WARNINGs Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating it. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitching, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast CD-ROM is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGAM DREAMCAST VIDEO GAME USE
This SD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this SD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Contents

Getting Started .................................................. 2
Default Controls .................................................. 3
Message from Andy Macdonald ............................... 7
Main Menu ...................................................... 8
Options ........................................................... 9
Saving and Loading ............................................. 10
Single Player Modes ........................................... 11
Multiplayer Modes ............................................. 13
Playing a Game .................................................. 15
The Display ..................................................... 16
Pause Menu ..................................................... 17
High Scores ..................................................... 17
Skating Tips .................................................... 18
Beginner Tricks .................................................. 19
The Pro-Skaters .................................................. 20
The Music ......................................................... 22
The Sponsors ..................................................... 24
Credits ............................................................ 27
Limited Warranty ............................................... 28
**Getting Started**

- **Disc Door**: This turns the unit ON or OFF.
- **Open Button**: Press to open the Disc Door.

**Control Ports**

Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.

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**Default Controls**

- **Overhead View**
  - Analog Thumb Pad
  - Directional Button (D-Button)
  - Start Button

- **Forward View**
  - Expansion Slot 1
  - Left Trigger (Trigger L)
  - Expansion Slot 2
  - Right Trigger (Trigger R)

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**MTV SPORTS™: SKATEBOARDING™** featuring Andy MacDonald is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game data.

To return to the Title screen at any time during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
**MENU SELECTIONS**

- **D Button** ↑↓←→: Choose selection
- **A Button**: Confirm selection
- **X Button**: Get information
- **Y Button**: Return to previous menu

**BUTTON/COMBO**

<table>
<thead>
<tr>
<th>BUTTON/COMBO</th>
<th>ON GROUND</th>
<th>IN AIR</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>A Button</strong></td>
<td>Hold to Crouch</td>
<td>Release to Ollie</td>
</tr>
<tr>
<td><strong>X Button</strong></td>
<td>Hold to Accelerate</td>
<td>Initiate Flip Trick</td>
</tr>
<tr>
<td><strong>B Button</strong></td>
<td>Hold to Accelerate</td>
<td>Initiate Grab Trick</td>
</tr>
<tr>
<td><strong>Y Button</strong></td>
<td>Initiate Flatland Trick</td>
<td>Initiate Grind Trick</td>
</tr>
</tbody>
</table>

**FLATLAND TRICKS: D Button + Y Button = TRICK**

- **↑ + Nose Wheelie**
- **↑ + Casper Slide**
- **↑ + Primo Slide**
- **↑ + 2-Wheel Powerslide**
- **↓ + Manual Roll**
- **← + Wildthing**
- **← + Primo Flip**
- **← + 1-Foot Nose Wheelie**

**GRIND TRICKS: D Button + Y Button = TRICK (Y Button=5050 if trick is not selected)**

- **↑ + Nose Slide**
- **↑ + K-Grind**
- **↑ + Smith Grind**
- **↑ + Fieble Grind**
- **↓ + Tailslide**
- **↓ + Bluntslide**
- **↓ + Boardslide**
- **↑ + Salad Grind**

**Action**: One Foot Nose Grind, One-Footed Smith Grind, Darkslide, Nose Grind, Hurricane Grind, Nose Bluntslide, Crail Slide, Five O Grind
Message from Andy Macdonald

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

Skateboarding took hold of my life soon after and I've done title

Steady Ride

Get out there and live it. Everyone skates better in the game than in real life. It's important to remember that real skateboarding is much more challenging than any video game will ever be... Sk-8 HRD.

When I was about 11 years old, I had a friend who always had the newest and coolest toys of all the g
Main Menu

Use the D Button ←→ to find a game mode or option. Press the A Button to make your selection.

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

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

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

Game Controls: Press ←→ to toggle between the Default and Alternate settings for Player One. Press the A Button to confirm your selection and advance to the Player Two settings. Repeat the process until all available controller settings have been customized.

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

Load and Save: Access the VMU options. See Saving and Loading on page 10.

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

Options

Music Volume: Press ←→ to increase or decrease the music.

Sound Volume: Press ←→ to increase or decrease the sound effects.

Music Video: Change the in-game music/video selection.
**Saving and Loading**

When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game data.

**SAVING A GAME**
Highlight SAVE with the D Button and press the A Button to save your game. Do not remove the Visual Memory Unit while saving a game.

A message will confirm the save. Press the A Button to return to the Main Menu.

**LOADING A GAME**
Highlight LOAD with the D Button and press the A Button to load a previously saved game. Do not remove the Visual Memory Unit while loading a game.

A message will confirm that your game was loaded successfully. Press the A Button to return to the Main Menu.

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**Single Player Modes**

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

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

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

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

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

SURVIVAL
You start with 30 seconds and gain additional time by performing trick combinations. The greater the combo, the more time you're awarded. Survive the longest to win.

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

Multiplayer Modes

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

TIME BOMB
One skater begins with a bomb. The bomb has a timer of 65 seconds. Pass the bomb off to another skater before time runs out or it’s "game over." The last player with the bomb loses.
MTV HUNT
Collect more MTV icons than your opponent, but don't bail! The player with the most icons when time runs out is the winner.

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

Playing A Game

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

SKATER SELECT
Now choose a skater based on his or her statistics:
- Acceleration shows a skater’s ability to gain speed from a standstill.
- Maneuverability determines each skater’s ability to move through a course.
- Balance helps each character grind long rails.
- Rotation determines how much a skater will spin in the air.

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

MUSIC SELECT
While the game is loading, you can choose a music track by pressing ←/→ on the D Button. Select a song from the 10 available on the screen, or select “shuffle” for a randomly selected track.
The Display

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

- Stance, displayed as REGULAR or GOOFY (dependent on which stance your skater normally uses).
- The degrees of your Rotation, shown for each trick. Use the L Trigger and R Trigger for greater rotation.
- The name of each Trick.
- A Timer, displaying how long you hold each trick.
- A Point Total for all the factors, added up.

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

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

Pause Menu

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

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

High Scores

To view the High Scores, press ↓↑ on the D Button to switch tracks and ↑↓ to toggle the scores. MTV SPORTS™: SKATEBOARDING™

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

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

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

Beginner Tricks

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

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

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

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

Andy Macdonald

Alan Petersen

Colin Mckay

Josh Kalis

Salvador Barbier

Jen O'Brien

Brian Howard

Rob Durdek

Heidi Fitzgerald

Danny Way

Keith Hufnagel

Stevie Williams

Rick Howard

Scott Johnston
The Music

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www.epitaph.com

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snapcase

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From The Album "More Betterness"
Performed by No Use For A Name
Written by Tony Sly
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"Heaven is a Hall Pipe"
From the Album "Menace To Sobriety"
Performed and Written by OPM
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"I'm Down"
From The Album "Stomping Ground"
Performed by Goldfinger
Written by Feldmann/Paulson
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THQ

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James Boone
Producer
David Hoffman
Associate Producer
Leland Math
Assistant Producer
Greg Kakawalase
Product Manager
Rachel Silverstein
Associate Product Manager
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Directors of QA
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Don W. Neupert
Lead Test
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Chris Collazo
Tim Grimaud
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Aldo Rodriguez
Scott Dunbar
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Producer
Tony Calandra
VP Programming Enterprises
Lisa Sitten
Creative Consultants
Carl Harris
Sarah James
Denise Polish
Amy Doyle
Kevin Marquand
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Beth Matthews
Hillary Cohen
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Special Thanks
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DARKBLACK
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Programmers
George Williamson
James Shaw
Dave Mann
Dave Gaudry
Paul Hodgdon
Artists
Rob Jimez Olsen
Mike McGue
Stuart Hans
Andy Eberton
Richard Bester
Paul Allison
John Gibson
Adam Smith
Dean Liddle

Andy MacDonald Photo
RHINO

26

27
THQ Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any product to THQ without contacting us first. Your 5 digit Product Code is 37001. Please use this code to identify your Product when contacting us.

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THQ warrants the best of THQ’s ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold “as is,” without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ’s option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ’s satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

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Customer Service Department
27001 Agoura Road, Suite 270
Calabasas, CA 91301

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ESRB Rating

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.

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