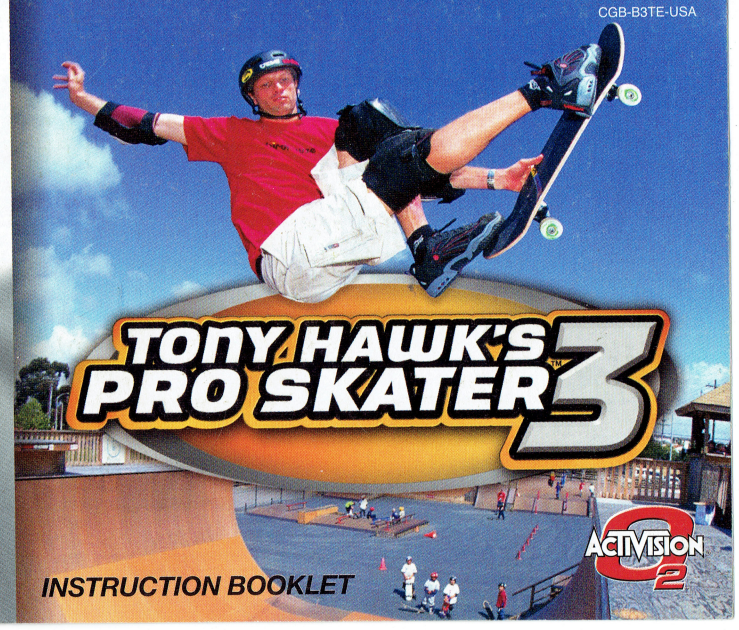
Nintendo

GAME BOY COLOR

CGB-B3TE-USA



TONY HAWK'S PRO SKATER 3

INSTRUCTION BOOKLET

ACTIVISION 2

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



EVERYONE

Visit www.esrb.org or call 1-800-771-3772 for Rating information.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
©1998,1999, 2001 NINTENDO OF AMERICA, INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR AND GAME BOY® ADVANCE VIDEO GAME SYSTEMS.

inside

INTRODUCTION 2
STARTING UP 3
MAIN MENU 3
GAME MODES 5
THE CONTROLS: GETTING AROUND 6
GENERAL TRICKS 8
SCORING SYSTEM 10
CHARACTER PROFILES 12
THE GAME LEVELS 25
LEVEL GOALS 26
CREDIT WHERE CREDIT IS DUE 27
CUSTOMER SUPPORT 29
SOFTWARE LICENSE AGREEMENT 30

INTRODUCTION

return of the hawk

A skater. An inventor. A leader. A father. For the past twenty years, Tony Hawk has been building an empire. Over 50 signature skateboarding moves to his name, Hawk's got more tricks up his sleeve than a Las Vegas magician. He has mastered death-defying feats like the 900, captured a dozen world championships, and created the best selling video game of Y2K. Tony Hawk is one of the most influential and widely recognized skaters in the history of the sport. And the one thing that ties his many successes together – be it his top-ranked team, his best selling clothing line, or his awesome series of video games – is butt bruising, ankle busting fun. And in his all new adventures – Tony Hawk's Pro Skater™ 3 – Hawk's brought together 13 of today's top skate pros and nine new levels of energizing entertainment just for you. So when you're ready to session, they're ready for you: Reynolds, Margera, Lasek, Muska, Koston, Caballero, Campbell, Steamer, Mullen, Rowley, Glifberg and Thomas. Get ready for skateboarding at its best.

STARTING UP

1. Turn OFF the POWER switch on your Nintendo Game Boy® Color.
   Never insert or remove a Game Pak while the power is on.
2. Insert the Tony Hawk's Pro Skater™ 3 Game Pak into the slot on the back of the Game Boy® Color with the label facing out. Press the Game Pak firmly to lock it in place.
3. Turn the Game Boy® Color POWER switch ON.
4. When the Tony Hawk's Pro Skater 3 title screen appears, press START or the A Button to continue.

NOTE: The Tony Hawk's Pro Skater™3 Game Pak is for Game Boy® Color and Game Boy® Advance only.

MAIN MENU

Press Start or the A Button on the title screen to go to the Main Menu. Press Up/Down on the Control Pad to make a selection, then press the A Button to Accept. Use the B Button to return to the Main Menu.

career mode

You're a professional skater now, and pros tour the world's top skate spots looking to improve their skills and get exposure. As you complete the set of goals for each level and your ability to skate improves, the next level will be unlocked. Increase your stats and learn new tricks along the way. Once you reach Levels Four, Six, and Nine, you'll get to see how you measure up against the other pros. These elite contests will take you to Skater's Island, Paris, and Tokyo, so don't forget your passport. Oh, and remember: you're not going on vacation till you beat all nine levels.

single session

See how high you can go: choose any unlocked level and skate all-out in a two minute session in an effort to set high scores and new records. Only three levels are open at first: The Foundry, Canada and Surburbia. As you complete your goals in Career Mode, you earn access to other levels. Just like real life.

free skate

For some, it's practice. For others, it's life. Choose a level and skate as long as you like. Hit the obstacles over and over and over again until your tricks are ready for competition. Make up new combos, new lines, maybe even a new trick or two (good luck). Upon unlocking new levels in Career Mode, you can Free Skate them as long as your little heart desires – or until you learn the terrain. You can also just use the extra time to screw around. . . if you're into that sort of thing.

high scores

If you don't know what a high score is, you should really consider getting a new helmet. And maybe wearing it all the time.

credits

Read the names of the hugely talented cast of characters that contributed to the creation of Tony Hawk's Pro Skater™ 3.

options

Music – Toggle the Menu Music On and Off
SFX – Toggle the Sound Effects On and Off
Reset Scores – Reset the High Scores to default
Reset Careers – Start all athletes back at the beginning of their careers

GAME MODES

There are three different modes for playing Tony Hawk's Pro Skater™ 3: Career Mode, Single Session, and Free Skate.

Career Mode challenges you to complete sets of goals in order to advance to the next level and to improve your stats. Contests on levels Four, Six, and Nine will really let you see how you measure up as a pro skater.

Single Session Mode lets you choose any unlocked level and skate your hardest for two minutes as you try to break old records – and set some new ones.

Free Skate Mode is an untimed session where you can practice and learn new tricks as well as set your lines so that you'll dominate in Career Mode.

the selections

Once you've selected your Game Mode, it's time to select a skater and a course. Remember, certain skaters perform better on certain courses.

select player

Press Left/Right on the Control Pad to scroll between skaters. Press the A Button to select.

select course

Choose from nine levels. Press Left/Right on the Control Pad to scroll between courses. Press the A Button to select.

THE CONTROLS: GETTING AROUND

Controls will differ depending on whether you're moving on the ground or doing tricks in the air.

Left/Right: accelerate and brake

Press and hold in the direction you wish to go on the Control Pad and your skater will push off and start "pumping" along the ground, building up speed. Release the Control Pad and he'll stop pumping and start to slow down.

Another way to slow down is to press the Control Pad in the opposite direction. If the skater is still, he (or she) will do a quick 180 and start going in the opposite direction.

Up/Down: change lanes

When you're on a quarter pipe or in a bowl you can change lanes. By pressing Up/Down on the Control Pad as you hit the ramp (or bowl), you will move into an adjacent lane, if one is available. You can only switch lanes at quarter pipes and bowls that extend over multiple lanes. Keep your eyes peeled.

A Button: jump

Tap the A Button to ollie (jump). If you press and hold the A Button, you will go into "jump stance," which is the preparation to ollie. When you release the button, Bam! There you go! The longer you hold down the A Button, the higher you ollie.

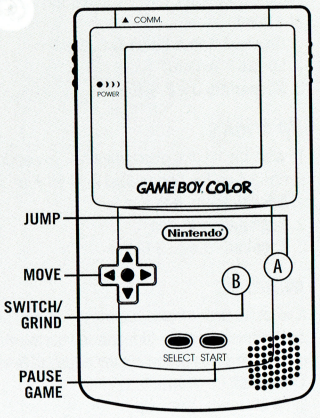
B Button: switch & grind

If you hold the B Button down and go forward then back (by pressing on the Control Pad while skating), your skater will "switch." This changes your stance (which foot is in front on your board) from Regular to Goofy and can help you rack up more points. The icon in the bottom right corner of the screen will remind you which stance you are in. Go goofy.

If you jump up into the air in front of a "grinding structure" – a rail, ledge, curb, etc., pressing the B Button will get you up on there and start you grinding.

START: select & pause

Pressing Start, just like the A Button, confirms menu selections when you're on a menu or selection screen. Otherwise, pressing Start will pause the game. Press Start again to resume your game.



GENERAL TRICKS

grinds

To pull off a grind trick, use any of these button combos while in the air before landing on a grindable object like benches, cars, railings, and pretty much everything except for the ground. Press the A Button to ollie out of a grind.

1. **Crooked Grind:** Down, B Button
2. **50-50:** B Button
3. **Nosegrind:** Up, B Button

lip tricks

To grab the lip of a quarterpipe, as you approach it, hold the B Button. Continue holding the B Button and use Left/Right on the Control Pad to keep your balance. Release the B Button to complete the trick.

1. **Nosepick:** Up, B Button
2. **Nosestall:** B Button
3. **Eggplant:** Down, B Button

manuals

A wheelie, better known as a manual, can be done across flat surfaces and is a good way to connect tricks and combos together to increase your points. Plus, they're just plain fun. NOTE: Manuals cannot be performed on quarter pipes or the curved edges of bowls.

1. **Manual:** Up, Down
2. **FS Manual:** Down, Up

flip tricks

Everybody loves the flash of a flip trick. Watch your score blow up when you mix flip tricks and grab tricks (see the list below).

1. **Heelflip:** Forward, B Button
2. **Ollie North:** Back, B Button
3. **360 Shove It:** Up, B Button
4. **Body Varial:** Down, B Button
5. **Sal Flip:** Forward, Back, B Button
6. **Impossible:** Back, Forward, B Button
7. **Double Hard Flip:** Up, Down, B Button

grab tricks

These'll grab ya some big points! And if you want even more, holding the A Button adds spins to your trick (though each time you do it in a row, it's worth fewer points, but at least you'll look good).

1. **180 Ollie:** A Button (hold A Button to spin)
2. **Nosegrab:** Forward, A Button (hold A Button to spin)
3. **Melon Grab:** Back, A Button (hold A Button to spin)
4. **Rocket Air:** Up, A Button (hold A Button to spin)
5. **Tailgrab:** Down, A Button (hold A Button to spin)
6. **Indy Nosebone:** Forward, Back, A Button (hold A Button to spin)
7. **Benihana:** Back, Forward, A Button (hold A Button to spin)

8. **Stale Fish:** Up, Down, A Button (hold A Button to spin)
9. **Airwalk:** Down, Up, A Button
10. **The 900:** Forward, Up, Down, A Button (only on vert)

switch

Hold B Button, Forward, Back.

SCORING SYSTEM

one word: combos.

Big combos are the key to getting big points. You'll have to find the areas in each environment where you can string together a bunch of tricks to take advantage of the combo scoring system. The scoring itself is kind of complicated, so pay attention if you're interested in getting good scores.

base scores

Every move has a base score associated with it. This is the number of points you get for pulling off a particular move once, without combining it with other moves. Each time you repeat a trick in a single session on the same level, its base score devalues slightly. So mix it up.

You will not win by just racking up base scores because they're not very high. Repeat and remember: Combos. Combos. Combos.

combo scoring

Now, let's say you do the same three moves but pull them off one after the other without landing on the ground in between. Doing this will earn bonus multipliers that will greatly increase your score. But, if you mix different tricks into your combos, your score will get HUGE. On top of that, if you successfully land a trick in a manual (and hold it till the next trick), this will link the tricks together and get you a ton of points (press Up, Down, or Down, Up to manual).

In addition, skating switch stance will help your score a lot (press and hold the B Button, then tap Back on the Control Pad). To avoid devaluation, switch it up: do your best tricks goofy-footed instead of repeating them in regular stance.

Hold down the A Button on grab tricks when you get big air to get big points... if you don't bail. Even the biggest leaps only give you so much spin, so add another grab or flip – or just concentrate on landing with style.

Overall, try to mix as many different tricks as you can into a single combo. When one combo ends, go switch stance and do another combo. Remember to use vert ramps and slopes to build up speed. And most important: keep pulling off tricks. Never stop. You're up against the best of the best – a little practice never hurts, either.

CHARACTER PROFILES

tony hawk

Depending on whose home you were checking, Tony Hawk's been a household name for over twenty years. But it's really his last half-decade of contest winning and 900 spinning that have tattooed HAWK on the foreheads of our youth. A trailblazer in the effort to bring skateboarding to the ends of the world, Tony has become an icon for a generation of kids that sorely needed one. Through the invention of countless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly-moving self, Tony Hawk soars.

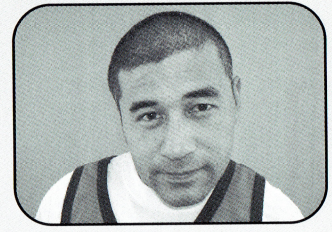
SPEED: 4
OLLIE: 3
HANG: 4
SPIN: 5
BALANCE: 3
SWITCH: 2



steve caballero

One of a select few, this "Godfather of Modern Skateboarding," helped define just what it means to be a professional skateboarder, pioneering this modern era of technical skating with innovations like his namesake fakie ollie 360 – the Caballerial. With the energy of a teenager and the sophistication of a man who has made his own way, Cab is a year-round skater who teaches by example. He rides every terrain – street, vert, and parks – with the skill and passion of a master.

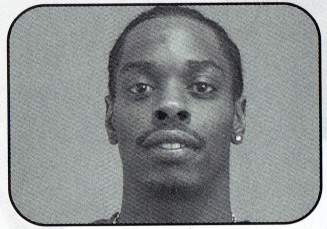
SPEED: 4
OLLIE: 4
HANG: 3
SPIN: 3
BALANCE: 4
SWITCH: 3



kareem campbell

An ideal combination of both East and West Coast sensibilities, Kareem Campbell is not a bridge joining an equal-but-opposing geo-cultural issue, he's just an authentic skater. Born and raised in real cities, his skate-life come-up led Kareem to develop an urban foundation to his skateboarding. Not by design, but rather out of necessity, his metro-style is a well-honed version of what the rest of the world's street dwellers hope to someday attain: smart, real, and smoothed out – without the R&B.

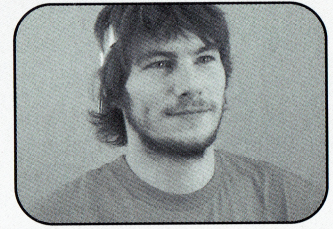
SPEED: 3
OLLIE: 5
HANG: 3
SPIN: 6
BALANCE: 2
SWITCH: 2



rune glifberg

An original gangster Dane enduring the climes of sunny So.Cal, Rune Glifberg's been known to phone home using ubiquitous digital technology. His extra-terrestrial power-style has led him to the podium of many a vert contest, but he's surprisingly well versed in all of the undisciplined disciplines of modern skating – parks, pools, streets, and, of course, whatever. Pinching bits and pieces of experience from all terrain has made Rune one of the most versatile skaters of the day. Rune has shown that street, vert, or otherwise, it is possible to be at home no matter where one may be in the world.

SPEED: 4
OLLIE: 6
HANG: 4
SPIN: 3
BALANCE: 2
SWITCH: 2



eric koston

The clean-bean ideal of an Everyskater, Eric Koston has quietly become skateboarding's most influential front-row cheerleader for the Los Angeles Lakers. Tirelessly supporting his home team to a dominating NBA Championship two-peat, Eric has also managed to evolve his smooth, consistent, and innovative skateboard skills to the point that young fans everywhere are abandoning their dreams of crossovers and three pointers in hopes of someday nailing fifteen-stair backside noseblunt slides, "Just like Koston."

SPEED: 2
OLLIE: 5
HANG: 2
SPIN: 2
BALANCE: 5
SWITCH: 5



bucky lasek

Bucky Lasek is an excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeded to destroy any sitcom sidekick preconceptions by cranking out his own style of beyond-the-boundaries vert skating. Bucky carries along with him a weighty satchel of trickiness that includes above-the-lip flips and twists and a laundry list of tech coping sorcery.

SPEED: 3
OLLIE: 6
HANG: 5
SPIN: 4
BALANCE: 2
SWITCH: 1



bam margera

Bam Margera is both lightning bolt and lightning rod – snapping necks with his unrestrained Pennsylvania-grown skate style, and harnessing the energy of his own massive discharge by video taping literally every waking moment of his practical-joker lifestyle. For skaters, he's a hilariously talented breath of fresh air in the form of seriously non-serious, and for the rest of the planet who knows him simply as "The guy from MTV," he's the bad example that everyone wants to follow. Perfectly shocking.

SPEED: 5
OLLIE: 3
HANG: 3
SPIN: 3
BALANCE: 4
SWITCH: 3



rodney mullen

Rodney Mullen birthed today's street tech. Period. An icon among idols, he's the man who freestyled many of the moves today's freshest pros use as a foundation for their own progressive skating. Flat ground ollies, 360 flips, and ollie impossibles were all made manifest by the critical thought and problem solving of this tenured Prof. of Skateboard Conceptualism.

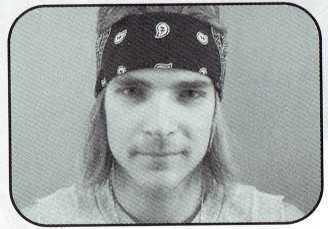
SPEED: 2
OLLIE: 3
HANG: 2
SPIN: 4
BALANCE: 6
SWITCH: 4



chad muska

With a nod to the past manifested in Muska Style, be it his deck designs or his daring 'dos, this heroic skater proudly represents today's new breed of renaissance professional skateboarders. This customized sled shredder is known not only for his breathtaking leaps and bounds on board, but his other-level self promotion – demoing, music making, and palm pressing like the tireless public figure he's built himself into. Still, Muska has and always will be respected for fearlessly testing the physical bounds of real-deal street skating with the very best of them.

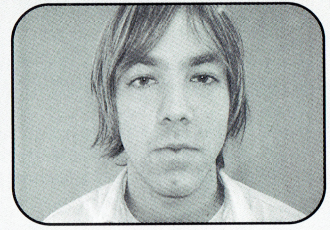
SPEED: 3
OLLIE: 5
HANG: 2
SPIN: 2
BALANCE: 6
SWITCH: 3



andrew reynolds

Bringing a precise lank and stomp to the sometimes flailing world of big-drop street skating, Andrew Reynolds' "make it or break it" tendencies are powered by his willingness to throw his six-foot frame from heights that make limping crybabies out of lesser men. Powered by invisible springs and kept upright with hidden gyroscopes, Reynolds represents skateboarding's ultimate fighting machine – declassified and unleashed on the planet in hopes of keeping our streets free of ticky-tack mediocrity.

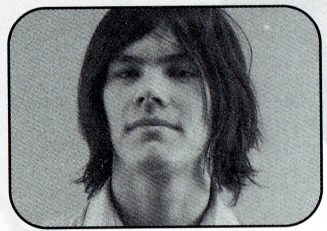
SPEED: 3
OLLIE: 5
HANG: 2
SPIN: 3
BALANCE: 5
SWITCH: 3



geoff rowley

An explosion of over-the-top activity has elevated Geoff Rowley from excellent skater to skateboarding's par excellence. Consistently operating above the also-rans in the non-competitive competition that defines real skateboarding, this re-located Brit has paid his fair share of dues whilst unceremoniously being dubbed the official holder of the title, King Assassin of Unsuspecting Rails and Double Sets. And that's official.

SPEED: 3
OLLIE: 4
HANG: 2
SPIN: 2
BALANCE: 8
SWITCH: 2



elissa steamer

Truly a skater's skater, Elissa Steamer hasn't made her name in professional skateboarding as a flag waving "first female," but as a no-nonsense skater with a sick desire to learn, progress, and rise above even her own preconceptions of what can be done on-board. Taking her lumps and paying her dues along with the rest of the pro field, she's altered the testosterone-soaked landscape of skateboarding by refusing to lower herself to the level of gender debates and instead choosing to just shut up and skate.

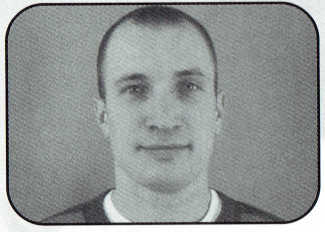
SPEED: 4
OLLIE: 4
HANG: 3
SPIN: 3
BALANCE: 4
SWITCH: 3



jamie thomas

Coming up quick on fifteen years of serious skateboarding, Jamie Thomas still wakes up everyday thinking, living, and breathing his leap-of-faith style skating – and shows no sign of easing up any time soon. With a drive strong enough to motivate his mind over what really matters, Thomas can often be found speeding through immense handrail and gap situations leaving in his wake the shredded conceptions of where skateboarding can be shoved for the sake of "How far?" and "How high?"

SPEED: 4
OLLIE: 5
HANG: 3
SPIN: 3
BALANCE: 4
SWITCH: 2



THE GAME LEVELS

LEVEL 1: FOUNDRY

LEVEL 2: CANADA SKATE CAMP

LEVEL 3: SUBURBIA

LEVEL 4: SKATER'S ISLAND (CONTEST 1)

LEVEL 5: AIRPORT

LEVEL 6: PARIS (CONTEST 2)

LEVEL 7: RIO

LEVEL 8: LOS ANGELES

LEVEL 9: TOKYO (CONTEST 3)

LEVEL GOALS

Goals for all levels, except competition levels (which have no goals) are as follows:

1. High Score Goal
2. Pro Score Goal
3. Sick Score Goal
4. Collect SKATE Goal
5. Environmental Goal
6. Trick Spot Goal
7. Find Secret Tape Goal

competition levels

Levels where there are contests (Competition Levels) have no goals. Instead, the skater has three two-minute runs. At the end of each run, all the scores are listed according to rank. At the end of the three runs, each of the three scores are added together to get a final total. In order to qualify for the next level, the skater must reach a specified rank. Hey, no one ever said being a pro was easy. Now go practice!

CREDIT WHERE CREDIT IS DUE

DEVELOPED BY HOTGEN STUDIOS LTD.

PROGRAMMER
David Leitch

ARTISTS
Anthony "Bliz" Rosbottom
Louis Amore
Adam Tween

MUSIC AND SOUND EFFECTS
Allister Brimble
Will Davis

GAME DESIGN
Will Doyle

PRODUCER
James Stewart

Q.A. MANAGER
Stuart Ryall

Q.A.
Craig Barnfield

PUBLISHED BY
ACTIVISION PUBLISHING, INC.
PRODUCER
Peter Lykke Nielsen

ASSOCIATE PRODUCER
Jesse S. Smith

QUALITY ASSURANCE
Q.A. PROJECT LEAD
Eric Zimmerman

Q.A. SENIOR PROJECT LEAD
Adam Hartsfield

Q.A. MANAGER, CONSOLE TESTING
Joe Favazza

Q.A. MANAGER, NIGHT SHIFT
Jeremy Gage

Q.A. TEST TEAM
Kevin Sodini
Steve Penate
Frank So
Carlos Monroy
Jeffry Moxley
Alonzo Clark
Bryan Lama

CUSTOMER SUPPORT
Customer Support Manager
Bob McPherson

CUSTOMER SUPPORT LEADS
Rob Lim

Gary Bolduc
Mike Hill

Q.A. SPECIAL THANKS...
Jim Summers
Jason Wong
Tim Vanlaw
Nadine Theuzillot
Ed Clune
Indra Gunawan
Jennifer Vitiello
Anthony Korotko
Ben Deguzman
Kragen Lum
Willie Bolton
Nicholas Favazza
Chad Siedhoff

HOTGEN SPECIAL THANKS...
Nicole Willick
Neversoft
Fish
Dave Vout
The Porter & Sorter
Wonky Donkey

ACTIVISION STUDIOS
EXECUTIVE VICE PRESIDENT,
WORLDWIDE STUDIOS
Larry Goldberg

VICE PRESIDENT, NA STUDIOS
Dave Stohl

ACTIVISION MARKETING
PR AND CREATIVE SERVICES
EXEC VP GLOBAL PUBLISHING AND BRAND MANAGAGEMENT
Kathy Vrabeck

SENIOR DIRECTOR OF GLOBAL BRAND MANAGEMENT
Will Kassoy

GLOBAL BRAND MANAGER
David Pokress

ASSOCIATE BRAND MANAGER
Michael Chiang

SENIOR PUBLICIST
Ryh-Ming C. Poon

CREATIVE SERVICES
Denise Walsh, VP, Creative Services
Jill Barry, Manager, Creative Services

CREATIVE AGENCY
Imagewerks

CUSTOMER SUPPORT

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

Internet: http://www.activision.com/support
Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions.

E-mail: support@activision.com
A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00am and 5:00pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

Send Correspondence for Tony Hawk to:
Tony Hawk Fan Club
31878 Del Obispo, Suite 118-602
San Jaun Capistrano, CA 92675
www.clubtonyhawk.com

software license agreement

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

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

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

YOU SHALL NOT:

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

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

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

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per cartridge replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

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

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

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

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

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

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

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

notes

notes



Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

Shaun Palmer's Pro Snowboarder™ © 2001 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Developed by I.T.L. Activision is a registered trademark and Activision 02, Shaun Palmer's Pro Snowboarder and Pro Snowboarder are trademarks of Activision, Inc. and its affiliates. Shaun Palmer is a trademark of Shaun Palmer.

Tony Hawk's Pro Skater™ 3 © 1999-2001 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 02, Tony Hawk's Pro Skater and Pro Skater are trademarks of Activision, Inc. and its affiliates. Tony Hawk is a trademark of Tony Hawk. Developed by HotGen Studios, Ltd.

LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989, 1998, 2001 NINTENDO OF AMERICA, INC. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

EVERYONE
E
CONTENT RATED BY ESRB

ACTIVISION O2

activision02.com

Printed in U.S.A.
80229.260.US