mode.

2-PLAYER

When you and a friend are ready to go head-to-head, this mode offers many different 2-player games.

Note: 2-Player Mode can be played with two players using one keyboard, or can be played with one player using the keyboard and the other using a game pad.

CREATE-A-MODES

CREATE-A-SKATER

Want to make the ultimate skater? Create-A-Skater allows you to start from scratch and create your own skater to play with in any mode of *Tony Hawk's Underground 2*.

CREATE-A-PARK

Create the skate park or skate city of your dreams! Specify the size and name of your park and start building. You can choose from a variety of pieces, and use the new Rail Tool for customized grind rails. Then add your own goals and challenges to the level.

CREATE-A-GRAPHIC

Want to really leave your mark? Make your own unique graffiti design by layering and customizing tons of images and then use it to tag up the levels. You can also place your created graphic on your Create-A-Skater, applicable clothing items and even your skateboard deck.

CREATE-A-GOAL

Choose a level and start creating goals you can trade with friends or share online. Pick from Skate, Combo, High Score and many other types of goals! Or you can download new goals online and play in this mode.

CREATE-A-TRICK

Not satisfied with the tricks that we put in the game? Design your own! Create your tricks, and then go online and show off—or even trade tricks with other players around the world.

IMPORT YOUR FACE

Do you want to be in the game? Put yourself in *Tony Hawk's Underground 2* by simply taking a picture of your face, saving it as a 128 x 128 image file and selecting it in the Custom Faces section of the game. Please see the Face Mapping section for more information and steps to get your face in the game.

GAME OPTIONS

This is your one-stop shop for setting 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.

STORY MODE

THE STORY

You're an up-and-coming pro with serious skills when skating legend Tony Hawk invites you to join his team of skaters in an unprecedented around-the-world competition—an all-out skating blitzkrieg where you'll rack up points for your team through serious hard-core skating and ridiculous stunts. It's Tony's team versus Bam's team in an underground skating competition. Two teams, international cities and hundreds of funny and insane challenges await.

GOALS AND THE VIEW GOALS MENU

A list of goals to complete is presented as you enter each location. Skate around the level and investigate to trigger these goals, or go to View Goals in the Pause Menu to get hints. As you skate, look around the level for your teammate, who has his own set of objectives to complete. Once you find him, press **Key Pad 6** to switch to that character and unlock his goals. You'll have to seek out and find your teammate as well as a guest and secret skater to unlock all the possible goals for that location. Once goals have been unlocked, you can complete them by playing as yourself or as one of the other characters. Good luck!

MULTIPLAYER MODES

ONLINE PLAY AND NETWORK PLAY

Connect your computer system to the Internet or a Local Area Network (LAN) and play up to 8-player games. If you have Internet access and either a dial-up or broadband modem, you can challenge skaters around the world.



Note: If you don't have Internet access or a LAN, you can always play in 2-player split-screen.

2-PLAYER

Play against a friend in split-screen action using the keyboard or the keyboard and a game pad.

MULTIPLAYER GAMES

TRICK ATTACK

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

SCORE CHALLENGE

Similar to trick attack, except the match ends when the first skater reaches the target score.

COMBO MAMBO

The player who busts the biggest combo during the time limit wins! Make your combos count, because 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 the 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 will start going 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.

FIREFIGHT

Suspend disbelief for a moment... You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs with the **↑** directional key and **Key Pad 4** or the **↓** directional key and **Key Pad 4**.

You can keep tapping **Key Pad 4** for double, triple and even quadruple fireballs!

The skill level determines how much of a combo score it takes to launch a massive fireball (1 is easy, 5 is hard).

ELIMISKATE (ONLINE ONLY)

New to *Tony Hawk's Underground 2*! This new game is in the same vein as Trick Attack, however, this time you have multiple stages per game with a variable time limit. In the first stage, the time counts down and the lowest scoring player at the end of that round gets eliminated from the game. This continues until only one skater is left standing, and he or she is proclaimed the winner!

SCAVENGER HUNT

New to *Tony Hawk's Underground 2*! Each player places 5 coins throughout the level. Be the first one to pick up all the coins, including your own 5, or at least be the one to pick up the most coins before the time limit runs out, and you win!

GOAL ATTACK (ONLINE ONLY)

Play Story Mode or your own created goals in Goal Attack. Compete against each other to see who can complete all the goals first! The server player selects which goals are active. Race around the level and talk to a judge to activate a goal. The player (or team) who completes all the goals first is the winner. You can create your own goals in Create-A-Goal (including ones with vehicles), and then use them in an online Goal Attack session.

CAPTURE THE FLAG (ONLINE ONLY)

Form teams and then try to capture each other's flags. Find the other team's flag, grab it, and return it to your base for a capture. Your team's flag must be at your base for you to score. If your flag is not at your base, an arrow will point to its location. Find the person who has it and slap him or her to return your flag!

H.O.R.S.E. (2-PLAYER ONLY)

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

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. By default, all online games start out in free skate mode.

SAVING AND LOADING

To save your game, select **Save Game** from the Options Menu.

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

- The Story/Skater file contains both your skater and his/her progress through Story Mode as well as any unlockables you may have earned.
- The Net Settings file stores your network settings, homie list and GameSpy profile. After you log in to GameSpy® or add a new homie, make sure to save your network settings.
- The Park file contains the layout of the park and any custom goals you've added.
- The Goals file contains all the custom goals you've created for the levels. Create up to 10 goals in each level—a Goals file can store up to 120 individual goals.



CREATE-A-SKATER

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

In *Tony Hawk's Underground 2*, you can create nearly any kind of skater. Create your own skater—then go online to show off your look!



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

CREATE OPTIONS

From the main Create-A-Skater menu you can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created.

PIECE CATEGORIES

The available Piece Categories when creating a new skater or editing your current skater are:

- Information = Name, Hometown, Age, Sex, Stance, Push, Tricks
- Head Options = Skin color, Face type, Hair style, Hair color, Facial hair, Facial hair color, Hat style, Hat color, Hat logo, Glasses, Glasses color
- Torso Options = Shirt style, Shirt main color, Shirt second color, Front logo, Adjust front logo, Back logo, Adjust back logo, Backpack, Backpack color, Accessories, Accessories color
- Leg Options = Pants, Pants color, Socks, Socks color, Shoes, Shoe color
- Tattoo Options = Head tattoo, Chest tattoo, Back tattoo, Left Bicep tattoo, Left Forearm tattoo, Right Bicep tattoo, Right Forearm tattoo, Left Leg tattoo, Right Leg tattoo
- Scale Options = Body, Head top, Head, Nose, Jaw, Chest, Waist, Biceps, Forearms, Hands, Thighs, Calves, Feet
- Pad Options = Helmet, Helmet color, Helmet logo, Elbowpads, Elbowpad color, Kneepads, Kneepad color

FACE MAPPING

You can take a digital photograph of your face and apply it to your Create-A-Skater! By following a few simple steps, you'll be in the game!

GET YOUR FACE IN THE GAME

Follow these steps to get your face in the game:

1. Take a digital photograph of yourself. Make sure it's taken straight from the front and has even, flat lighting (no shadows!).
2. Save your picture as a 128 x 128 image file (.bmp, .jpg, .gif, .png).
3. Select **Custom Faces** from the Launcher and you'll be taken to the Custom Faces menu. Browse your computer's hard disk and select your digital photo.
4. Now that you have imported your face into the game, proceed to the Create-A-Skater section in the game to edit the mapping of your face, as well as facial tone, color or skin (instructions in next section).

EDIT YOUR FACE

Follow these steps to edit your imported face:

1. Select Edit Points from the menu. Edit the points at which your face is mapped onto the Create-A-Skater by following the on-screen instructions. You can continue to edit the points of your face mapping until you're satisfied.
2. Further match the color of your face to the surrounding skin by selecting **Color Your Face** from the menu. There are three bars that represent Hue, Saturation and Value of the color of your face. Don't worry if our presets aren't what you want—at this stage you just want to get your face blending seamlessly with the preset surrounding face texture. You can tweak the color of your skin in the next step.

3. Adjust or recolor your skin color by selecting Color Your Skin from the menu. Again, there are three bars that represent Hue, Saturation and Value of the color of your skin.
4. You are now done editing your Custom Face.

FACE MAPPING TERMS AND CONDITIONS

By utilizing the face mapping technology provided, you understand and agree that the face mapping technology is provided solely for the purpose of providing you the ability to insert your own face or likeness in *Tony Hawk's Underground 2* for your own personal use. You are not permitted to use the face or likeness of any other person including, but not limited to the face or likeness of any celebrity, public or historical figure without that person's (or the person's authorized agent's) prior written authorization. Any such use of another person's face or likeness may constitute a violation of state and federal privacy, rights of publicity and/or other intellectual property laws which may subject you to civil and/or criminal penalties.

CREATE-A-GRAPHIC

Put your creativity to the test! Use this new tool to layer and combine all kinds of different graphic elements, shapes and text to create your own personal logo. Then, use that graphic as your graffiti tag, deck graphic or even on your skater clothes!



OPTIONS

From the Main Menu, select Create-A-Modes then Create-A-Graphic. You can choose to create a brand new graphic, edit the current graphic, load a previous graphic or save your graphic. You can also select from a list of premade graphics that you can use or customize and make your own.

Once you've entered the editor, there are 10 layers for you to choose from. Pick a layer and then hit **Select Graphic** to choose from a wide variety of graphics, illustrations, logo shapes, backgrounds, odd shapes, sponsor logos or even enter your own text! Once you've chosen a graphic element for that layer, press the **Esc** key to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- **Modify Graphic/Text** – Go ahead and change your mind. This allows you to go back and pick a new graphic from that layer.
- **Erase Layer** – Wipe that layer clean and start over.
- **Transform Layer** – Press the ← or → arrow keys to rotate the layer. Press the ↑ and ↓ arrow keys to scale the layer and make it larger or smaller. The movement keys to move the layer within the canvas.
- **Flip Horizontally** – Flip the layer left to right to see its mirror image.
- **Flip Vertically** – Flip the layer top to bottom to see its mirror image.
- **Swap Backwards** – When you have more than one layer, you can move the selected layer behind the other layers to get the desired visual effect.
- **Swap Forward** – Move the selected layer in front of each of the other layers to bring it to the front of the graphic.
- **Copy to Open Layer** – Create a new layer by making a copy of your current layer.
- **Color Palette** – Choose a color from one of the 16 boxes to change the color of the graphic element on that layer. Also use the Hue, Saturation, Value and Fade sliders below to customize your color selections.

When you're satisfied with each layer, press the **Esc** key to return to the list of layers on the left. Use up to 10 layers to create your own masterpiece! When you're satisfied with your graphic, select **Done** at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can save your graphic and use it in-game!

CREATE-A-PARK

CONTROLS

Tony Hawk's Underground 2 has one of the most advanced level editors created, allowing you to design your own level and place different kinds of created goals within the level.

Note: Activision Customer Support cannot troubleshoot user-made editor parks.



BASIC CONTROLS

The currently selected piece acts as your "cursor" as you use the selection keys to move the piece around your park. **Key Pad 4** and **Key Pad 6** rotate the piece and **Key Pad 2** places it down. **Key Pad 8** will erase any pieces intersecting with the current piece.

CHANGING PIECES

Use the directional keys to select pieces. The **Delete** and **Page Down** keys allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, use the **Home** and **End** keys to scroll through the pieces available in that category. The name of the selected piece is listed above the piece.

RAISING AND LOWERING GROUND

Use **Key Pad 7** and **Key Pad 9** to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the S Bowl in the Pools category. Then press **Key Pad 7** or **Key Pad 9** to raise and lower large sections of your park at once.

TOOLS AND THE CLIPBOARD

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the selection keys to select the Tools category and find the Area Selection cursor. Place the cursor at the desired

area. Press **Key Pad 2** to start the selection, use the selection keys to make your selection (shaded in red), and then press **Key Pad 2** to complete your selection. The selection menu will appear:

- **Continue** – Go back to the park editor.
- **Copy** – Make a copy of the selected area that's stored in the Clipboard category for later use.
Note: If your park is low on memory, you may not be allowed to copy large sections.
- **Cut** – Remove the selected area and store it in the Clipboard for use in a different area.
- **Delete Pieces** – Clear the selected area.

After making a selection and using the Copy or Cut function, use the selection keys to select the Clipboard category. Scroll to the left or right to view all your saved selections. You can then move the saved item around the park and use **Key Pad 2** to place it.

THE GAP TOOL

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. **Key Pad 4** and **Key Pad 6** rotate the gap poly to a different side of the piece. **Key Pad 7** and **Key Pad 9** modify the dimensions of the currently selected gap. Press **Key Pad 2** to access that gap's Gap menu.

GAP MENU OPTIONS

- **Name Gap** – The text that appears onscreen when a player gets the gap.
- **Set Gap Score** – How many points the gap is worth.
- **Set Gap Type** – You can restrict how a gap can be achieved by setting one of these options. This is useful for setting up advanced created gap goals. You can establish gaps, for example, that the player can only get using a car or when in Walk Mode.

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

You can erase a gap by placing the Gap Tool over a piece involved in the gap and pressing **Key Pad 8**. This will remove both sides of the gap.

Note: Gaps cannot be attached directly to rails created with the Rail Tool. Instead, they should be attached to pieces underneath the rails.

THE RAIL TOOL

Tony Hawk's Underground 2's new freeform rail tool allows you to make complex layouts that go up and over any piece in your park. The Rail Tool allows you to “draw” rails any way you like. When you first highlight the Rail Tool, you'll be in Free Movement Mode. Use the selection keys to move the cursor around your park. Use **Key Pad 7** and **Key Pad 9** to raise and lower the cursor. The Camera Control keys control the camera. Pressing **Key Pad 4** or **Key Pad 6** will “snap” the rail cursor to the nearest existing rail or to the nearest point on an object. Press **Key Pad 2** to put down a post and start making a rail. As you move the cursor around, you'll see a rail link connecting your initial point to the cursor. Keep pressing **Key Pad 2** to put down rail links. Press **Key Pad 8** when you're finished with a rail and the cursor will return to free movement.

EDITING EXISTING RAILS

The freeform rail tool can also be used to edit existing rails. Move the cursor over a rail or rail link until it starts blinking. Press **Key Pad 8** to delete the blinking sections. Press **Key Pad 4** or **Key Pad 6** to “grab” the

nearest rail point. Once grabbed, the rail point can be dragged in any direction, raised or lowered. Press **Key Pad 2** to place the rail in the new position and return to free movement.

Note: You can only grind around corners that are 45° or less. As you make rails, links that CANNOT be continuously skated will appear as red. A green link indicates that the rail transition will work.

OTHER CONTROLS

Press the **Esc** key to bring up the Park Editor Menu. **Key Pad 1** and **Key Pad 3** zoom the camera in and out.

THE CREATE-A-PARK MENU

While building, press the **Esc** key to access the Park Editor menu.

- **Continue** – Continue where you left off in the park editor.
- **Test Play** – Places you in your created park with the last character you played the game with and allows you to test your creation.
- **Create-A-Goal** – See the Create-A-Goal section for more info.
- **Set Time of Day** – Skate your park either morning, day, evening or night.
- **Switch Theme** – There are 5 themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.
- **Resize Park** – Adjust the size of your park. You can manipulate each side of your park independently.
- **Nuke Park** – This will clear the park so that you can start over... if you must!
- **Set Max Players** – IMPORTANT! Decide how many people will be allowed to play in your park at one time. The fewer players you allow, the more memory you have to work with. The default is 2, so if you want to take your park online and play with more players, make sure to set you max players accordingly. You can change the max players at any time, but if your park's memory meter is full, you may need to

delete pieces and lower ground until you make enough room for the desired number of players.

- **Save Park** – Save your park to the hard disk. The name you save under will become the name of your park.
- **Load Park** – Load a previously created park from the hard disk.
- **Load Premade Park** – Allows you to load a pre-built park included with *Tony Hawk's Underground 2*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and resave them.
- **Quit** – This will take you back to the Main Menu.

OTHER IMPORTANT PIECES

RESTART POINTS

- **Player 1 Start** – The green object marked "1P" is the player 1 start point. This piece marks the starting point for player 1. Only 1 start point can be placed in a level.
- **Player 2 Start** – The red object marked "2P" is the player 2 start point. The player two start point works the same way: it marks where the second player will start in a multiplayer game.
- **Multiplayer/Horse Start** – These mark the starting positions in a H.O.R.S.E. game. The player 1 start point also doubles as a H.O.R.S.E. start point. Only 6 H.O.R.S.E. 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 6 crowns in your level.
- **Flag Start** – These indicate where the team flags will be placed in Capture the Flag games (an online multiplayer game).

THE MEMORY METER

As you add pieces, rails and goals to your level, the memory meter at the bottom of the screen will fill up. When the entire meter is red, you can no longer add anything to your park.

Note: Decreasing/increasing the Max Players allowed in the park gives you more or less memory to work with.

CREATE-A-GOAL

Ready to design your own game?

You can take one of the parks you've created yourself or one of the levels in the game and make your own goals and challenges. Trade your creations online with your friends or play your goals in a multiplayer online game of Goal Attack. Trickspots, sick lines, combo goals—all it takes is little time and a whole lot of creativity.



From the Main Menu, select the **Create-A-Modes** option and then **Create-A-Goal**. If you want to play someone else's goals, select **Load Goals** and load them up. When you get to the Level Select Menu, you'll see a set of numbers below each level's name — the number on the far right is the maximum number of goals that can be created per level. The number preceding it is the number of goals that you've created for that level. Select a level and you'll enter it in free skate mode. Skate up to a pedestrian to initiate a goal, or pause and select View Goals to jump to a particular goal.

CREATING YOUR OWN GOALS

You also use this mode if you want to make your own goals. To make a goal in a level, press the **Esc** key and select **Create-A-Goal**. If this is your first goal, select **Create New Goal**. Later you'll be able to access your other created goals for this level on this screen.

Note: For created parks, you must access this option from within the Park Editor Options Menu.

CONTROLS

Whenever you create a new goal, the first two steps will be the same: first, place the pedestrian that will give out this goal. Second, place the restart piece where you want the player to be placed when he or she starts this goal. Use the selection keys to move the pedestrian or cursor around the level. The camera keys move the camera so you can more accurately place items in the level. **Key Pad 7** and **Key Pad 9** lower or raise an item. **Key Pad 1** and **Key Pad 3** zoom in and out. Press **Enter** to place the item in the level. Next, select from the following list of goal types:

SKATE Letters – The player must collect all 5 letters in the allotted time to win. Place the goal pedestrian (person who gives out the goal in-game) in the level using the previous controls. Next, select the starting point of the player who will be completing the goal (indicated by the green 1P text and yellow arrow). Then place the letters S-K-A-T-E around the level at your desired locations. Players can collect SKATE letters while skating, walking or driving one of *Tony Hawk's Underground 2's* many vehicles.

COMBO Letters – Place the goal pedestrian, player start point and the letters C-O-M-B-O around the level at your desired locations. The player will be required to collect all letters in a single combo.

High Score – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. A high score goal challenges the player to reach a target score you set.

High Combo – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. This goal challenges the player to complete a single combo at a set score.

Skate Tricks – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. In this goal, tricks will appear on the right hand side of the screen and the player must complete them before the screen fills up.

Combo Skate Tricks – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. Combo Skate Tricks are the same as Skate-Tricks, only the player must do combinations of tricks to clear each block.

Tricktris – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. Tricktris is like Skate-Trick only the tricks appear in preset blocks.

Gap – Place the goal pedestrian and player start point, then select a gap or gaps that this goal will involve. Gap goals are some of the most useful and modifiable goals in *Tony Hawk's Underground 2*.

A gap goal challenges the player to get a gap (or gaps) and can also ask them to do a specific trick across that gap. Gap goals can be completed when skating, walking or driving a vehicle—so gap goals can be used to set up everything from complex trick spots (e.g., “Do a 900’ across this channel”) to crazy car jumps.

THE EDIT GOAL MENU

After placing any objects for your goal, you will be taken to the Edit Goal Menu. You can also edit a goal by pausing the game, selecting **Create-A-Goal** and then highlighting the goal you want to change and pressing **Enter**. All the editable options for a given goal will appear on this menu. Some of the options:

Edit Positions – This option allows you to reposition the objects you placed when you originally created this goal. You will need to replace them all.

Set Time Limit – Set the number of seconds a player has to complete this goal. The default is 120 (2 minutes).

Set Score – For score-based goals, set the number of points required.

Name Goal – Type in the name of the goal as you’d like it to appear in the View Goals Menu.

Name Ped – Give the pedestrian who will give out the goal a unique name.

Set Goal Text – Type the description of the goal that the pedestrian will “say” to the player when he or she talks to the goal pedestrian.

Edit Win Message – You can type a message that your pedestrian will “say” when a player beats your goal.

Delete Goal – Wipe out this goal.

Test Goal (regular levels only) – Select this option to get dropped into the game and automatically start the current goal.

Note: This option will not appear when making goals in Create-A-Park. To test goals in Create-A-Park Mode, return to the Create-A-Park Pause Menu and select Test Play.

Control – Determine how the player will start out when they try this goal. You can always choose between skating, walking and walking only (the player will not be able to switch back to skating for the duration of the goal). In addition, SKATE, High Score and Gap goals also allow you to start the goal in a vehicle specific to the level it’s in. Create you own races or destruction derbies if you like!

Pick Gaps (Gap Goals only) – Select the gaps that the player will need to skate in this goal—and don’t forget to tell them which ones you chose in your goal text!

Note: You can only choose gaps that you’ve created yourself or that you’ve already found in the levels.

Required Trick (Gaps only) – Type in the name of the trick the player must do over this gap (or gaps). Make sure to spell the trick exactly as it appears in the trick string at the bottom of the screen when the trick is done in the game, or your gap goal may not work.

Edit Skate-Tricks/Tricktris – A whole variety.

PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Select this to save your work to the hard disk. A Goals file can contain up to 120 goals, with up to 10 in any one level.

Note: Goals created in a Create-A-Park are saved with the park.

Load Goals – Load a new goal file.

Note: After loading a goal file you may not see any goals since there may not be any for the particular level you're in. To see what levels contain goals, go to the Level Select screen.

A final note on goals: To learn how to create interesting goals, go into Create-A-Park and load up some of the pre-made parks with goals that you like. Then edit the goals to see how they've been put together.

TRICKS

EDIT TRICKS

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

While you're hanging in the skateshop or skating in the game, you can always edit your tricks. Swap tricks 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 combination 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 Story Mode, you can earn up to seven more slots.

CREATE-A-TRICK

Combine animations to make your own custom tricks! You can select Create-A-Trick from the Main Menu to start making a trick in the New Jersey level. Once in the game—or in Story Mode or Free Skate Mode—you can always create new tricks by selecting Create-A-Trick from the Pause Menu.



CREATE-A-TRICK MENU

If this is your first time, choose **Create New Trick** to enter the trick lab or choose from a variety of premade tricks to see how they were created. In either case, you'll next be presented with the main "timeline interface." In the upper right you'll see your skater and across the bottom a timeline of the current trick. Build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and will continue through to the end of the last component you've placed. Start by pressing **Enter** to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, duration of the animation and other trick-specific details. When navigating the timeline, use the **←** and **→** directional keys to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press **Enter** to modify options associated with it. Some of the options you may see:

Duration – How long this trick component will last, in seconds.

Start/Stop – For a trick with an animation, you can use these parameters to effectively "chop off" the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.

Hold Time (grabs only) – You can force a grab trick to hold itself for this amount of time.

Holdable (grabs only) – Change this to **Yes** if you want the player to hold or “tweak” this grab by holding either **Key Pad 4** or **Key Pad 6** during the trick. You are limited to 1 holdable grab per created trick.

Backwards (some tricks only) – Set this to **On** if you want the trick animation to play backwards instead of forwards.

Points – The length and complexity of your created trick determines the score of the trick.

Rotation – You can use **Key Pad 9** to toggle player-controlled rotation on or off for the duration of the trick. Turning rotation Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate.

When you’re finished adding and modifying components and you want to test the trick, press **Key Pad 8** to return to the Create-A-Trick Menu.

Back To Editor – Head back to the timeline to change your created trick.

Preview Trick – Try your new trick in a level to see how it performs. The trick will be temporarily assigned to the ← directional key plus **Key Pad 4** to make testing easy.

Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to your computer’s hard disk so that it can be traded online.

Done – Return to the current game mode. You’ll be asked if you want to keep your created trick when you exit. At any one time you can keep up to 10 created tricks active. All 10 tricks will be saved with your skater if you save to your computer’s hard disk. Additional tricks can also be saved individually to the hard disk. See Save Trick above for more info.

Note: After you make a trick and decide to keep it, you’ll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign the trick to and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

ONLINE PLAY AND LAN NETWORK PLAY

The game content of *Tony Hawk's Underground 2* has been rated for Teen audiences by the Entertainment Software Association, but the content of the game may change due to interactive exchanges. Activision takes no responsibility for content external to the game itself. **Please read the terms of use for online play at www.thug2online.com.**



GETTING INTO THE GAME

- To play an online game, select **Online Play** from the Multiplayer Menu. Next, select the skater you want to play with. Then you can Edit Tricks, set your online Player Name and then select **Ready** to continue.
- To play a LAN (Local Area Network) game against other users connected locally on your network, select **Network Play** from the Multiplayer Menu. Then you can Edit Tricks, set your Player Name and select **Ready** to continue.

Note: If you can't get past the Main Menu, your network is not configured properly. Check your hardware, cables and network settings and try again.

Next, if you're playing online, you'll see a message asking you if you wish to establish a GameSpy® Profile. *Tony Hawk's Underground 2* uses GameSpy® (www.Gamespy.com) for its online matchmaking. (The GameSpy Arcade installer is provided on the *Tony Hawk's Underground 2* install disc in the Extras section.) By establishing a profile and providing GameSpy® with your e-mail address, you'll be able to track friends online via *Tony Hawk's Underground 2*'s Homie List and post your stats online. Visit www.gamespy.com for details on GameSpy® Profiles. Next, select **Play Online** from the Internet Options menu if you wish to immediately play a game. The GameSpy® Region List (not shown in LAN mode) shows the

available GameSpy® areas that hold *Tony Hawk's Underground 2* servers. The number to the right of the region name indicates how many servers are online in that particular region.

Note: Pro servers may require you to achieve a certain player ranking before you can enter them.

Once you enter a region, you'll see a list of servers on your right. To the left is the user list, and at the bottom is the chat window. In the middle is the Action menu:

- **Host Game** – Start a server of your own.
- **Join Game** – Join one of the servers shown on the right.
- **Observe Game** – Join a server as an observer.
- **Refresh** – Update the server list on the right of the screen.
- **User List** – Change focus to the User List where you can scroll through the list of players in the lobby. If you've logged in with a GameSpy® Profile, you can select a user to add him or her to your Homie List. The skateboard icons next to the users' names indicate their online ranking. If the skateboard icons are empty, they have not posted their stats online. The more red the icon, the higher the online ranking.
- **Homie List** – Select this option to see the status of your friends already added to your Homie List. The Homie List shows you if your friends are online and where they're playing. Play in their current game by selecting **Join** or select **Observe** to watch.
- **Enter Message** – Select this option to enter a chat message that will appear in the chat window in the lower left.
- **Quick Chat** – To quickly chat while in the game, press the **Enter** key.

JOINING A GAME

If you select **Join** in the Action Menu, the highlight cursor will move to the Server List.

As you highlight each server, pertinent information about that server is shown:

- **Ping Time** – The time it takes to send data from your computer system to the server. A low ping time means you have a fast connection to the server.
- **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 *Tony Hawk's Underground 2* players only!
- **Level** – The level on which the game is being played.
- **Ranked** – YES means that games played in this server's game modes (2 Minute Trick Attack or Graffiti) will be reported to *Tony Hawk's Underground 2's* online stats system.
- **Players** – The number of players currently in the game is listed at the top left. 8 is the maximum. Underneath, the names of the players in the game appear.

The top of the screen also displays whether a game is currently in process or other important info about that specific server. Highlight a server and press **Key Pad 2** to attempt to join that server. If the server has room, the level will load, and away you go!

HOSTING A GAME

If you choose to host a game, you'll be presented with the Server Options menu.

Once your server is up, other players will see this information in the Server 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 be changed at any time once you're in the game).
- **Players** – The highest number of players you'll allow on your server. The maximum for broadband hosted games is 8, for modem users 3. Depending on your connection, select the number of players that works best for you.
- **Observers** – Choose whether or not to allow an observer to watch the game. Only 1 observer can watch a game at any given time.
- **Teams** – How many teams you want to play with. You can change this once you're in the game.
- **Skill Level** – Rate your skill level: 1 is for beginners; 5 is for high-scoring vets.
- **Rank Restriction** – Every player who logs in to GameSpy® and then plays either a 2-minute Trick Attack or a 2-minute Combo Mambo game is given a rating. Depending on your skills, your rating will increase (with a rating of 10 being the sickest). Every player starts with a rating of 0.

As the host, you can decide what rating levels you will allow inside your server. By default, Rank Restriction is set to NONE.

- >> **Less Than:** Set this option if you want to require clients to have a rating that is BELOW the rating you selected. For instance, if you selected **Less Than 3**, all clients with a rating of 3 or above will not be able to join.

>> **Greater Than:** Set this option if you want to allow only clients with a rating ABOVE the selected rank. For instance, if you selected **Greater Than 5**, all clients must have a rating of 6 or above to join the server.

- **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 ready to start hosting a game.

Firewall Note: In order to host, or serve, a *Tony Hawk's Underground 2* game from behind some brands of routers with NAT (Network Address Translation), or firewalls, you may need to enable Port Forwarding. You'll need to route, or forward, all data on port 5150 UDP (User Datagram Protocol) to the IP address assigned to your computer system.

PLAYING IN A NETWORK GAME

A *Tony Hawk's Underground 2* server is hosted by one of the players and can hold up to 8 skaters and 1 observer. If you selected Join Server to get into the game, you are considered a "client" to that server. If you selected Host Server, you're considered the "server" player. After joining, you will most likely 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'll get a notification and the game will start. After the game is completed, you'll be shown the final rankings screen and then return to free skate.

CLIENT PAUSE MENU

Once you're a client in a game, it's up to the server player to start the game—you're just along for the ride. By pressing the **Esc** key you can access the Client Pause Menu. There are several options listed:

- **Continue** – Return to the game.
- **Options** – Brings up a sub-menu:
 - >> *Adjust Gamma* – Adjust the brightness levels for your monitor.

- >> *Sound Options* – Just like an offline game, you can change music tracks, adjust volume levels and modify other sound options from this menu.
- >> *Display Options* – Toggle what info you want to appear on your screen while playing.
- >> *Score Display Mode (teams only)* – Toggle the scoring display to show individual scores or just team totals.
- >> *Auto Brake* – By default, when you pause the game or type a message, your skater will stop skating—this is auto braking. You can turn this off to maintain control of your skater when menus are up. For example, if you're playing and a friend is typing.
- >> *Set Restart/Go To Restart* – Set a point to return to and then warp back to that point. Only available during free skate.
- **Edit Tricks** – Change your trick setup or load your own created tricks. You can only view your tricks—not edit them—if a game has started.
- **Player List** – See who's in the game and add them to your Homie List (requires a GameSpy® Profile).
- **Chat Message** – Select this option to enter chat messages.
- **Observe** – This option will drop you into Observer Mode.

Note: You won't be able to return to the game without first quitting and playing again.
- **Quit** – You can exit your game at any time by selecting **Quit**.

Tip: To send a quick chat message, press the **Enter** key on the keyboard and start typing. Press **Enter** again to send your message.

HOST PAUSE MENU

As the server player, you're hosting the game so 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 with the following added options:

- **Start Game** – Brings up a sub-menu:
 - >> *Game Type* – Select the game you want to play—you're the boss!
 - >> *Time Limit* – Decide how long you want the game to last.
 - >> *Stop At Zero* – By selecting **Yes**, the game will stop all players when the clock is at zero and the game ends. When you select No, players who are in a combo when the timer runs out have the chance to complete their combo before the game ends.
- **Host Options** – Nearly identical to the options listed when you started the server. From here you can turn teams on and off, change the name of your server, add a password to it and control whether player-to-player collision is on or off.

ADVANCED OPTIONS

Here you can set gamewide preferences such as No Manuals or No Walking. Any option you choose applies to every player in your server. Some cheats from Story Mode even appear here when you unlock them.

- **Change Level** – Change to a different level. All players in the game will move with you to the new level.
- **Player List** – Select a player to add to your Homie List. Or, if they're acting up, select Kick to boot them from your game or Ban to boot them and not allow them to ever rejoin.

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

TEAM PLAY

If the server has Teams turned on, you can team up and combine scores. There can be up to 4 teams. You can have any number of players on any number of teams—play 2-on-2 or 7-on-1—you decide.

When teams are created on the server, you'll see up to 4 team flags in the level. Skate into a flag to join that team or skate into a different flag to change teams. You can't change teams once a game has started.

GAME OPTIONS

SAVE GAME/LOAD GAME

Please refer to the Saving and Loading section for more information.

Game Settings – Allows you to set up controllers, sound options, screen mode, etc.

Control Setup – Allows customization of control settings:

- **Vibration** – Turn vibration On or Off (always defaults to On).
- **Autokick** – Select On for automatic acceleration of your skater. Select Off for manual acceleration. If turned Off, use **Key Pad 4** to kick (always defaults to On).
- **180° Spin Taps** – Selecting On will change the way **Key Pad 7** and **Key Pad 9** work in the game. When Spin Taps are active, you only need to tap **Key Pad 7** and **Key Pad 9** to rotate your skater in fixed 180° increments (always defaults to Off).
- **Sound Options** – Allows customization of sound settings:
- **Songs** – Toggle the soundtrack to play Random or In Order.
- **Skip Track** – Allows you to skip the current track that's playing.
- **Playlist** – Displays all the music tracks. You decide which tracks you want to hear.
- **Music Level** – Adjusts the volume of the music tracks.
- **Sound Level** – Adjusts the volume of the game sound effects.
- **Special Sounds** – Turn the sound effect for completion of a Special Trick On or Off.
- **Music Zones** – Some music only plays based on your character's location within a level. Turn these special location-based music sounds On or Off.

TAUNT OPTIONS

This option allows the user to customize the skater's taunts. There are four taunts that can be edited. (Keyboard controls are displayed with the taunts.)

BLOOD

This option allows the user to turn the blood effects On or Off (always defaults to On).

Game Progress – See how far you've come... and how far you have to go! Get an update on how many points you have in Story Mode or how many goals you've completed in Classic Mode. You can also check your status on gaps.

HIGH SCORES

You can view all the highest scores in the game on this screen. Toggle left and right to see all of the levels. Each level has 5 Best High Scores and 5 Best Combos as well as Longest Grind, Longest Manual, Longest Lip and Longest Combo for each level.

CHEAT CODES

This is where you enter secret codes from magazines and online fan sites. Go ahead and cheat...we gave you the option to do so!

MOVIES

View all the movies from the game. Some movies need to be unlocked by playing through Story Mode.

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MUSIC

"Deadly Sinners"

Performed by 3 Inches of Blood
Written by 3 Inches of Blood
Courtesy of Idol Management

"Over the Years"

Performed by 25 Ta Life
From the album Friendship,
Loyalty, Commitment
Triple Crown Records
Music by 25 Ta Life
Lyrics by Rick Healey

"No Jumper Cables (DJ paWL Remix)"

Performed by Aesop Rock
Courtesy of
Definitive Jux Recordings
Written and Produced by Aesop
Rock / I. Bavitz for 21 Bazooka
Salute (SESAC)
Remixed by DJ paWL / P.
Iannacchino for paWL made this
Recorded and mixed by NASA at
Definitive Jux studios.
Assisted by Spence Boogie.
Mastered by Tippy at
The Hit Factory
From the Definitive Jux full length
Bazooka Tooth.

"Trying To Find A Balance"

Performed by Atmosphere
Written by Slug and Ant
Published by Upside Down Heart
50% / Turn That Snare
Down 50%
Courtesy of Rhymesayers Ent. /
Epitaph

"Top Billin'"

Performed by Audio Two
Written by Kirk Robinson
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To Get Beat Down"***

Performed by Brand Nubian
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O'Kelly Isley Jr., Lorenzo De
Chalus and Derek Murphy
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"Cheesecake"

Written by Camaros
(Torben Jolma,
Christian Sandaker,
Karianne Stenbock)
From the album "Romantique" -
Black Balloon Records 2002
Produced and mixed by
Sven Olsen
Recorded at Athletic Sound
Studios, Halden, Norway.
P & C 2002 Black
Balloon Records

"Ring of Fire"

Performed by Johnny Cash
Courtesy of Columbia Records
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Written by June Carter
and Merle Kilgore
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"Unknown Soldier"

Performed by The Casualties
Written by The Casualties
Song appears courtesy of
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"Drums of Fire"

Performed by Cut Chemist
Written by Lucas MacFadden
Courtesy of Stable Sound

"Awesome R*"***

Performed by Das Oath
Published by Das Oath
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"Sonic Reducer"

Performed by Dead Boys
Written by Cheetah Crome,
Stiv Bator, Johnny Blitz,
Jeff Magnum, David Thomas,
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"Sin City"

Performed by Dead End Road
Written by Jimmy Ingram,
Russell D'Amato, Rob Davey
and Ralph D'Amato
Featuring Steph Maffei of Have
Another Monkey on Lead
Recorded at Sound Matrix
Studios, Fountain Valley, CA

"Beat Your Heart Out"

Performed by The Distillers
Written by Brody Armstrong
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"Certified"

Performed by Diverse
Written by Jon Krohn,
Kenny Jenkins
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Published by RJD2

"Whirlwind Pyramid"

Performed by The D.O.C.
Written by Tracy Curry
Published by Dollarz N Sense
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Written by The Doors
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Published by
The Doors Music Company

"Here I Am"

Performed by The Explosion
Written by David Walsh
(Bostondazmusic),
Damian Genuardi (Contra
Contra), Matt Hock (Radicle X),
Sam Cave (Blue Alarm),
Andrew Black (Born In May)
From the album Black Tape
Courtesy of
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"Mid Life Crisis"

Performed by Faith No More
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Published by Big Thrilling Music

"I Love Livin' In the City"

Performed by Fear
Written and published by
Lee Ving
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"Lexicon Devil"

Performed by The Germs
Written by Darby Crash,
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Written by Grand Puba, El De
Barge, Randy De Barge
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**"Holy Calamity
(Bear Witness II)"**

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Written by Josh Davis,
Paul Huston, Dan Nakamura
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"Back On the Radio"

Performed by The Hiss
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Panic Movement

"Pain"

Performed by Jimmy Eat World
Written by James Adkins,
Thomas J. Linton, Richard Burch
and Zachary Lind
Courtesy of Universal
Music Enterprises
Published by DreamWorks
Songs (ASCAP) and
Turkey On Rye Music (ASCAP)
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"Grind On"

Performed by
Kool Savas & Melbeatz
Produced by Melbeatz
Written by S.Yurderi (Premium
Blend Music Productions GmbH
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Music by Melbeatz (Edition
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Kool Savas & Melbeatz appear
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Performed by Lamb of God
Courtesy of Prosthetic Records
Published by Sony/
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**"That's Why They
Call It A Union"**

Performed by Less Than Jake
Written by Chris, Roger, Vinnie,
Buddy and JR

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"Night Prowler"

Performed by
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Courtesy of Legendary Music
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Mike V and the Rats
Written by Mike Vallely,
Jason Hampton
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"No W"

Performed by Ministry
Written by Alien Jourgensen
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Performed by Nebula
Written by Nebula (Ruben
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Nebula appears courtesy of
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"Interested In Madness"

Performed by Operatic
Written by Jesse Fritsch

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Performed by The Ramones
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Red Hot Chili Peppers
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Pete Rock & CL Smooth
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Parker Lawrence, William Griffin,
Eric Barrier, Carlton Ridenhour,
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Written by Kelly Gordon,
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Performed by Sugarhill Gang
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"High Anxiety"

Performed by
The Suicide Machines
Written by The Suicide Machines
(ASCAP)

Song appears courtesy of
SideOneDummy Records

"Ego Trippin'"

Performed by
The Ultramagnetic MC's
Written by Keith Thornton,
Cedric Miller, Maurice Smith,
Trevor Randolph
Courtesy of Roadrunner Records
Published by Warner/Chappell
Music, Superstar International
Music, and Maurice Smith Music

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"Add It Up"

Performed by
The Violent Femmes
Written by Gordon Gano
Produced Under License From
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By Arrangement with
Warner Strategic Marketing
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Courtesy of Gorno Music

***"It's Gonna Be
A Long Night"***

Performed by Ween
Courtesy of
Sanctuary Records Group
Published by BrownDog Music

"Los Angeles"

Performed by X
Written by John Doe
and Exene Cervenka
Published by Verelia Music (BMI)
and Plaything Music
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"Long Train Runnin'"

Performed by Zeke
Written by Donald Hales,
Jefferey Matz, Richard Yalowitz
Zeke appears courtesy of
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Special thanks to
Mack Hill at
Warner Strategic Marketing

**ADDITIONAL
MUSIC**

Original Score cues written by
Fortus/Pittinsky (fungusamungus
music/ compound songs) BMI

Performed and recorded
by Compound

Special thanks to
Richard Fortus

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