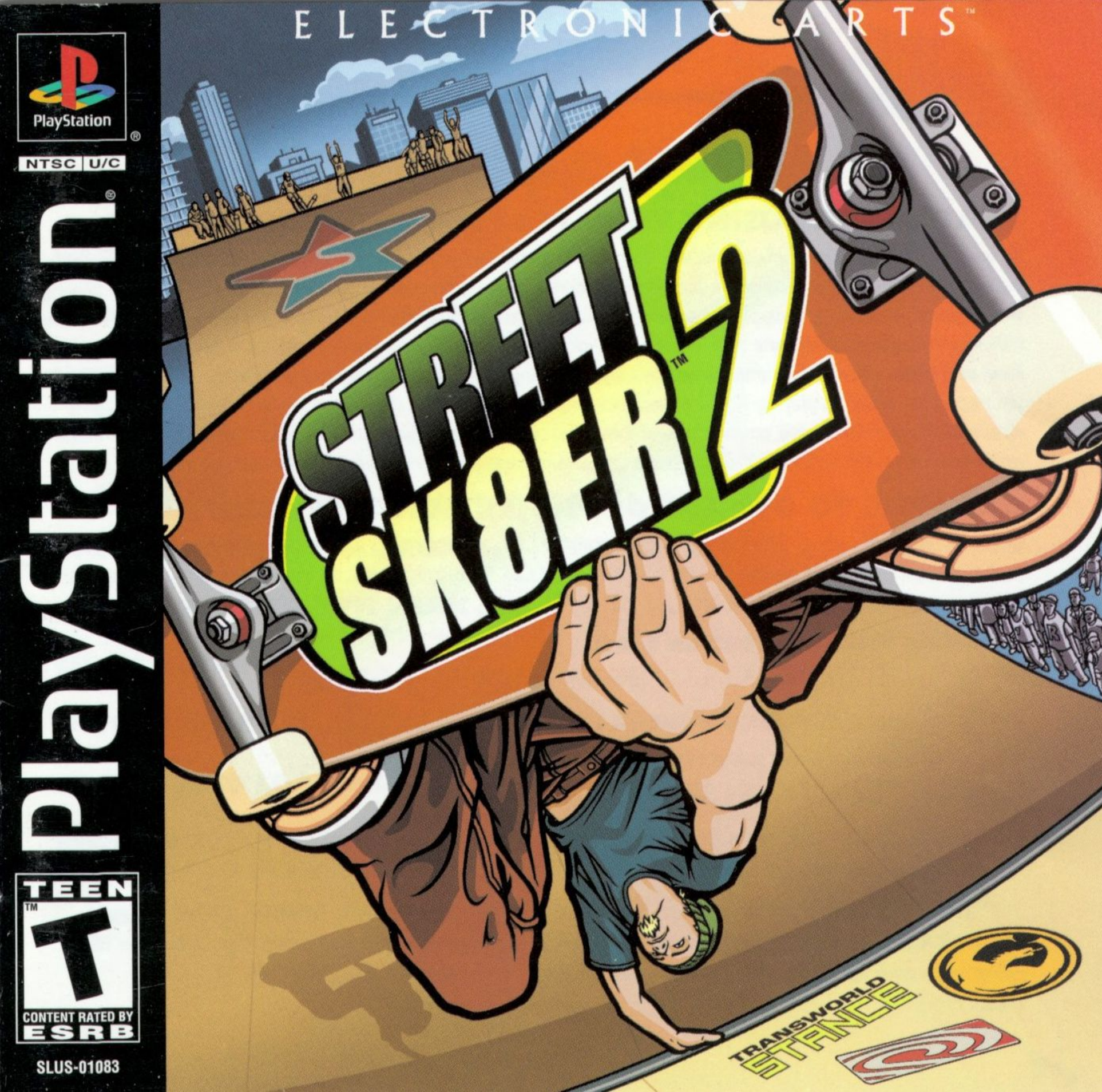

ELECTRONIC ARTS™
PlayStation
NTSC | U/C
PlayStation
STREET SK8ER 2™
TEEN
CONTENT RATED BY ESRB
SLUS-01083
TRANSWORLD STANCE

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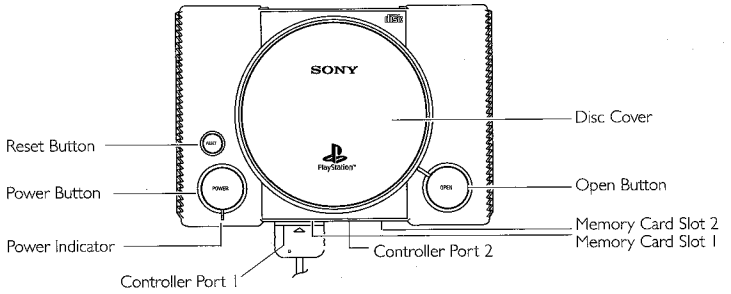
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FOR MORE INFO about this title, check out **www.StreetSk8er.com**. For info on other titles, visit Electronic Arts™ on the web at **www.ea.com**.

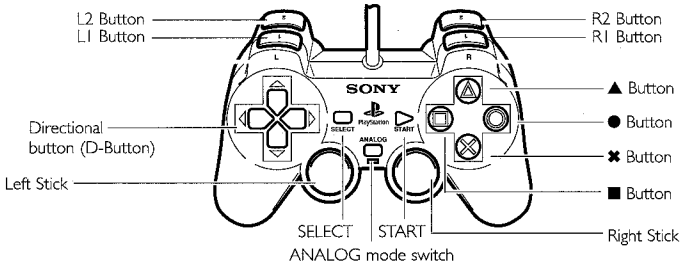
STARTING THE GAME



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *STREET SKATER 2* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console. The *STREET SKATER 2* Title screen appears.
4. At the Title screen, press **START** to access the Main menu (➢ p. 5).

NOTE: To perform a soft reset, press and hold **START** + **SELECT** for two seconds.

BASIC CONTROLS



BASIC COMMAND SUMMARY

AUTOMATIC CONTROLS	
Turn Left/Right	D-Button ↔ or Left Stick ↔
Gain Speed/Crouch	●
Ollie (jump)	Hold to power up, then release ✖
Reduce Speed/Stop	■ (hold to stop)
Switch Stance	**L1/R1**
Grind (on an edge or lip)	▲
Perform Tricks	Hold to power up, then release ✖ + D-Button or Left Stick
Exit Pool or Pipe	Press and hold D-Button or Left Stick ↑

MANUAL CONTROLS	
Turn Left/Right	D-Button ↔ or Left Stick ↔
Gain Speed/Crouch	●

Ollie (Jump)	Hold to power up, then release ✖
Reduce Speed/Stop	■ (hold to stop)
Switch Stance	**L1/R1**
Grind (on an edge or lip)	▲
Kick Tricks	Hold the combinations listed below and release ✖ to send the board spinning. ✖ + **L2** ✖ + **R2** ✖ + **L2** + **R2** ✖ + **L2** + D-Button (or Left Stick) ↓ ✖ + **R2** + D-Button (or Left Stick) ↓ ✖ + **L2** + **R2** + D-Button (or Left Stick) ↓
Grab Tricks	D-Button or Left Stick ↕ ↔ + ▲, ● or ■
Exit Pool or Pipe	Press and hold D-Button or Left Stick ↑

MAIN MENU CONTROLS

Scroll through the menu choices	D-Button ↕ or Left Stick ↕
Select a choice	✖
Go back one selection	▲

INTRO

Just when you thought it was safe to deem yourself worthy of the highest skateboarding accolades, Electronic Arts delivers an all-new selection of pro-worthy runs for you to master (or give yourself a face-lift while trying). *STREET SK8ER 2* features fresh Half Pipe, Bowl, and Big Air events, as well as all new street courses and parks.

Grab your lid, strap on your elbow savers, and show 'em who's numero uno in the new Millennium.

GETTING STARTED

Ready to hit the streets? First, you have to start at the Main menu.

MAIN MENU

➪ To start a session, D-Button ↕ to highlight the play mode you want, then press ✖.

➪ To customize your game options, select OPTIONS. (➢ *Options* below.)

OPTIONS

At the Options screen, you can load/save a game, view the best scores, or adjust your trick angle.

➪ To select an option, D-Button ↕ to highlight it, then press ✖.

MEMORY CARD	Load a saved game. (➢ *Saving and Loading* on p. 16.)
CONTROLLER	Adjust the controller settings to fit your style.
SOUND OPTIONS	Choose your tunes and tweak the sound FX levels.
TRICK CAMERA	Camera moves to different angles when tricks are performed.
HIGH SCORE	Take a look at who holds the top spots on the leader board.
EXIT	Exit this menu and return to the Main Game Menu.

PLAYING STREET SK8ER 2

Here's the lowdown on each of the modes which promise a challenge to even the best thrasher.

MODES

STREET SK8ER 2 delivers five styles of play to test your worthiness and showcase your sick moves.

COMPETITION	Skate against the clock in five pro-worthy street events and five vert courses.
FREE SKATE	Go insane without the pressure of the clock.

http://www.psxmanuals.com

MULTIPLAYER	Go lid-to-lid in either split-screen or Single Event Competition mode.
POOL DUEL	Compete against a friend in split-screen mode.
CREATE A PARK	Build your own skate park! (➢ *Creating Your Own Park* p. 13.)

COMPETITION RUNS

NORMAL	Complete all stops of this Street and Vert combo to acquire more character attributes, max out your trick level, and unlock some new courses and modes (including Street and Vert) and hidden characters.
STREET	It's just you and the street courses in Street Competition mode. There's no opportunity to gain extra time to help in your conquest of these streets.
VERT	You must reach the set point value in order to clear each stage. You can earn attribute points which can be used to boost your skater's abilities during the course of the competitions. (➢ *Adrenalizing Your Skater* on p. 9.)

NOTE: Street and Vert competitions are not available until the Normal competition has been completed. Manual controls are strongly suggested for Street and Vert competitions.

FREE SKATE

Skate your favorite course, providing you've unlocked it in the Competition.

MULTIPLAYER

Two players can play split-screen or Single Event Competition mode, three to four players play Single Event Competition mode only. Load your favorite character into any Multiplayer or Pool Duel battle!! (➢ *Saving and Loading* on p. 16).

POOL DUEL

Two players go head-to-head in this game of big air, big spills, and a bit of strategy. Smash your color box and you get a point. Smash your buddy's box, and he loses a point.

STARTING YOUR RUN

After you select Free Skate or Multiplayer, the Course Select screen appears. It's now time to choose your challenge.

CHOOSING A COURSE

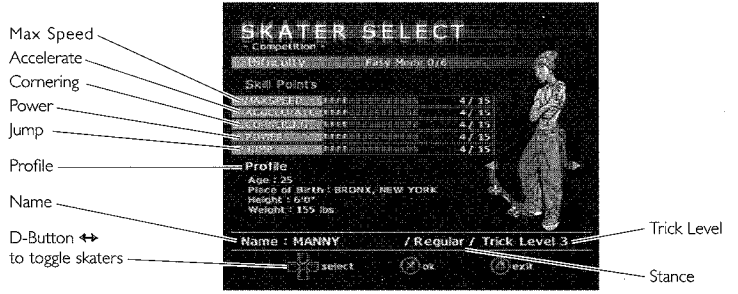
At the Course Select screen, pick the park you want to conquer. You can only choose from the courses you have unlocked.

➥ To select a course, D-Button ↔ to highlight the course, then press ✖. The Skater Select screen appears.

NOTE: The Course Select screen does not appear in Competition or Pool Duel modes.

SELECTING A SKATER

Check out each skater's stats in five categories: Max Speed, Acceleration, Cornering, Power, and Jumping ability.



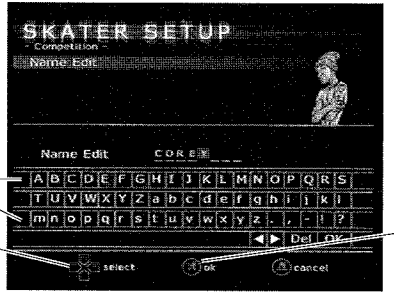
NOTE: Power helps you stay on your feet. The more power you have, the harder it is to fall.

SKATER SETUP

Set up your skater to fit your style. Once you are ready to go, just select Skate, and get ready to grind and rip up the courses.

BOARD SELECT	Select your board from Powell skateboard designs and other custom boards.
CONTROL STYLE	Select Automatic controls for ease, or Manual for full control of your skater.
TRICK LIST	Take a look at the list of moves at your command.
NAME EDIT	Change your skater's name to personalize your character.
LOAD SKATER	Insert your favorite saved character into any Multiplayer or Pool Duel skate.

❑ The Load Skater function is available in Multiplayer and Pool Duel modes only.



❑ When finished editing name, highlight "OK" and press ✖.

Load Skater Function

This feature allows you and another player to load your separate characters from separate Memory Cards into the same game.

➥ From the Skater Setup screen, select LOAD SKATER.

➥ Insert the Memory Card containing the skater you want to load into the selected Memory Card Slot of the PlayStation game console.

➥ Choose the Memory Card Slot you want, then press ✖.

➥ All characters from that Memory Card are then loaded. You will now be able to select your character in the Select a Skater screen.

❑ This Load Skater function is available in Multiplayer and Pool Duel modes only.

ADRENALIZING YOUR SKATER (SKATER SETUP SCREEN)

As you make your way through the Competition mode, you earn character attribute points, which can be used in later rounds to upgrade your skater's abilities.

❑ You can upgrade Skaters' attributes the first time through a Competition mode run only.

PRESIDING OVER THE PARKS

After setting up your game, it's time to put the polyurethane to the pavement!

DISPLAY/GAME SCREEN

The following stats appear on-screen for the duration of your session.



Timer

Clear Score

Trick Score

Trick Name Performed

Current Speed

COMPETITION

TIME LIMIT	Time remaining to reach the next Checkpoint.
CLEAR SCORE	The amount of points required to clear the stage.
HIGH SCORE	Displays the highest score.
TRICK SCORE	Current point total for your run.
SPEED	The Arrow indicates your rate of speed.
TRICK NAME	Name of trick currently performed.

FREE SKATE

TRICK SCORE	Current point total for your run.
SPEED	The Arrow indicates your rate of speed.
TRICK NAME	Name of trick currently performed.

CHECKPOINTS

If you don't reach the course Checkpoints within the allotted time, you'll be disqualified. But, reach the Checkpoints in time, and you'll be awarded extra time. Go, Go, Go!

❑ If you run out of time, you have the option to retry the race.

PAUSE GAME/QUIT

➥To pause your session, press **START**. The Pause menu appears.

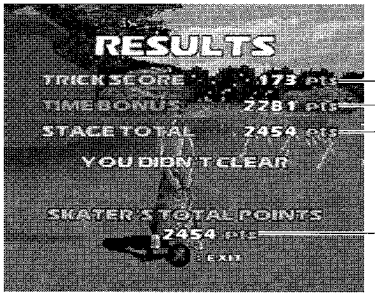
➥To continue your session, select **CANCEL**.

➥To quit the game, select **EXIT**.

NOTE: When in Free Skate mode, the user can select **RESTART** to begin the run again.

COMPETITION RESULT SCREEN

This screen appears after you complete a Competition street stage.



Trick points

Time bonus points

Total points accumulated

Total Competition points accumulated

BONUS STAGE RESULT SCREEN

The better you perform in the Bonus Stage, the more bonus time you receive in your next Normal Competition stage.

REPLAYS

Right after you complete a course, *STREET SKATER 2* replays your session.

- ⮑ To turn slow motion ON/OFF, press ▲.
- ⮑ To pause or continue a replay, press ■.
- ⮑ To exit a replay, press ✖.

TRICKS

Our judges want to see you daredevil it any way you can—Hey, if you can pull it without planting it, we'll reward you.

NOTE: With Manual control you can invent new tricks by combining trick variations using a combination of button assignments.

AUTOMATIC TRICK CONTROLS

To launch a trick:

1. Skate up a quarterpipe or ramp.
2. Hold ✖ to power up, then as you reach the lip (or edge) release ✖ + D-Button ←, →, ↑, or ↓.

❑ The trick you perform depends on your speed, the ramp, and the D-Button direction you choose.

MANUAL TRICK CONTROLS

To launch a trick:

1. Skate up a quarterpipe or ramp.
2. Hold ✖ to power up, then as you reach the lip (or edge), release ✖ to jump.
3. While in the air press D-Button ←, →, ↑, or ↓ and ■, ▲ or ●.

❑ You can add rotations to your tricks by also pressing/holding **L1** or **R1**.

To do a kick trick:

1. Attempt a kick trick when you are approaching an edge or a lip, or while you are skating on any surface.
2. The following are some of the possible kick trick controls: Press and hold
   ✖ + **L2**, **R2**, **L2**, and **R2**, or
   ✖ + **R2** and ↓, **L2** and ↓, or
   ✖ + **L2** + **R2** and ↓
3. Release the trick by pressing ✖.

COMMON TRICK CONTROLS

To grind objects:

1. Skate beside the object you want to grind.
2. Press ✖ to jump up onto the structure you want to grind, and then press ▲.
3. Watch the sparks fly!

To perform a hand plant:

1. Skate up a ramp, pipe, or poolside.
2. Press ● as you approach the lip.
3. Keep your feet straight up and hang on tight for some savory points.

❑ The longer you hold the ● button, the longer you will hold the handplant.

To perform a stall:

1. Skate up to a lip of quarterpipe.
2. Press ■.

❑ The longer you hold the ■ button, the longer you will hold the stall.

CREATING YOUR OWN PARK

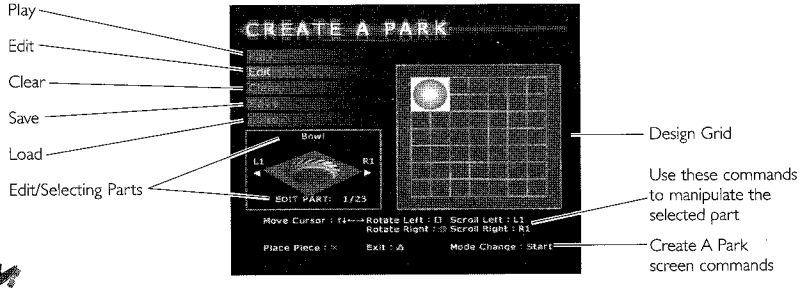
Choose from over 20 different parts-including small and large quarterpipes, rail boxes, a long ramp, two pools and more. Then, save the park, load it, and ride your very own creation!

To build your own park:

- ↪ Scroll through the Main Menu by pressing the D-Button ↕.
- ↪ Highlight CREATE A PARK, then press ✖ to select it.
- ↪ The Create A Park edit screen appears.
- ↪ Follow the command summary at the bottom of the Create A Park edit screen to Play, Edit, Clear, Save, and Load your new, personalized skate park.
- ↪ To save your new park, highlight SAVE and Press ✖. Press the D-Button ↔ to choose your Memory Card Slot. Then Press ✖. A confirmation screen will appear. Press ✖ when your arrow points to YES. You have now saved your new park.
- ↪ To overwrite a previously created park, highlight Save and Press ✖. Choose your Memory Card slot. Then choose the 1st, 2nd, or 3rd park to overwrite. A confirmation screen will appear. Choose Yes to overwrite Park.
- ❑ The command summary on the Create a Park screen changes depending on which function you are in. Simply follow this command summary to navigate your way through the functions Edit, Clear, Save, and Load.

NOTE: To Save your park you must first exit the Design mode by pressing ▲.

When you first create a save file, three parks will be automatically created for you.



SKATER STABLE

How do you compare to the sickest skaters on the block?

NAME	HEIGHT	AGE	PLACE OF BIRTH	WEIGHT	STANCE
Manny	6'0"	25	Bronx, New York	155 lbs	Regular
Drew	5'7"	21	Boston, Massachusetts	178 lbs	Goofy
Makayla	5'8"	21	Washington, D.C.	129 lbs	Regular
Connor	4'2"	13	London, England	94 lbs	Goofy

WICKED COURSES

COMPETITION STREET STAGES

WASHINGTON, D.C.	Get ready to fly as you catch big air in the city famous for giving us the most hot air.
LONDON	Be a part of the London night-life, and show the Royals how to skate in front of Buckingham Palace.
MOSCOW	Ever seen a Russian sunset? Here's your chance as you skate Moscow at dusk. Grind tanks, skate through a subway station, and kick the tricks in the park.
MIAMI	Get on the boardwalk and grind, check out heavy pool action, big ramps, and a colorful environment. Check out sunny Florida in the hot-spot of Miami.
SAN FRANCISCO	Hit high air cruising down Lombard St., kick it on the really high rails, and be nimble going through the narrow streets of Chinatown.

VERT STAGES

HALF PIPE	Trick points convert to extra time after riding the pipe in Competition mode.
BIG AIR	Your biggest air will earn tons of points.
BOWL	Launch from trick to trick, secure clean landings, and catch superior air to get the big points.
ROOFTOP PARK	Pay attention to the risky landings in the bowl or you'll wipe-out big time. Or, you can hang in a covered park that has tons of treacherous edges to grind and ollie. Either way, are you up to the challenge?
NOAH'S PARK	Ollie, grind, and switch—do whatever it takes to stay alive here. Put a couple of bowls together, and you have vert delight. Keep your wits sharp and you have a chance.

SAVING AND LOADING

As you progress through the game and build up the abilities of your skaters, you'll want to save your game data.

NOTE: Never insert or remove a Memory Card while loading or saving files.

❑ After completing a Competition level and distributing your attribute points, your game is automatically saved.

To automatically save a game:

1. From the Main Menu, select OPTIONS, then MEMORY CARD.
2. Highlight AUTO SAVE and press the D-Button ↔ until it reads "ON". Press ✖.

⇨ When Autosave is set to ON, the current game will automatically be saved to Memory Card Slot 1 when you reach a save point.

To save settings, high scores, characters, and courses completed:

1. From the Main menu, select OPTIONS, MEMORY CARD, then select SAVE. The Memory Card Slot Select screen appears.
2. Highlight the Memory Card Slot you want to save to, then press ✖. The Save screen appears.
3. Press ✖ to save your game data.

To load a saved game:

1. From the Main menu, select OPTIONS, MEMORY CARD, then select LOAD. The Memory Card Slot Select screen appears.
2. Highlight the Memory Card Slot you want to load from, then press ✖. The Load screen appears.
3. Press ✖ to load the saved game data.

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