



TONY HAWK'S PROVING GROUND

PLAYSTATION 3



Game Experience May
Change During Online Play

<http://www.replacementdocs.com>

NEVER SOFT

ACTIVISION

⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures, or

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

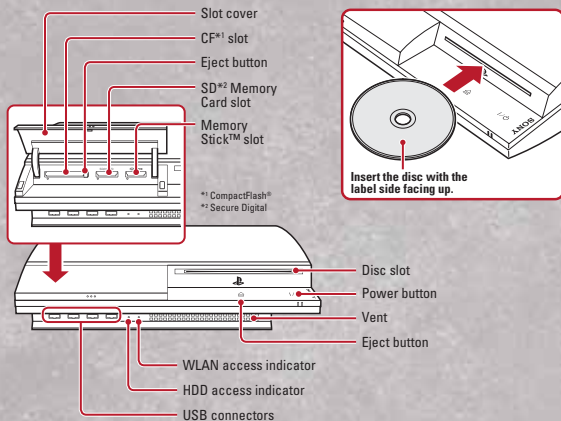
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not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

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GETTING STARTED

PLAYSTATION®3 system front



Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

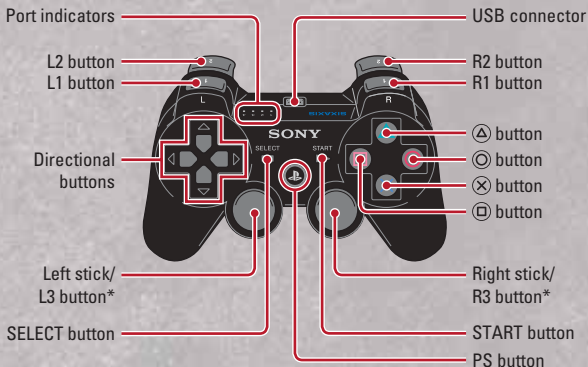
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Tony Hawk's Proving Ground* disc with the label facing up into the disc slot. Select the icon for the software title under (Game) in the PLAYSTATION®3 system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

GETTING STARTED

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



*The L3 and R3 buttons function when the sticks are pressed.


Note: To use the controller, you must first register or “pair” the controller with the PLAYSTATION 3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.


Saved data for PLAYSTATION®3 format software


Saved data for PLAYSTATION 3 format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.



BASIC CONTROLS

















(Enter Trick Controls menu in-game for advanced tricks.)





Ollie (or Jump): To ollie, press and release the  button.







Grab Tricks: To perform a grab trick, you must first be in the air. Once in the air, press the  button in combination with any direction on the directional buttons.


Flip Tricks: To perform a flip trick, you must first be in the air. Once in the air, press the  button in combination with any direction on the directional buttons.



Grind Tricks: To perform a grind trick, you must be near a rail or a grindable surface (like a ledge). First ollie (press and release the  button), then press the  button when near the rail or ledge to perform a grind trick.




- **50-50** – When parallel to a rail, ollie ( button) onto the rail and press and hold the  button.
- **Nosegrind** – Press  on the directional buttons and the  button.
- **5-0** – Press  on the directional buttons and the  button.
- **Boardslide/Lipslide** – Rotate the board perpendicular to a rail and press the  button.
- **Noseslide/Tailslide** – Press  or  on the directional buttons and the  button. Rotate the part of your board you want to slide on into the rail.
- **Feeble/Smith** – Press  or  on the directional buttons and the  button.
- **Crooked/Overcrook** – Press  or  on the directional buttons and the  button.

Stalls/Inverts: To perform a lip stall or invert, skate straight up a ramp and press the  button + the  button with a direction on the directional buttons at the lip (or top edge) of the ramp. Do the same when approaching a rail or ledge for rail stalls. Press  and  on the directional buttons or move the **left stick** left then right to balance.

Manuels: To perform a manual, quickly press  then  on the directional buttons or move the **left stick** up then down. You can also nose manual by quickly pressing  then  on the directional buttons or move the **left stick** down then up. Press  and  on the directional buttons or move the **left stick** up and down during a manual to balance.

Reverts: To revert when landing back onto a ramp, press the  button when you hit the ramp surface coming out of an aerial maneuver.



No Comply: To perform a no comply, quickly tap  on the directional buttons just before tapping or press the  button.

Boneless: To perform a boneless, quickly tap   on the directional buttons and press the  button. The boneless allows you to ollie higher and farther than a regular ollie.

ADVANCED CONTROLS

NAIL THE TRICK™ Mode: To activate NAIL THE TRICK™, ollie in the air and click both **sticks**. The game goes into slow motion; now, the left stick controls the skater's foot on the left side of the screen, and the right stick controls the foot on the right of the screen. Push and hold either **stick** in any direction to flip the board. Keep holding the stick in that direction until the board rotates all the way around. When the skateboard is right side up again, release the **stick** to put your foot back on the board and land.

You can combo or “branch” to a new foot motion when the board is close to centered below your feet and either right side up or perfectly upside down with the trucks pointing straight up. You can branch as many times as our ollie allows—be creative!

While in NAIL THE TRICK mode, pull and hold the  button to Nail the Grab or pull and hold the  button to Nail the Manual.

Note: You must unlock NAIL THE TRICK™ in Story mode before you can use it during gameplay.

Scoring: You accumulate points as your board rotates. In addition, you earn multipliers for the following actions:

- Each unique foot motion done within a combo (Variety Bonus)
- Any combo with the trucks pointing up (Trucks Bonus)
- Every 180° you rotate your body while tricking (Body Spin Bonus)

Advanced Tips: If you push the sticks precisely up, down, left, or right, you can get a “Perfect Flip” bonus to spin the board faster and gain points more quickly. Using both sticks in a flip trick gives you slightly more points.

When in regular stance, pushing down or up on the left stick (front foot) will Kickflip or Heelflip. Pushing down or up on the right stick will Shove-it Backside or Frontside. Controls reverse for switch.

You can work NAIL THE TRICK into regular scoring combos for big points.

Nail the Grab Mode: While in the original NAIL THE TRICK™ mode, you can enter Nail the Grab by pressing and holding the **L2** button before manipulating the sticks. Once you have grabbed the board, you can “tweak” the grab in any direction by pushing the **stick** in that direction. To land your grab, simply let go of all buttons.

You can combo or “branch” to a new hand at any point during your grab by pushing the opposite stick in any direction. You can do this as many times as your ollie allows.

Nail the Grab also allows you to perform finger flips by grabbing the board with either stick and then rotating that stick 180°. Push the same stick in any direction when the board is centered to re-grab your board.

Note: You must unlock Nail the Grab in Story mode before you can use it during gameplay.

Advanced Tips: You can combo from NAIL THE TRICK to Nail the Grab by pulling and hold the **L2** button at a good branch point when the board is centered and then using the sticks to control your hands. You can also combo back to NAIL THE TRICK by letting go of the **L2** button and using just the sticks to flip your board and control your feet.

Nail the Manual Mode: While in the original NAIL THE TRICK mode you can enter Nail the Manual by pulling and holding the the **R2** button before you hit the ground, and then using the sticks to controls your feet. Once in Nail the Manual, the left stick will control the foot on the left side of the screen while the right stick will control the foot on the right side of the screen. Use the sticks to land in a manual or nose manual and to balance you skater's board. To end your manual simply let the buttons go to allow the board to touch down.

You can enter Nail the Manual from NAIL THE TRICK when the tricks are up to land in Casper or Anti-Casper manuals.

Note: You must unlock Nail the Manual in Story before you can use it during gameplay.


Advanced Tips: You can combo from NAIL THE TRICK to Nail the Manual by pulling the **R2** button at a good branch point when the board is centered and then using the sticks to control your feet and the balance of your manual once you hit the ground. You can also combo from Nail the Grab to Nail the Manual the same way. To combo from Nail the Manual to any of the other Nail Modes or regular skating, release the **R2** button to ollie out of Nail the Manual and keep your combo going.


Aggro Kick: Once you unlock in Story Mode, press the **R1** button to initiate Aggro Kick and continue to press each time your skater's heel makes contact with the ground for an extra boost of speed. The key is finding your rhythm.


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, pull the **R2** button.


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


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


Wallplant: To wallplant, jump straight into a wall and press the  button to plant your foot on the wall and kick off in the opposite direction.






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







Footplant: Press the  button just before landing on flat ground to footplant and to keep your combo going.




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


Epic Pull: While in a manual near a wall or ledge press the  button to push off the wall and regain some speed.


Skate Checking: While skating or grinding you can pull the  button to skate check and knock peds out of your way or fend off attacking peds and guards.

Flatland Tricks: All flatland tricks stem from the manual. Once in a manual, tapping twice on the ,  or  button or any combination of those buttons produces a variety of flatland tricks. You must balance during a string of flatland combos using  and  on the directional buttons.

Double-Tap Flips and Grabs: Press , ,  or  on the directional buttons and double-tap the  or  button twice to bust a double or more advanced version of the base (single-tap) trick. These tricks score more points than base tricks.

Flips: When performing a flip or grab trick, you can customize your move in mid-air by using the directional buttons or the **L3** button. To perform a flip while in the air, pull and hold the  button while pressing  or  on the directional buttons or the **L3** button to invert your air.

Carve: To perform a carve, tap the  button.

Slash Grind: When your player is skating vert and reaches the lip of the ramp you can perform a slash grind by pressing the  button.

Acid Drops/Bank Drops: Pull the **R2** button while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See the Walking section below.)

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

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

Note: For even more advanced abilities, you must upgrade your player's skills in Story mode through the My Skater menu in the pause screen.

Off-Board Controls

Walking: To switch from skating to walking, press the **R1** and **L1** buttons at the same time.

Climbing/Hanging: Jump (using the **×** button) near a wall, hanging wire or pole and the **R1** button to grab the ledge. While hanging, press **←** and **→** on the directional buttons to move your position and press **↑** on the directional buttons to climb up onto the ledge surface.

Wall Run: While facing a wall, press **↑** on the directional buttons toward the wall, then press the **R1** button.

Combos and Specials

Combo Basics: Launch up a ramp, perform a grab trick, hit the **R2** button when landing in the ramp to revert and then quickly hit **↑ ↓** or **↓ ↑** to enter into a manual. Try experimenting with this combo to get bigger scores.

Special Meter & Special Tricks: By default, you start with three special tricks. Special tricks are performed using multiple direction presses on the directional buttons with the corresponding face button. You can change your special tricks in the View Tricks menu, found under My Skater. Complete more story goals to unlock more special tricks.

Camera Control

You can use the right stick to move the camera and check out what's around you when you're skating. Now you can also control the camera while in Focus mode. Lock the camera in place by clicking the **right stick**. Clicking the right stick again unlocks your camera.

Tilt Controls

Tony Hawk's Proving Ground allows you to control your skater by using the SIXAXIS™ wireless controller (for PLAYSTATION®3). To use the Tilt Control feature you must go into your menu options to enable it.

From the main shell screen go to Options > Game Setting > Control Setup.

Or

From the Pause menu go to Game Options > Control Setup.

The options in the menu for controlling your skater using Tilt are:


- Tilt Balance – This allows you to use the controller to balance and steer during manuals and grinds. Tilting the controller forward and backward will control your manual balance, while tilting side-to-side will steer your skater (in their manual). To control the balance of your skater while grinding, you must tilt the controller side-to-side.
- Tilt Steering – By tilting your controller side-to-side you may steer the skater.
- Tilt Tricks – Tilt the controller in different directions while in the air and press either the Grab Tricks or Flip Tricks buttons to perform various maneuvers. By tilting the controller you are controlling what trick is performed, just like using the sticks or directional buttons. Shake or flick the controller to go into a manual. If you press the **L2** button while in the air and tilt your controller forward or backward, your skater will perform flips.

NAIL THE TRICK – When in **NAIL THE TRICK** mode you can control your board using the **SIXAXIS™** wireless controller (**PLAYSTATION®3**). Tilt and twist the controller and watch the board spin in the same direction. Return the controller to its starting position and your skater will plant his feet.

Remap Tricks

In Story and Online play you can remap your skater's tricks. Enter the View Tricks menu under Your Skater in the pause menu. You can then edit grinds, grabs, flips, inverts, flatland and special tricks. Your skater is given three default Special Tricks which you cannot remap.

STORY MODE

You'll be presented with story-specific missions throughout Story mode. To progress through the game and see all the cities and skate spots, you'll need to complete certain missions. Characters who give missions in the game will glow. Get close to the character and you'll be able to press the  button to interact with them.

Your Skate Lounge: Your Skate Lounge is your playground for you to personalize with interactive and decorative skate pieces that you can earn or buy throughout your career. While in your skate lounge, manage your items through the Pause menu, or use the Rigger menu to drop ramps, kickers and rails.

Tutorial: At the start of your story you will be presented with three story goals to give you a taste of each path available to you—Hardcore, Rigger and Career. You will also be presented with four tutorial goals recapping Skill Challenges from *Tony Hawk's Project 8* and introducing the NEW Photo and Film goals. You must complete these goals to unlock others.

Stokens: In *Tony Hawk's Proving Ground* your skater is rewarded with stokens each time you impress the locals with awesome skate tricks. You can steal stokens from pedestrians by knocking them over on your board, but look out because they just might hit you back and steal yours. You can use these stokens to purchase items in your Skate Lounge.

Skills and Stats: Earn more points throughout your career by completing goals and skating around the world. You can then assign these points to your stats as you see fit to be more Hardcore, Rigger or Career-oriented.

Records: Want to see how long you can hold a lip trick or how high you can air? Check out this menu to view your record highs.

Photo Goals: Perform the specified trick, off the object called out, for the photographer to gain AM, PRO or SICK. Click the **right stick** at the right moment to snap your picture.

Film Goals: Perform the specified trick, off the object called out, for the filmer to gain AIM, PRO or SICK. Instantly replay your videos or save them for future editing in the Video Editor.

Arcades: In *Tony Hawk's Proving Ground* Classic Mode and High Score runs will be available only in Story mode by activating one of the many Arcade machines scattered around the cities. Also available through the arcade is the newest game *Hawk-Man*, where the player must perform very specific tricks to collect colored pellets. Collect all 75 in one run for PRO and in one combo for Sick.

Skill Challenges: All through out the world you'll find ambient skill challenge goals which you can play at your own leisure or even hit while skating through the city never breaking your combo! These goals are marked by green tags specifying which trick you will need to perform. Keep that trick going to the orange tag for AM, blue for PRO and gold for Sick.

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Completed Goal Markers: Once you have completed a goal, a floating marker will appear. This allows you to go back and replay the goals later on in your career. For multiple difficulties, you can return to your goal to beat your previous score.

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

Gaps: Gaps are placed all over the world. A gap requires the player to grind a certain rail, transfer from one QP to another, or manual a certain distance. The challenge is in finding them yourself! Collect all the gaps to unlock something cool.

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

View Goals: At any time during the story, you can visit the Pause menu and select **My Goals** to view current episodes and where to find them. You can also click **R3** to bring up your current episodes.







Motorola ic 902 Video Phone Messages: Keep an ear out for your Motorola ic 902 video phone. You can receive text messages and video messages that provide further information about the story and your mission objectives. These messages can also be found in the Pause menu under My Goals.

Rigger Menu (Moveable Pieces): Modify the world by creating and placing up to 30 ramps, quarter pipes, rails, and other objects almost anywhere to build your own personalized skate spots. Add pieces to existing levels or create your own masterpiece inside Your Skate Lounge using up to 200 pieces. To access this menu press the **SELECT** button.

Note: You must unlock the Rigger Menu in Story mode before you can use it during gameplay.

Video Editor: Create and edit sick skate videos to get noticed by the sponsors. Pull clips together and add various FX, from fish eye to color filters and overlays. Lay down the perfect music track to accompany your film and score points for the perfect edit. The possibilities are endless — you're the star and the director!

For more information on how to use the video editor, please visit www.activision.com.

- **Creating a New Clip** – At any point outside of a goal, press  and choose **Video Editor** to bring up the main Video Editor menu. Select **Record New Clip** to record 30 second clips. In order to edit these clips you must save them before inserting them into a timeline.
- **Creating a Video Edit** – The robust Video Editor allows the player to combine, trim, and edit clips, add and combine screen effects, insert overlays, and choose the music and start time for the song to truly customize and create their own skate video. Please note that clips added in the Video Editor must all be from the same city and using the same skater. You cannot add a video clip from DC and a video clip from Philly in the same edit. Using different skaters will default to the skater you are currently skating with.
 - ** **Right Stick Left and Right** – Jog the video position
 - ** **Click the Right Stick** – Expand/Zoom the timeline
 - ** **Left Stick/Directional Buttons** – Scroll menu items / Scroll between clips/effects/overlays
 - **  – Drop a Marker onto the timeline
 - **  – Preview Clip in window from the current video position
 - **  – Play entire edit from the beginning in full screen
 - **  – Select Option
 - **  – Exit
- **Options** – In the options menu of the Video Editor, the player can preview the video from the jog position in the window or full screen, zoom the timeline, delete the edit or save a render of the entire edit. Saving a render allows the player to save the video as a separate file on the hard drive.
- **Submitting Videos** – The player can use the Submit option in the Edit Video interface to upload the player's video to the Volcom Editors Challenge within the story.

CREATE

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

A note about Story Skater:

In *Tony Hawk's Proving Ground*, the Story Skater you customize cannot be used in any other mode of play, and the same goes for a skater created outside of Story mode—it cannot be used in Story. All customization of your Story skater should be done inside Story mode (within Your Skate Lounge), and all customization of a skater for 2-player or Online should be done within the Create option from the Main Menu.

Creating Your Skater: You can create nearly any kind of skater. Create a unique look for your skater then go Online to show off your new look. From the Main Menu, select **Create**. Choose from a list of three different skaters or start from scratch. You can also load a previously saved skater.

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

Piece Categories: The available piece categories when creating a new skater or editing your current skater are Information, Hats, Face, Torso, Pants, Eyes, Hair, Accessories, Feet, Tattoos, Skateboard and Misc.

Available Pieces: At the start of the game, some pieces will be unavailable to you until you've unlocked them or earned them from sponsors through out your story. To unlock more pieces with which to customize your skater, you'll need to play through Story mode and earn them.

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 counts, because your highest scoring combo will be your score for the match.

Combo Challenge: Go for the highest combo score.

Graffiti: The player with the most “tagged” objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend’s tags by pulling higher scores and bigger combos off the same object.

Horse: Pull off higher combos than your fiends to get them to spell HORSE – the classic b-ball game skater style. Exclusive to 2-player mode.

Walls: Keep your combo going to make the wall behind your skater longer, and then box in other payers to eliminate them.

NAIL THE TRICK™: Place a kicker down to launch off of and let the NAIL THE TRICK™ scoring madness begin! Exclusive to online.

Skate the Line: Map out the exact line you want to challenge other players to combo. Highest scoring combo on your line wins.

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.

ONLINE

PLAYSTATION®Network


Take your gaming skills online! Get ready to battle players all over the world in up-to-eight-player games! Signing up for a PLAYSTATION®Network account is free! Create your Playstation®Network Online ID. Chat with your friends. Download content through PLAYSTATION®Store. See Multiplayer Games for further explanation of the games available to play in *Tony Hawk's Proving Ground*.

Connecting



Before you can use PLAYSTATION®Network, connect your PLAYSTATION® console to a high-speed internet connection. Once your hardware is connected and properly configured, you're ready to play on PLAYSTATION®Network. Select **Join PLAYSTATION®Network** and create your Online ID through the PLAYSTATION Home page. Now you can enter an online game through the Main Menu in *Tony Hawk's Proving Ground* or from Story mode.

Note: By joining an online session, you must leave the Activision-controlled environment in Tony Hawk's Proving Ground. The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. Activision and Sony Inc. take no responsibility for content external to the game itself. Please read the terms of use for online play at <http://www.playstation.com>.

Starting Online Play

Quick Match: This search brings up the first available online session. To search for another game, press the  button.

Custom Match: This search allows you to browse all the available *Tony Hawk's Proving Ground* games. To narrow your search, specify the game type and/or map or ranked number of players.

Create Match: Create an online session for others to join. When creating a match, you can change several options. Cycle your choices by pressing up or down. Move through the options by pressing  or  on the directional buttons. Match option descriptions are below.

Using Custom Match

Custom Match allows you to search for game sessions of a particular type. When you select Find Session in the Custom Match Menu, you're presented with a list of options to refine your search.

Match (Player/Ranked): Standard games allow any player to join. Ranked games only allow players of similar rank to join.

Players: The number of players in your game (option of between 2 and 8)

Area: The game area of the selected game (houses, etc.).

Done: Select this when you're ready to start hosting a game.

Hosting a Game

When hosting a game, you'll see the Create a Match menu. Once your game session is up, other players will find your game by using Quick Match or Custom Match and can attempt to join it. When starting a session, you'll get the following options:

- **Match (Player/Ranked):** Standard games allow any player to join. Ranked games only allow players of similar rank to join.
- **Players:** The number of players in your game (option of between 2 and 8).
- **Area:** The area you plan to host in (can be changed at any time once you're in the game).
- **Invited Slots:** Reserve space in your session for people on your Friends List (option of between 2 and 7).
- **Done:** Select this when you're ready to start hosting a game.

Playing in an Online Game

A *Tony Hawk's Proving Ground* game session is hosted by one of the players and can hold up to eight skaters. If you selected Join Game to get into the game, you are considered a "client" to that server. If you selected Start Game, you're considered the "host" player.

After joining, you'll most likely be dropped into Free Skate mode. During free skate, you can cruise around and get a feel for the layout of the area or chat it up with your fellow skaters. When the host player is ready to start the 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.

Tip: You can only serve on levels 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.

GAME OPTIONS

Save Game/Load Game: To save a game, you'll need at least 13 MB of free space available on your PLAYSTATION HDD or Memory Stick. To check your free memory and/or delete existing games, use the PLAYSTATION button to view the home page. To load a previously saved game, select **Load Game** from the Options menu in-game.

The Story/Skater save requires 13 MB. This save contains both your skater and any progress through Story mode as well as any unlockables you may have earned.

Game Settings: Controller settings, sound and display options.

Game Progress: Records: View all of your skater's accomplishments, including number of tricks performed, biggest air, and the longest grind. Rankings: View your Story mode character's rank. Stats: View your Story mode character's stats.

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

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

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MUSIC

All My Heroes Are Weirdos

Performed by !!!
Written by Dan Gorman, Nic Offer
Mario Andreoni, Tyler Pope
Allan Wilson, John Pugh, Jason Racine
Justin van der Volgen
Published by Ninja Tune
Courtesy of Warp Records

Audio Technician

Performed by DJ JS-1 feat. L.I.F.E. Long
& Immortal Technique
Written by Michael Delaney
William Tramontozzi
Published by Highly Abusive (ASCAP)
Courtesy of DJ JS-1

Baddest of the Bad

Performed by Reverend Horton Heat
Written by James Collis Heath
Published by Horton House
Publishing (BMI)
Courtesy of Sub Pop Records

Banned in D.C.

Performed by Bad Brains
Written by Gary Miller, Paul Hudson
Darryl Jenifer, Earl Hudson
Published by Bad Brains Publishing
(ASCAP)
Courtesy of ROIR

Bear in the Air

Performed by Motorcity Daredevils
Written by Justin Gleich
Frank Regan, Tom Pressley
Published by World
Domination Music Ltd
Courtesy of World
Domination Music Ltd

Breed

Performed by Nirvana
Written by Kurt Cobain
Published by Primary Wave Tunes
on behalf of The End of Music (BMI)
and administered by
EMI Virgin Songs, Inc. (BMI)
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Carpenter

Performed by Kittens
Written by Shawn Fedorchuk
Steve Kellas, David Kelly
Published by Sonic Unyon (SÖCAN)
Courtesy of Sonic Unyon Records

Children's Story

Performed by Slick Rick
Written by Ricky Walters
Published by
Songs of Universal, Inc. (BMI)
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Chin High

Performed by Roots Manuva
Written by
Rodney Smith, Steve Dub Jones
Published by Chrysalis Music (ASCAP)/
Westbury Music Ltd
Courtesy of Big Dada Recordings

Circles

Performed by Dag Nasty
Written by Smalley, Baker,
Marbury, Sears
Courtesy of Dischord Records

Clash City Rockers

Performed by The Clash
Written by Mick Jones, Joe Strummer,
Paul Simonon, Topper Headon
Published by Universal-Polygram Int.
Publ., Inc. on behalf of Nineden Ltd
(ASCAP)
Courtesy of Epic Records by
Arrangement with
Sony BMG Entertainment

Come Friendly Bombs

Performed by Gallows
 Written by Frank Carter,
 Laurent Barnard, Steph Carter,
 Stuart Gill-Ross, Lee Barratt
 Courtesy of Epitaph Records and
 Warner Music UK

Come On

Performed by Revolution Mother
 Written by Mike Valley
 Jason Hampton, Colin Buis
 Brendan Murphy
 Published by Mike V Incorporated
 (ASCAP) / Dogs of War Publishing
 (ASCAP)
 Courtesy of Cement Shoes Records

**The Devil Made Me Do It
(Poach A Pig Mix)**

Performed by Paris
 Written by Oscar Jackson
 Published by Guerrilla Funk
 Courtesy of Guerrilla Funk

Disintegrate

Performed by The Amelia Premiere
 Courtesy of The Amelia Premiere

Electric Kingdom

Performed by Twilight 22
 Written by Gordon Bahary
 Errol Moore, Joseph Saulter
 Published by Universal-Polygram Int.
 Publ., Inc. (ASCAP) / Bahary Songs
 (ASCAP) / Universal-Songs of
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 Goba Music (BMI)
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Electric Worm

Performed by Beastie Boys
 Written by Michael Diamond,
 Adam Horowitz, Adam Yauch
 Published by Universal-Polygram Int.
 Publ., Inc. on behalf of itself and
 Brooklyn Dust Music (ASCAP)
 Courtesy of Capitol Records
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 EMI Film & Television Music

Energy Dome

Performed by Snapcase
 Written by Jon Salemi, Daryl Taberski
 Dustin Perry, Tim Redmond
 Frank Vicario
 Published by Tigerstar Music (ASCAP)
 Courtesy of Equal Vision Records

Everything Changes

Performed by Deadbolt Zen
 Written by Dustin Dichoso
 Courtesy of Deadbolt Zen

Fug

Performed by Cymande
 Written by Patrick Patterson
 Steve Scipio
 Published by Cminor Music (BMI)
 administered by MCS America
 Courtesy of Janus Records and
 John Schroeder Enterprises under
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 & Television Music

Garbage Man

Performed by The Cramps
 Written by Lux Interior, Ivy Rorschach
 Published by Illegal Songs (BMI)
 administered by
 Bugle Publishing Group
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Gets Paid

Performed by The Icarus Line
 Written by Joe Cardamone
 Published by Egoistical (SESAC)
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Gift Tax

Performed by Future Pigeon
 Written by Jason Mason,
 Eddie Ruscha, Danny Preston
 Courtesy of Record Collection

Girls in Black

Performed by Airbourne
 Written by Joel O'Keeffe, Ryan O'Keeffe
 Published by Mushroom Music Pty Ltd
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The Hands Will Abide

Performed by Cursed
 Written by Chris Colohan
 Christian McMaster, Dan Dunham
 Mike Maxymuk
 Courtesy of Goodfellow Records

Hold Your Ground

Performed by Gorilla Biscuits
 Written by Walter Schreifels
 Courtesy of Revelation Records

Holidays in the Sun

Performed by The Sex Pistols
 Written by John Lydon, Steve Jones
 Paul Cook, John Beverley

Published by Careers-BMG
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I'd Rather Die Than Be Famous

Performed by Pierce the Veil
 Written by Victor Fuentes, Mike Fuentes
 Published by Before Today Music
 (ASCAP)
 Courtesy of Equal Vision Records

It Beats For You

Performed by Voltera
 Written by Michael Rizzo, Jessica Koch
 Courtesy of Voltera

It's Just Begun

Performed by The Jimmy Castor Bunch
 Written by James Castor
 Johnny Pruitt, Gerry Thomas
 Published by Taking Care of Business
 (BMI) and Minder Music Ltd.
 Courtesy of RCA by arrangement with
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Loathsome

Performed by Pig Destroyer
 Written by J.R. Hayes, Scott Hull
 Published by
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 Courtesy of Relapse Records

Memories of the Grove

Performed by
 Maylene and the Sons of Disaster
 Written by Joshua Cornutt
 Dallas Taylor, Joshua Williams
 Lee Turner
 Courtesy of Ferret Music LLC

Motorbike

Performed by Anglo Jackson
 Courtesy of Anglo Jackson

Move Part 2

Performed by
 Oh No Feat. J Dilla and Roc C
 Written by

James Yancey, Mike Jackson
 Published by Universal-Polygram Int.
 Publ., Inc. on behalf of itself and
 E.P.H.C.Y. Publishing (ASCAP)/
 Shelly Bay Music on behalf of
 Disruption Productions (ASCAP)
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Music is Happiness

Performed by The Octopus Project
Written by Josh Lambert
Yvonne Lamber, Gilberto Miranda
Edward Swietek
Courtesy of The Octopus Project

Natural One

Performed by Folk Implosion
Written by Lou Barlow
John Davis, Wally Gagel
Courtesy of Diizzi Enterprises LLC

The New Brutality

Performed by Paint It Black
Written by Dan Yemin, Josh Agran
Andy Nelson, David Wagenschutz
Colin McGinniss
Courtesy of Jade Tree Records

Pack Up (Remix)

Performed by Lyrics Born feat.
KRS-One & Evidence
Written by Tom Shimura
Solomon David
Published by Bug Music on behalf of
Asia Born Music (ASCAP)/
Pregnant Drumz Music (ASCAP)
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Panic-Oh!

Performed by Los Abandoned
Written by Pilar Diaz, David Green
Published by Chilegirl Songs (ASCAP)/
On Toad Music (BMI)
Courtesy of Vapor Records

The Pretender

Performed by Foo Fighters
Written by Dave Grohl, Taylor Hawkins
Nate Mendel, Chris Shifflett
Published by
Courtesy of Roswell/RCA Records
by arrangement with
Sony BMG Entertainment

Radio

Performed by Jurassic 5
Written by Barry Bailey, George Belton
Darryl Calloway, Charles Fleming
Larry Miller, Reginald Payne
Dante Givens, Courtenay Henderson
Mark Potsic, Charles Stewart
Marc Stuart, Salaam Remi
Published by Sugar Hill Music Publishing
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Rappin' and Rockin' the House

Performed by Funky 4+1
Written by Barry Robinson
Published by Sweet Soul Music (BMI)
administered by Spirit Music Group
Courtesy of Enjoy Records
By arrangement with
Spirit Music Group

Sanctuary

Performed by Darkest Hour
Written by Paul Burnette, John Henry
Kristopher Norris, Ryan Parrish
Michael Schliebaum
Published by Another Victory Inc (ASCAP)
Courtesy of Victory Records

Secret Crowds

Performed by Angels and Airwaves
Written by Tom Delonge
Published by Universal Music Corp.
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See the World

Performed by The Kooks
Written by Paul Garred, Hugh Harris
Luke Pritchard, Max Rafferty
Published by Famous Music (ASCAP)
Courtesy of Astralwerks under license
from EMI Film & Television Music

Slaughter of the Soul

Performed by At The Gates
Written by Anders Bjorler
Jonas Bjorler, Tomas Lindberg
Published by Earache Songs
Courtesy of Earache Records

The Sound of Words

Performed by Divine Era
Written by Daisuke Wachi
Courtesy of Divine Era

Starving Artists

Performed by The Bled
Written by James Munoz
Jeremy Talley, Mike Pedicone
Ross Ott, Darren Simoes
Published by Songs Music
Publishing LLC on behalf of Ram Island
Songs (ASCAP), Pedicone (SESAC) Robot
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Rossmosis (SESAC)
Who Care Were Drinking (SESAC)
Courtesy of Vagrant Records

Sympathy for the Devil

Performed by The Rolling Stones
Written by Mick Jagger, Keith Richards
Published by ABKCO Music
Courtesy of ABKCO Records

Tarantula

Performed by The Smashing Pumpkins
Written by Billy Corgan
Published by Faust's Haus Music (BMI)
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That's Entertainment

Performed by Sayvinyl
Written by Phill Tomroth, Jesse Fritsch
Dan Reed, Ryan Flach, Josh Vargo
Courtesy of Sayvinyl

Throwback Rap Attack

(Madlib remix)
Performed by Percee P
Written by John Percy Simon
Otis Jackson Jr
Published by Shelly Bay Music
on behalf of Madlib Invazion (BMI)
and Pebble Toss Music (ASCAP)
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Up All Night

Performed by El-P
Written by Jaime Meline
Published by Songs Music
Publishing LLC on behalf of
Definitive Jux Music (SESAC)
Courtesy of Definitive Jux

Version 2.0

Performed by Bloc Party
Written by Kele Okereke
Russel Lissack, Gordon Moakes
Matt Tong
Published by
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Wichita Recordings Limited
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We Must Obey

Performed by Fu Manchu
Written by Bob Balch, Bradley Davis
Scott Reeder, Scott Hill
Published by
Magic Arts Publishing USA (ASCAP)
administered by Century Media
Courtesy of Century Media Records

Well Thought Out Twinkles
Performed by Silversun Pickups
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