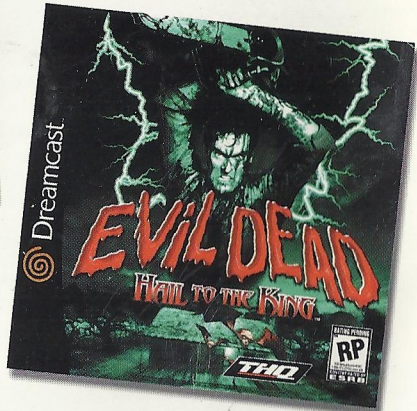
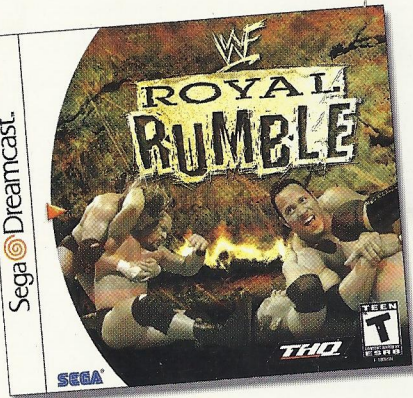


ALSO AVAILABLE  
FROM **THQ**



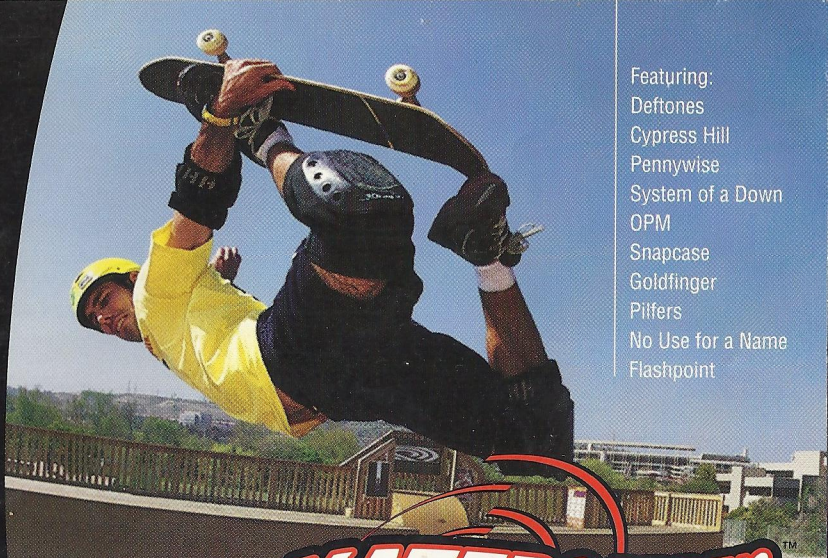
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Featuring:  
 Deftones  
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 No Use for a Name  
 Flashpoint



**SKATEBOARDING**  
 FEATURING ANDY MACDONALD

**DARKBLACK**

**THQ**



T-10004N

# 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 them. 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 twitches, 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 GD-ROM disc 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.

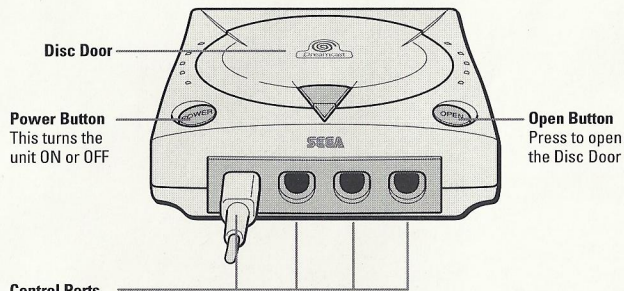
## SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-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.

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# Getting Started

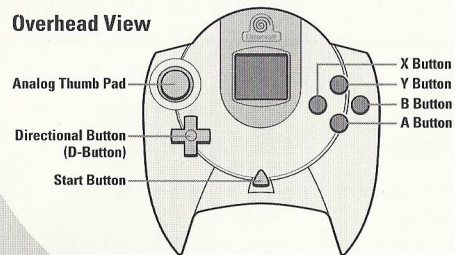


Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.

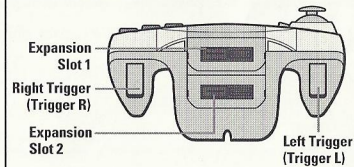
**MTV SPORTS™: SKATEBOARDING™ featuring Andy Macdonald** is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. When using a Visual Memory Unit (sold separately), insert it into Expansion Socket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

# Default Controls

## Overhead View



## Forward View



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**

	<b>ACTION</b>
D Button $\uparrow/\downarrow/\leftarrow/\rightarrow$	Choose selection
A Button	Confirm selection
X Button	Get information
Y Button	Return to previous menu

<b>BUTTON/COMBO</b>	<b>ON GROUND</b>	<b>IN AIR</b>
A Button	Hold to Crouch Hold to Accelerate Release to Ollie	
X Button	Hold to Accelerate	Initiate Flip Trick
B Button	Hold to Accelerate	Initiate Grab Trick
Y Button	Initiate Flatland Trick	Initiate Grind Trick
$\uparrow$	Release Flatland Trick	
$\leftarrow/\swarrow$	Turn left	Rotate left
$\rightarrow/\nearrow$	Turn right	Rotate right
$\downarrow$	Slow down	
$\swarrow/\searrow$	Sharp turn	
R Trigger		180° rotate right
L Trigger		180° rotate left

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

$\uparrow$ + Nose Wheelie	$\uparrow$ + $\uparrow$ + Waddy Flip
$\nearrow$ + Casper Slide	$\nearrow$ + $\nearrow$ + 2-Foot Nose Wheelie
$\rightarrow$ + Primo Slide	$\rightarrow$ + $\rightarrow$ + Powerslide (right)
$\searrow$ + 2-Wheel Powerslide	$\searrow$ + $\searrow$ + Kickback
$\downarrow$ + Manual Roll	$\downarrow$ + $\downarrow$ + 1-Foot Wheelie
$\swarrow$ + Wildthing	$\swarrow$ + $\swarrow$ + Handstand
$\leftarrow$ + Primo Flip	$\leftarrow$ + $\leftarrow$ + Powerslide (left)
$\nwarrow$ + 1-Foot Nose Wheelie	$\nwarrow$ + $\nwarrow$ + Handstand Fingerflip

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

$\uparrow$ + Nose Slide	$\uparrow$ + $\uparrow$ + One Foot Nose Grind
$\nearrow$ + K-Grind	$\nearrow$ + $\nearrow$ + One-Footed Smith Grind
$\rightarrow$ + Smith Grind	$\rightarrow$ + $\rightarrow$ + Darkslide
$\searrow$ + Feeble Grind	$\searrow$ + $\searrow$ + Nose Grind
$\downarrow$ + Tailslide	$\downarrow$ + $\downarrow$ + Hurricane Grind
$\swarrow$ + Bluntslide	$\swarrow$ + $\swarrow$ + Nose Bluntslide
$\leftarrow$ + Boardslide	$\leftarrow$ + $\leftarrow$ + Crail Slide
$\nwarrow$ + Salad Grind	$\nwarrow$ + $\nwarrow$ + Five O Grind

**GRAB TRICKS: D Button + B Button = TRICK (hold B Button to prolong grab)**

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

**FLIP TRICKS: D Button + X Button = TRICK**

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

# Message from Andy Macdonald

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

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

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

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



# Main Menu

Use the D Button  $\leftarrow/\rightarrow$  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 info.

**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  $\leftarrow/\rightarrow$  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.

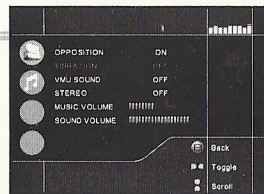


# Options

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

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

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



# Saving and Loading

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

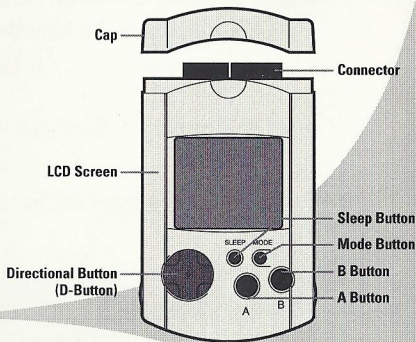
Highlight SAVE with the D Button and press the A Button to save your game. Do not remove the Visual Memory Unit while saving a game.

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.



# 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!

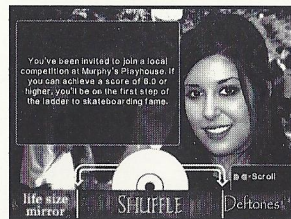


## LIFESTYLE

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.

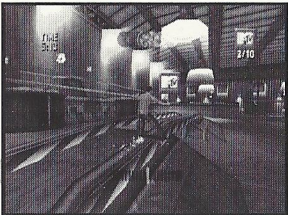
Shred the competition and make your way to the ultimate challenge – the MTV Stadium. If you're good enough, your sponsors could give you a big "push" in the industry.

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!



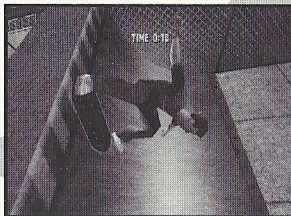
## MTV HUNT

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



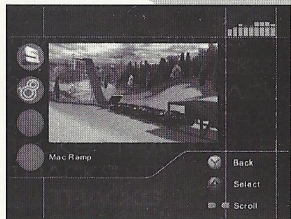
## SURVIVAL

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

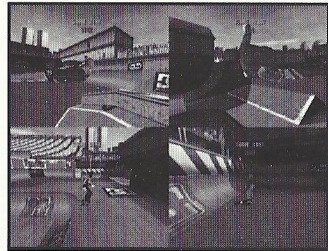
Complete a number of daredevil stunts, phat tricks and huge transfers, then make it across the finish line before time runs out!



# M Multiplayer Modes

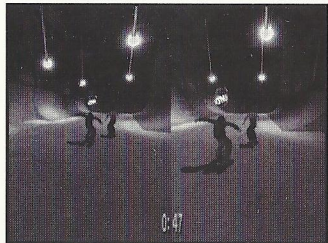
## BATTLE

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

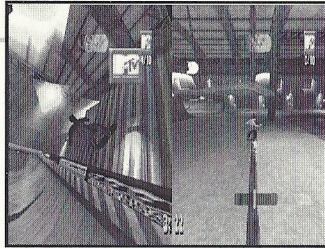
One skater begins with a bomb. The bomb has a timer of 65 seconds. Pass the bomb off to another skater before time runs out or it's "game over." The last player with the bomb loses.





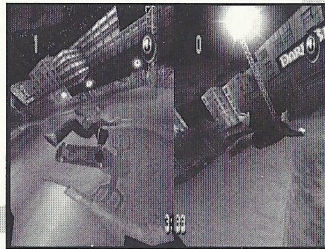
## MTV HUNT

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.



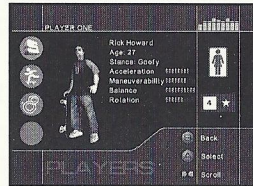
# Playing A Game

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

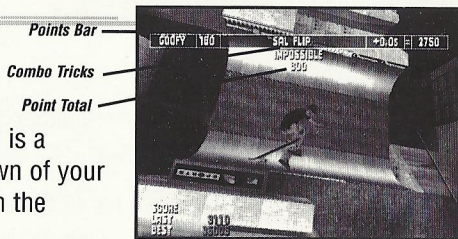
Next, select a track to skate on. In the beginning, there will only be a few tracks to choose from. As you progress through the game, more tracks will become available.



## 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:

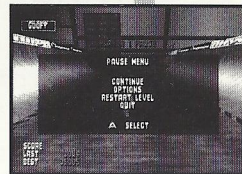
- Stance, displayed as REGULAR or GOOFY (dependent on which stance your skater normally uses).
- The degrees of your Rotation, shown for each trick. Use the L Trigger and R Trigger for greater rotation.
- The name of each Trick.
- A Timer, displaying how long you hold each trick.
- A Point Total for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



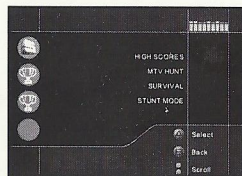
- Continue:** Resume game play.
- Options:** View the in-game Option Menu (see pg. 9)
- Restart Level:** Start over from the beginning of the level.
- Quit:** Exit the game and return to the Main Menu.

# High Scores

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

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

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



## Skating Tips

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

## Beginner Tricks

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

### OLLIE

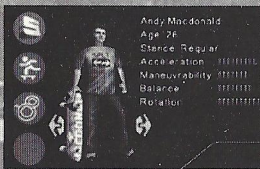
Master the Ollie first to perform other tricks. First, put your front foot on the middle of your board near the screws, with your back foot on the tail. Push down (hard) on the tail. Slide your front foot up the board just before the tail hits the ground – your board will become airborne. Keep your knees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

### KICK FLIP

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

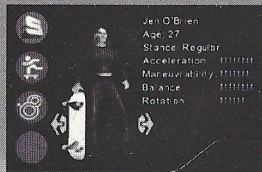
After mastering the Ollie and Kick Flip, you can begin to experiment with the Heel Flip, Varial and Pop-Shoveit tricks. Performing variations of each trick will get you on your way to becoming a pro!

# The Pro-Skaters



Andy Macdonald  
Age 26  
Stance Regular  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Andy Macdonald



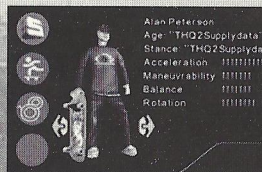
Jen O'Brien  
Age 27  
Stance Regular  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Jen O'Brien



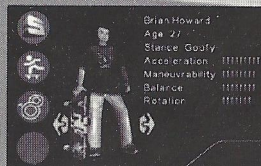
Keith Hufnagel  
Age 26  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Keith Hufnagel



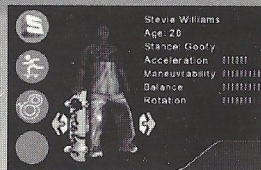
Alan Petersen  
Age: "THQ2Supplydata"  
Stance: "THQ2Supplydata"  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Alan Petersen



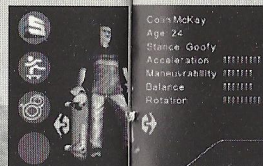
Brian Howard  
Age 21  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Brian Howard




Stevie Williams  
Age 20  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Stevie Williams



Colin McKay  
Age 24  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Colin McKay



Rob Dyrdek  
Age 25  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Rob Dyrdek



Heidi Fitzgerald  
Age 27  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Heidi Fitzgerald



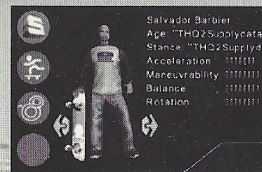
Scott Johnston  
Age 25  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Scott Johnston



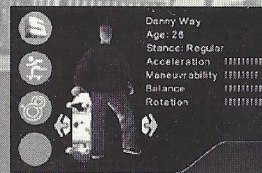
Josh Kalis  
Age 24  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Josh Kalis



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

Salvador Barbier



Danny Way  
Age 28  
Stance Regular  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Danny Way



Rick Howard  
Age 27  
Stance Goofy  
Acceleration |||||  
Maneuverability |||||  
Balance |||||  
Rotation |||||

Rick Howard

# The Music

## "Street Carp"

Deftones  
(Deftones)



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(P) 2000 Maverick Recording Company

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## "Rock Superstar" Radio Edit

Performed by Cypress Hill



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

(p) 2000 Courtesy of Ruffhouse Records and Columbia Records. By Arrangement with Sony Music New Media Licensing

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## "Might Be A Dream"



Performed and Written by Pennywise

From the Album "Straight Ahead"

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www.pennywisdom.com

www.epitaph.com

## "Sugar"



From the Album "Sugar EP"

Performed by System of A Down

Written by Daron Malakian, Serj Tankian, Shavo Odadjian and John Dolmayan

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## "Climbing"



From the Album "Chawaleng"

Performed and Written by Pilfers

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## snapcase

## "Twentieth Nervous Breakdown"

From The Album "Designs For Automation"

Performed and Written by Snapcase

(p) 1999 Victory Records

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www.victoryrecords.com

## "Life Size Mirror"



From The Album "More Betterness"

Performed by No Use For A Name

Written by Tony Sly

(p) 1999 Courtesy of Fat Wreck Chords

www.fatwreck.com

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## "I'm Down"



From The Album "Stomping Ground"

Performed by Goldfinger

Written by Feldmann/Paulson

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## "Militant"

From the Album "On The Verge"

Performed and Written by Flashpoint

(p) 2000 Atomic Pop, LLC

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www.flashpoint12.com

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## "Heaven is a Half Pipe"

From the Album "Menace to Sobriety"

Performed and Written by OPM

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