



EVOLUTION SKATEBOARDING



®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 compact 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.

GETTING STARTED	2
CONTROLLER	3
GAME CONTROLS	4
STARTING THE GAME	5
ARCADE MODE	6
MULTI MENU	8
TRIAL MODE	12
PRACTICE MODE	13
OTHER MODES	14
EDIT MODE	16
OPTIONS	20
TRICKS	22
PRO SKATERS	26
MUSIC CREDITS	30
GAME CREDITS	32

CONTENTS

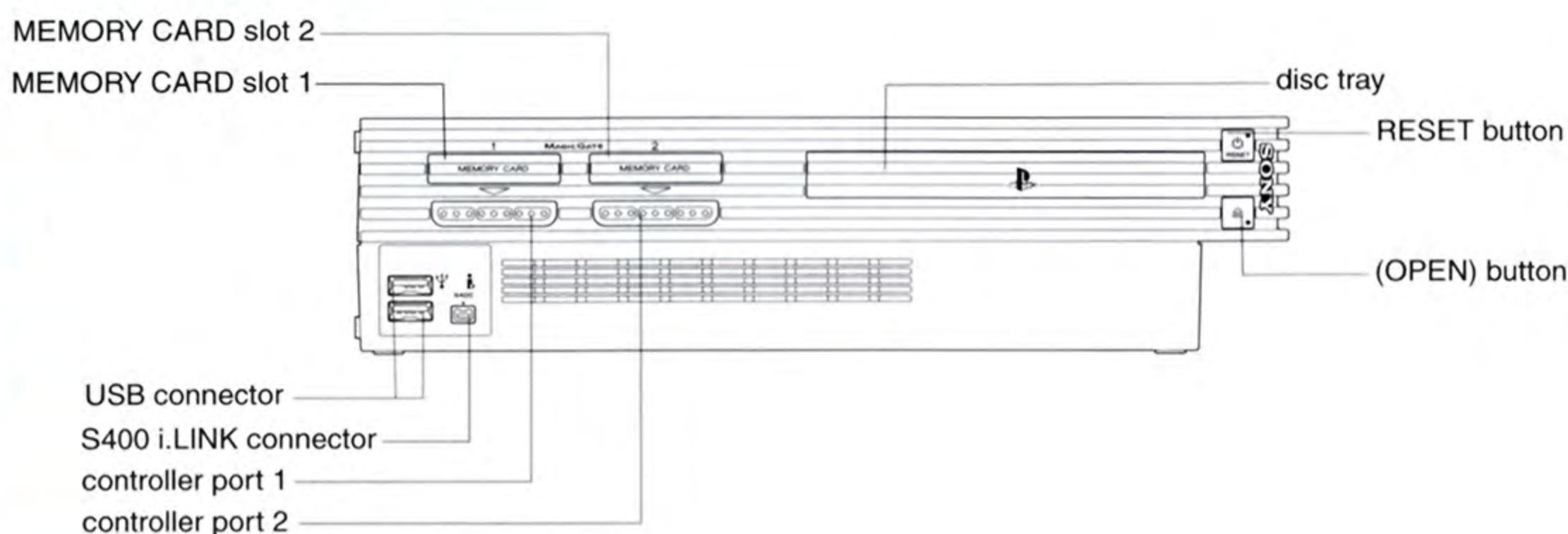


Thank you for purchasing **EVOLUTION SKATEBOARDING™**. Please read this manual before starting play. Doing so will allow you to get the most out of your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

PLEASE NOTE: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for our customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.

KONAMI® is a registered trademark of KONAMI CORPORATION. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. © 2002 KONAMI CORPORATION. ALL RIGHTS RESERVED. © 1987, 2002 Konami Computer Entertainment Japan. ALL RIGHTS RESERVED.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **EVOLUTION SKATEBOARDING™** disc on the disc tray with the labeled side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games.

At least 230Kb of free space must be available on the memory card in order to save game data. If there is not 230Kb of free space available, then some older game data must be erased before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see “Saving & Loading Game Data” on page 21.



SELECT WINDOW CONTROLS

⊗ button	Enter selection; Next screen
△ button	Cancel; Back
directional buttons	Select items; Move cursor

REPLAY CONTROLS

▣ button	Pause
△ button	Frame advance
➡ button	Fast-forward
⊙ button	Restart
⊗ button	Exit
L1 button	Slow
R1 button	Toggle display

OPTIONS p. 20

GAME CONTROLS

Using the DUALSHOCK®2 analog controller is recommended.

- Controller buttons are standard setting. Edit button configurations in the Options, page 20.
- Identical commands may have different results depending on the skater being played.
- The directional buttons and the left analog stick have the same function.

L2 / R2 buttons

START button

↑ button

↓ button

← button

➡ button

↖ button

↗ button

SELECT button

L1 button

R1 button

▣ button

△ button

⊙ button

⊗ button

right analog stick

R1 button + left analog stick

Spin, Switch stance

Pause

Forward

Brake

Left turn

Right turn

Sudden left turn

Sudden right turn

Change camera angles

Fakie

Combo/Special trick

Flip tricks

Grind tricks

Grab tricks

Ollie

Change music selection

Skater View (when stopped)



STARTING THE GAME

Pressing the START button at the title screen will yield the Mode Select Screen. Select items using the directional buttons and enter selections with the **X** button.

MODE SELECT SCREEN



Arcade p. 6

Complete objectives within each level to advance through the game. Clearing the objectives stated in each stage enables the Player to gain access to more stages. Routes levels and objectives differ depending on the skater chosen.

Trial p. 12

Participate in 2-run contests with the pros in different settings, including Vert and Park. The skater with the highest average score wins. 2-Player compatible.

Free p. 14

Players may revisit stages already unlocked for unlimited riding time.

Practice p. 13

A tutorial feature that trains the skater in basic skills needed for riding. Trick demonstrations can also be viewed.

Challenge p. 15

This mode presents increasingly difficult obstacles to be cleared.

VS p. 15

2-Player mode. Players compete against each other.

Edit p. 16

Create an original skater, edit your board, assign combos or produce a skate video

Quick p. 15

Set up shortcuts in this mode. This simplifies preference settings.

Option p. 20

Various option settings, record confirmation, and saving and loading of data take place here.

ARCADE MODE

Clear the objectives within the given time frame as listed in the stage preview screen. As objectives are cleared, the Player may gain access to a new stage, depending on the number required for that stage. Skater selection dictates the objectives the Player will need to complete, as well as the level sequence and layout.



SKATER SELECT

Choose one of 8 pro skaters to play, or create an original character. Select the skater using the directional buttons, and enter selections with the **X** button. Pressing the **□** button displays the skater's stats.



- In Arcade Mode, available levels and objectives vary based on the skater chosen.

Ollie	Vertical leap ability
Speed	Speed of movement and jump distance
Grind	Grind trick balance
Balance	Handplant/Manual balance
Spin	Rotational speed
Turning	Turning ability
Stance	Skater stance (regular/goofy)

PRO SKATERS p. 26



STAGE SELECT

Select a stage to play. Browse the menu with the directional buttons, and enter the selection with the **X** button. Only unlocked stages are available for selection.

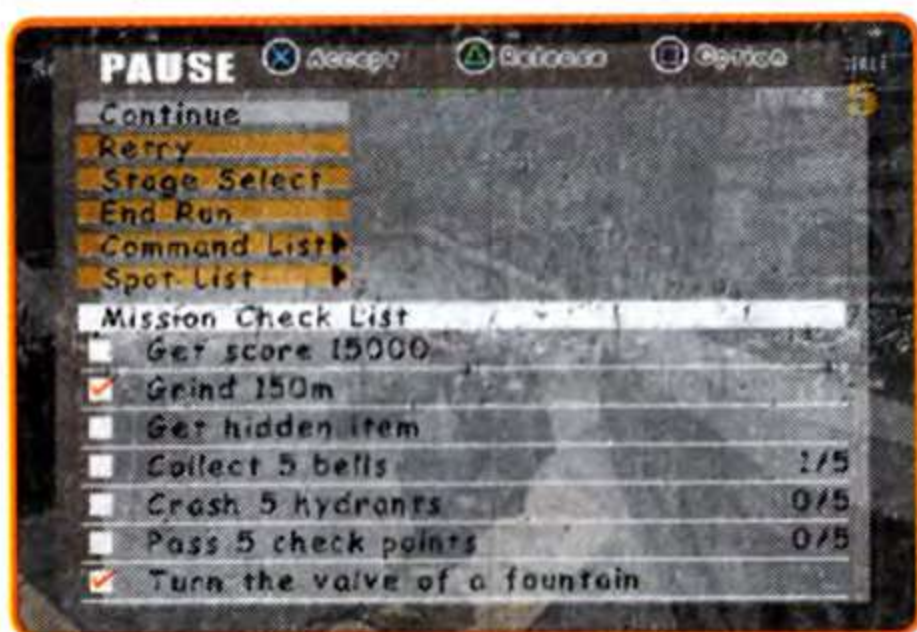


OBJECTIVES LIST

The objectives for the stage selected are shown. A check mark appears next to each objective when it has been completed.

PAUSE WINDOW

The Pause window comes up when the START button is pressed during the game. Press the **□** button to toggle between the Pause Menu and the Game Options Menu. Select items using the directional buttons, and press the **X** button to enter the selection.



Continue

Return to the current game

Retry

Begin a new run

Stage Select

Return to Stage Select Screen

End Run

Return to Mode Select Screen

Command List

Show trick commands

Spot List

Show bonus list of skate spots

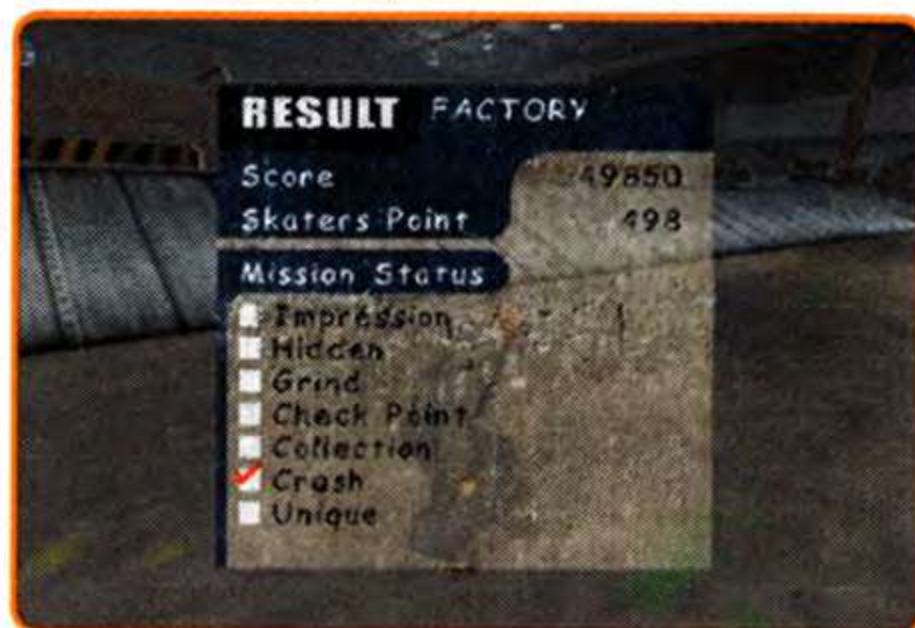
Mission Check List

List of objectives, explanations, and clearance status



RESULTS SCREEN

After play segment is complete, Score, Skater Points and Mission status will be displayed. Proceed to next screen by pressing the **X** button.



END OF STAGE

A Menu window comes up when the **X** button is pressed at the Results Screen. Select items with the directional buttons, and enter selections with the **X** button.



- | | |
|---------------------|---|
| Retry | Start from the beginning |
| Stage Select | Return to Stage Select Screen |
| Replay | Play back previous action |
| Replay Edit | Edit and save replays. Saved replays can be edited later in the REPLAY EDIT mode. <i>See page 18.</i> |
| End Run | Return to Mode Select Screen |

MULTI MENU



Various settings may be edited before entering a stage. Once changes are made, select GO to continue and enter the stage.

GEAR

DECK SIZE: normal

TRUCK SET: medium

WHEEL SIZE: normal

BEARING: normal

DECK: [blank]

DECKTAPE: [blank]

TRACK: [blank]

WHEEL: [blank]

EXIT: [blank]

Status: A. Saari

Ollie: 6 dots

Speed: 8 dots

Grind: 6 dots

Balance: 6 dots

Spin: 6 dots

Turning: 8 dots

Stance: -REGULAR

DECK SETUP

DECKTAPE SETUP

TRACK SETUP

WHEEL SETUP

EXIT

Choice

Accept

Back

RIPTA

Deck Size	The size of the board
Small	Maneuverability, consistency
Normal	Standard setting highlighting the skill of the skater
Large	Easier ollies
Truck Settings	The type of trucks used
Tight	Perfect for grinding
Medium	Standard setting highlighting the skill of the skater
Loose	Maneuverability; easier turns
Wheel Size	The dimensions of the wheels
Small	Easier grinds
Normal	Standard setting highlighting the skill of the skater
Large	High speed
Bearings	The type of bearings used
Fast	Speedy movement and increased distance when jumping
Normal	Standard setting highlighting the skill of the skater
Slow	Less speed, more security
Deck	Choose deck design. Deck selection may be increased by fulfilling various criteria, or by obtaining decks in Arcade Mode.
Deck Tape	Choose the color of your deck tape
Trucks	Choose the color of your trucks
Wheels	Choose the color of your wheels
Exit	Return to Multi Menu Screen when all gear parameters have been set.



STYLE



- Hair** Change hairstyles and hats
- Shirt** Change shirts
- Pants** Change pants
- Shoes** Change shoes
- Enter** Return to Multi Menu Screen when all style parameters have been set.

COMBO EDIT

Register up to 2 special combos per skater.



Place the cursor on EDIT LIST and select the tricks to be combined using the **X** button. Tricks designated with arrows have additional air duration parameters, which can be set using the directional buttons.

- Test** Check out the combo created.
- Rename** Assign a new name for the newly created combo.
- Exit** Exit settings and return to Multi Menu.



MULTI MENU

EVOLUTION SKATE > EVOLUTION SKATE > EVOLUTION SKATE > EVOLUTION SKATE > EVOLUTION SKATE

STICKER EDIT



Deck

Choose the deck to put stickers on

Sponsor

Select a sticker and then decorate your deck using the directional buttons to determine location, **L1** / **R1** buttons to rotate and the **L2** / **R2** buttons to alter size. Hold down the **○** button to make fine-tune adjustments. Press the **□** button to remove stickers in the order they were applied.

Exit

Save settings and return to Multi Menu.



TRIAL MODE

Compete for points against other skaters in Vert and Park. Each skater is allotted 2 runs, and the one with the highest average wins the round. To begin, first select the number of players and press the **X** button to enter your selection. Players will perform alternately in 2P Mode.



STAGE SELECT

Select the stage to be played with the directional buttons, and enter the selection with the **X** button.



Vert

Stomp air and lip tricks on a vert ramp. A high volume of different tricks is the way to a high score.

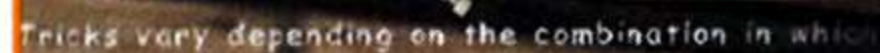
Park

Throw down airs and grinds in a street session. Originality counts in this stage; skaters are rated on their choice of line and trick combinations.

TRIAL RESULT VERT			
	1st RUN RESULT	1st	2nd
1	GP A. Saari	100.0	100.0
2	R. McCrunk	77.90	77.90
3	M. Appleyard	76.66	76.66
4	C. McKay	68.01	68.01
5	S. Williams	66.13	66.13
6	C. Senn	64.13	64.13
7	K. Getz	63.80	63.80
8	D. Way	63.72	63.72

Retry	Begin stage from the beginning
Stage Select	Return to Stage Select Screen
Replay	Show replay footage
Replay Edit	Edit and save replays. Saved replays can be edited later in the REPLAY EDIT mode. <i>See page 18.</i>
End Run	Return to Mode Select Screen

Practice moves and tricks in a specially designed skate location. This feature is also a tutorial mode, in which players may view a demo to learn trick commands. The demo will run automatically. To skip the demo and go directly to practice the move, press the button.



Select a level between 1 and 5 for a practice session, using the directional buttons to select and the button to enter the selection. Level 1 tricks are basic moves, while Level 5 tricks are more advanced.

A screenshot of the 'PAUSE' menu from the game. The menu is displayed over a dark, textured background. At the top, the word 'PAUSE' is in large white letters. To its right are three buttons: 'Escape' (X button), 'Back' (A button), and 'Options' (Y button). Below these, a list of options is shown: 'Continue', 'Retry', 'Demo', 'Level Select', 'End Run', and 'Command List'. The 'Continue' option is highlighted with a white bar. At the bottom of the screen, a faint instruction reads: 'Use the left analog stick to move the cursor.' In the bottom right corner, there is a small, semi-transparent box containing the text 'Almost Forward Stopping' and a red 'X' icon.

Continue	Continue playing the practice session
Retry	Restart the current practice session
Demo	View the demo that corresponds to current practice session
Level Select	Return to Level Select Screen
End Run	Return to the Mode Menu Select Screen
Command List	Show all trick commands

Other modes, such as 2-Player mode, are also available. Select preferences with the directional buttons, and enter the selection with the button. To stop playing in the middle of a game, select End Run from the Pause Window to return to the Mode Menu Select Screen.

STAGE
Philadelphia

government office

EVOLUTION SKATEBOARDING

EVOLUTION SKATEBOARDING

Choose Accept Back

Stages opened in Arcade Mode are available to skate without a time limit.
Single player only.



VS



This two-player mode enables 1P and 2P to compete against each other. There are two types of VS play.

Score

Compete for the highest score in a given time frame.

Ring

Collect more rings than your opponent in a given time frame. Crashing causes you to lose your collected rings.

CHALLENGE

Attempt to complete various levels of challenges in a specially designed skate location within a time limit. Level 1 challenges are fairly easy, while Level 5 challenges are extremely difficult.

QUICK MODE



For stages that have already been played, it is possible to set up an easy access interface without skater and gear selection. If there is saved data from a previous game, skater and gear preferences will be identical to that data. If there is no saved data, skater and gear preferences will follow the initial settings. To begin, use the directional buttons to select Mode, Skater, and Stage, and press the **X** button to set preferences.

SKATER EDIT

STYLE



Choose facial features

Choose hairstyles and hats. **L2** / **R2** buttons are used to alter color.

Choose a shirt. Press **L2** / **R2** buttons to alter color, and **L1** / **R1** buttons to alter pattern and brand.

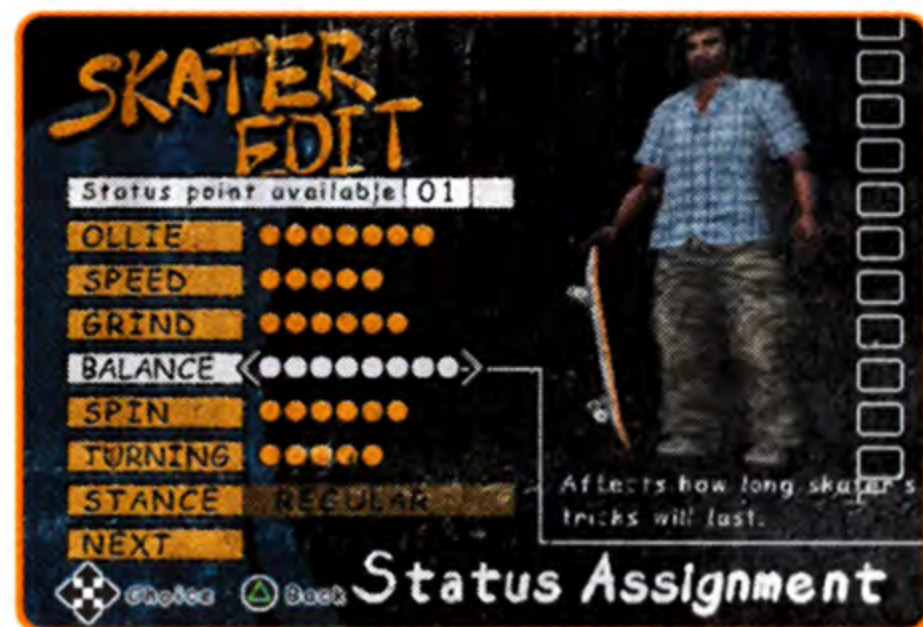
Choose a pair of pants. Press **L2** / **R2** buttons to alter color, and **L1** / **R1** buttons to alter brand. Selecting shorts allows you to choose a style of socks.

Choose a pair of shoes. Press **L2** / **R2** buttons to alter color, and **L1** / **R1** buttons to alter brand.

Give your skater a voice. Press **L2** / **R2** buttons to alter voice, and **L1** / **R1** buttons to alter pitch.

Proceed to next screen

STATUS



Displays skater parameters. Initially, there are 23-38 Status points available to distribution among the following abilities. Gain additional Status points for this skater during Arcade Mode.



Ollie	Vertical leap ability
Speed	Speed of movement. Effects jump distance
Grind	Grind trick balance
Balance	Handplant/Manual balance
Spin	Rotational speed
Turning	Turning ability
Stance	Skater stance (regular/goofy)

NAME ENTRY

Enter in the form of Last Name, First Name. Press NEXT to proceed to next screen.

EDIT COMPLETE



Style	Return to Style Edit Screen
Rename	Return to Name Entry Screen
Undo	Re-edit all preferences
Exit	Save and exit Skater Edit

STICKER EDIT



Deck	Choose deck to apply stickers to
Sponsor	Choose sponsor sticker to apply to the deck
Move	Use the directional button to move the sticker
Rotate	Press R1 / L1 to rotate the sticker
Resize	Press R2 / L2 to resize the sticker
Exit	Save and exit Sticker Edit

Setup

Test

Rename

Exit

Save settings

REPLAY EDIT

You can save up to 20 replay files.



BGM SELECT

Choose background music to play during the edited Replay.



INDEX

Customize an index within the frame to set camera angles and special effects options. Move the frame task bar with the directional buttons (Left/Right), and press the **X** button to insert an index.

EDIT



Edit view parameters:

View	Alter camera angles
Effect	Set up special screen effect options
Test Play	See new preferences in action
Confirm	Save changes and quit

MOVE

Move index around within the frame

DELETE

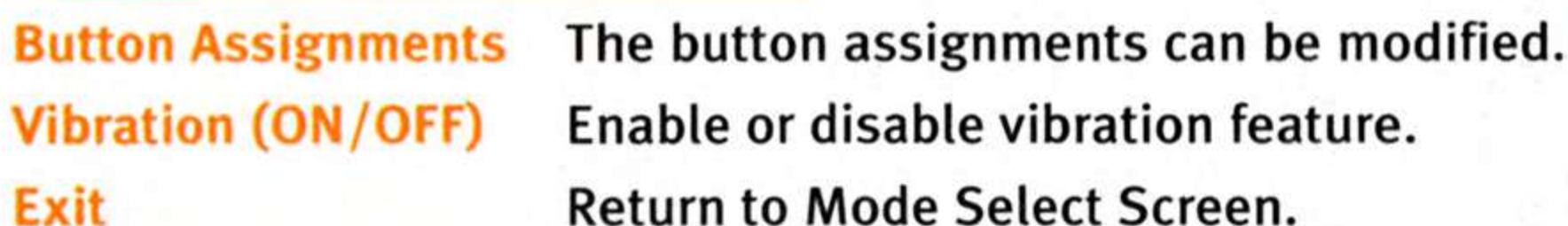
Delete index

SKATER POINTS

Skater Points are earned in each mode according to criteria such as score, objectives, and medals. Get items by saving up points.

Preference setup, saving and loading of data, and confirmation of records are all done here. Select items with the directional buttons, and press the button to enter the selection.

Enter preferences for controller operation, vibration feature, etc.



SOUND

BGM TEST (Let it burn)

SOUND MODE << stereo >>

BGM Vol 0

SE Vol 0

ANNOUNCE Vol 1

EXIT

Diagram illustrating the speaker layout for the sound system, showing a central 'PLAYER' position and six surrounding speaker positions (L, C, R, SL, SR, S) arranged in a circle. The diagram also includes the 'DOLBY SURROUND' logo.

Choice Back SurroundTest

All sound related preferences can be found here.

BGM Test	Give the soundtrack a listen
Sound Mode	Switch between Stereo and mono sound. <i>See About Dolby Surround Pro Logic II P.25</i>
Volume Settings	Adjust various noise levels from 1-10.
Exit	Return to Mode Select Screen



RECORDS



Recorded play data from each stage can be checked here.

- Total** Check records for general game play
- Arcade** Check records for Arcade Mode
- Trial** Check records for Vert and Park scores
- Spot** Check the completion of various moves or tricks throughout all levels
- Exit** Return to Mode Select Screen.

MOVIE

Watch bonus movies that have been included for your enjoyment.

SAVE

Save play data using a memory card (8MB)(for PlayStation®2). Players get a chance to save data even if nothing was saved immediately following the completion of the game. This is limited to 1 file.



When saving data on the memory card (8MB)(for PlayStation®2), there must be a minimum of 230KB open space on the card. If the card does not have adequate memory, delete unnecessary information and save new data.

LOAD

Load play data using a memory card (8MB)(for PlayStation®2). Players may continue playing a game where the saved data left off.

- Auto Save (On/Off)** Enable or disable the Auto-Save feature.
- Exit** Return to Mode Select Screen

Please do not remove the memory card (8MB)(for PlayStation®2) or turn off the main component while data is being loaded or saved, as this may result in loss of data.

TRICKS

TRICK COMBOS



SPECIAL GAUGE

ADDITIONAL TRICKS

TRICK COMBOS

Bonus points are awarded when a skater successfully executes more than one trick, in succession, prior to landing.

SPECIAL GAUGE

Levels of the Special Gauge rise whenever a trick is completed successfully. When the reading reaches MAX, the skater is able to make Special and Edit Combo moves. These are added to the stock every time MAX is reached on the Special Gauge.

ADDITIONAL TRICKS

An Additional Trick can be executed by pressing a trick command during a certain window of time (immediately after executing a trick, while the trick name is still displayed and flashing). This will increase the trick score substantially.

BASICS

Ollie (Jump)

⊗ button to crouch down, release to leap
The longer the key is held down, the higher the ollie will be.

Nollie

L1 to set up, **⊗** button to finish

Switch

L2 or **R2** button

Fakie Ollie

Go Switch, **L1** to set up, **⊗** button to finish

Power Slide (Brake)

↓ directional button + ↓ directional button (quickly)

Wall Ride

Jump alongside or into a wall, and then hold down the  button.

Spin Trick (Left spin)

L2 button when airborne

Spin Trick (Right spin)

R2 button when airborne

To stop performing a trick, release the button

Flight direction may be affected slightly by using the directional buttons while airborne.



FLAT TRICKS

Nose Manual	↑ D button + △ button
Tail Manual	↓ D button + △ button
No Comply	↓ D button + ⊗ button
Primo Stall	↓ D button + ↑ D button + △ button
Casper	↑ D button + ↓ D button + △ button

To stop performing a trick, release the button

Flat tricks can be executed when the skater is cruising on the ground, or pushing for more speed.

Loss of balance can result in an ugly wipeout. Control balance using the directional buttons (Up/Down).

AIR TRICKS

FLIP TRICKS

Kickflip	□ button
Body Varial	↑ D button + □ button
360° Flip	↻ D button + □ button
Pop Shove It	➡ D button + □ button
Hard Flip	↻ D button + □ button
Heel Flip	↓ D button + □ button
Pop Heel	↻ D button + □ button
FS Shove It	← D button + □ button
Impossible	↻ D button + □ button
360° Varial	↑ D button + ↑ D button + □ button
Rodeo Flip	➡ D button + ➡ D button + □ button
Back Flip	↓ D button + ↓ D button + □ button
Finger Flip	← D button + ← D button + □ button

To execute Additional Tricks for these Flip Tricks, press □ again while the trick name is flashing. Additional Tricks vary by Flip Trick.



SPECIAL COMBO TRICKS

Edit Combo 1 ↑ D button + **R1** button

Edit Combo 2 ↓ D button + **R1** button

Available when the skater is airborne, and there is at least 1 stock gauge.

PLANT TRICKS

Rock to Fakie △ button

Blunt to Fakie ↑ D button + △ button

Axle Stall → D button + △ button

Nose Tap ↓ D button + △ button

Feeble to Fakie ← D button + △ button

Egg Plant ↘ D button + △ button

Disaster ↗ D button + △ button

Hand Plant ↖ D button + △ button

Rock 'n' Roll ↙ D button + △ button

To execute a plant trick, press the △ button when near lip of ramp. Loss of balance may lead to an ugly spill. Maintain balance with the directional buttons (↑/↓).

SPECIAL TRICKS

Special Trick **R1** button + **R1** button (quickly)

Trick differs depending on skater

Available when the skater is airborne and there is at least 1 stock gauge.

ABOUT DOLBY SURROUND PRO LOGIC II



This game features Dolby Surround Pro Logic II 5ch surround sound during game play. To take advantage of this surround feature, select "stereo" in the sound mode option, and play back this game on a Dolby Pro Logic II or Dolby Pro Logic decoder. Audio encoded with Dolby Surround Pro Logic II can be played back via either optical cable or standard analog cable, and fully compatible with mono, stereo, and legacy Dolby Surround Pro Logic equipment.

Mark's roots stem from the streets of Toronto, Ontario and since he was first discovered as an unknown amateur he's impressed and influenced countless skaters. Mark's hard work ethic, technical flair and extremely smooth style have placed him in numerous videos, magazines and road trips across the globe.

What's more, his outgoing personality keeps those close to him laughing and excited to be in his presence. Mark has unquestionably established his skill and merit amongst his peers in a relatively short amount of time and he's only getting better.

DOB	November 11, 1982
Birthplace	Burlington, Ontario
Resides	Huntington Beach, CA
Height	6ft.
Weight	155 lbs.
Years Skating	9 years
Stance	Regular

Board	Flip Skateboards
Wheels	Thunder Trucks
Wheels	Ricta Wheels
Clothes	Volcom Clothing
Shoes	Circa Shoes
Shop	Active Ride Shop



Kerry maintains one of the best kickflips in the business. His solid, smooth and steady skating abilities have consistently placed him on the podium amongst his peers at major professional competitions throughout the world. This kid from the East Coast has managed to create quite a following in just a few short

years. Aside from his gifted talents and passions on his skateboard, Kerry owns a skateboard shop, Nocturnal in Philadelphia, and enjoys driving and working on his fast cars.

DOB	June 10, 1975
Birthplace	Leighton, PA
Hometown	Philadelphia, PA
Height	5ft. 8 in.
Weight	140 lbs.
Years Skating	15 years
Stance	Regular

Board	Habitat
Wheels	Royal
Wheels	Habitat
Clothes	Ezekiel
Shoes	DVS
Bags	Clive
Other	Nocturnal Skateshop

**RICK MCCRANK**

Always explosive, unpredictable and adaptive, Rick is an all-around Canadian powerhouse with a casual style. In most instances he's comfortable on any given terrain and possesses an imaginative finesse on his skateboard that few can match. Rick usually has the crowd and his peers screaming in disbelief in competitions and demonstrations throughout the world. The words "consistent" and "powerful" are best used to describe Rick's skating ability. He is also a father to daughter, and recently opened a skateshop, Anti Social in Vancouver, B.C.

STATS

DOB	January 23, 1976
Birthplace	Peterborough, Ontario
Hometown	Vancouver, BC
Height	5ft. 10 in.
Weight	145 lbs.
Years Skating	14 years
Stance	Regular

SPONSOR INFORMATION

Board	Girl
Wheels	Royal
Wheels	Momentum
Clothes	Matix
Shoes	Es
Shop	Nixon watches, Anti Social Skateshop

**COLIN MCKAY**

This Vancouver, B.C. native has been pushing his abilities and the progression of skateboarding on the vertical plane for well over a decade. Colin's natural gift for skateboarding is strong on the streets as well, but his real love and devotion to his craft is on vertical terrain. He's appeared in numerous television commercials, owns and maintains a skate shop, RDS in Encinitas, CA and has become a familiar name to skateboarding enthusiasts. To describe Colin's talents in words is nearly impossible; his skating must be seen and experienced to be believed.

STATS

DOB	August 29, 1975
Birthplace	Vancouver, BC
Hometown	Carlsbad, CA
Height	5ft. 10in.
Weight	155 lbs.
Years Skating	16 years
Stance	Goofy

SPONSOR INFORMATION

Board	Seek
Trucks	Independent
Wheels	Momentum
Clothes	DC Shoes
Shoes	DC Shoes
Other	Nixon, RDS



ARTO SAARI

Originally from Helsinki, Finland, Arto has made quite a name for himself amongst skateboarders all over the world. Over the past year he's dedicated the majority of his skating time to filming and shooting for videos and magazine coverage and it's readily evident that his efforts have yielded renowned results. Last year Arto

was honored as Thrasher magazine's 2001 "Skater of the Year" attesting that he's one of the biggest talents in the world of skateboarding today. With continual magazine coverage, interviews, video parts, tours and general accessibility to his teenage fans, Arto is a skater that will be on top of the scene and remembered for many years to come.

STATS

DOB	November 9, 1981
Birthplace	Helsinki, FIN
Hometown	Huntington Beach, CA
Height	6ft. 1 in.
Weight	160 lbs.
Years Skating	9 years
Stance	Regular

SPONSOR INFORMATION

Board	Flip
Trucks	Independent
Wheels	Ricta
Clothes	Rusty
Shoes	Es
Other	Von Zipper



CHRIS SENN

This three-time XGames Street Champion continues to be a major threat in professional skateboarding competitions around the globe. Chris' adaptive and creative approach to skate terrain is his forté. He skates it all and often seeks and attacks street courses with speedy and inventive lines where other competitors

don't or can't see the lines. He's a father and an aspiring fine artist as well, and enjoys time at home away from the contest circuit. He's currently ranked 1st in the overall World street standings and 1st in North American street standings for 2001. It's a safe bet that Chris is one to watch if you're looking for some pure inspiration in your skating.

STATS

DOB	December 11, 1972
Birthplace	Grass Valley, CA
Resides	Huntington Beach, CA
Height	6ft.
Weight	150 lbs.
Years Skating	18 years
Stance	Regular

SPONSOR INFORMATION

Board	Adrenalin
Trucks	Destructo
Wheels	Revolution
Clothes	TSA
Shoes	Emerica

**DANNY WAY**

For over a decade Danny Way has pushed the boundaries of professional skateboarding through his critical thinking, sheer determination, confidence and physical strength. Danny presently holds the world's record for highest air above the lip of a vertical ramp at 18' 3" and the longest jump measuring in at over

65 feet. In addition, he's the only skater with enough courage to drop into a ramp from a helicopter high above its deck. Over the years, he's overcome numerous injuries and has shown the greatness of athleticism in keeping his progression on track. He is a true skateboarding legend in every sense and continues to impress all who witness his power.

STATS

DOB	April 15, 1974
Birthplace	Portland, OR
Hometown	Carlsbad, CA
Height	6ft. 1 in.
Weight	185 lbs.
Years Skating	21 years
Stance	Regular

SPONSOR INFORMATION

Board	Alien Workshop
Wheels	Independent
Wheels	Alien Workshop
Clothes	DC Clothing
Shoes	DC Shoes
Other	Nixon, Spy

**STEVIE WILLIAMS**

Emerging from the streets of Philadelphia, Stevie Williams has made his mark in the ranks of professional skateboarding with his streetwise skills and technical abilities upon urban skate terrain. Stevie is best known for his complex manual tricks and adaptive approach to switchstance moves. In addition, he has helped to

introduce and integrate urban style and hip hop culture to the skateboarding world from the street level.

STATS

DOB	December 17, 1979
Birthplace	Philadelphia, PA
Resides	Los Angeles, CA
Height	5ft. 9 in.
Weight	165 lbs.
Years Skating	10 years
Stance	Regular

SPONSOR INFORMATION

Board	DGK Skateboards
Wheels	Venture Trucks
Wheels	Gold Wheels
Clothes	DC Clothing
Shoes	DC Shoes
Bags	Clive



MUSIC CREDITS

H2O

Role Model

Performed by H2O

Written By Todd Morse, H2o Music Inc./BMI
From the Album "Go" Courtesy
of MCA Records,
Under license from Universal
Music Enterprises

STEREO MC'S

Graffiti Part One

Performed by Stereo MC's

Written by Robert Birch & Nicholas Hallam
© 2001 EMI VIRGIN MUSIC LTD.
All Rights Controlled and Administered
by EMI VIRGIN SONGS, INC. (BMI)
All Rights Reserved. International
Copyright Secured. Used By Permission.
Under license from Universal Music
Enterprises

PRIMUS

Harold of the Rocks *Mr Knowitall* *Pudding Time*

Performed by Primus

All songs produced by Primus and
Matt (Exxon) Winegar
Engineered by Ron Rigler
Second Engineer : Matt Murman
Recorded at Different Fur, S. F.. Christmas '89
Remastered By Stephen Marcussen for
Marcussen Mastering, Hollywood, CA
All songs written and arranged by Primus,
all lyrics by Claypool (Sturgeon, BMI)

CKY

the human drive in hi-fi

Performed by CKY

Produced, recorded & mixed
by Chad Ginsburg
w/Deron Miller & Jess Margera
Engineered by Chad Ginsburg
Mastered at Marcussen Mastering, LA,
by Stephen Marcussen
Written by Deron Miller w/Jess Margera
& Chad Ginsburg
Millertime (ASCAP), Dipgizzards Music
(BMI), Flea Mitchell (ASCAP)

TURBO AC'S

Hit and Run

Performed by the Turbo A.C.'s

Written by The Turbo A.C.'s
© 2000 Turbo Titans
Publishing ASCAP
©Nitro Records 2001

HOTWIRE

Not Today

Written and Performed by Hotwire

Chromium Bitch Publishing (BMI) © 2002
Courtesy of RCA Record Label,
a unit of BMG Music
Under License from BMG Special Products

AGENT ORANGE

Let it Burn

Performed by Agent Orange

Written by Mike Palm
Figs. D Music, Inc o/b/o Virtually
Indestructible Music



DEFAULT

Slow Me Down

Performed by Default

Written by (Chad Kroeger, Dallas Smith, Jeremy James Hora, Dave Benedict, Danny Craig)

©2001 EMI BLACKWOOD MUSIC, INC.,
DEFAULT PRODUCTIONS & WARNER
CHAPPELL PUBLISHING, INC.

All Rights for Default Productions
Controlled and Administered by EMI
BLACKWOOD MUSIC, INC. (BMI)

© 2001 WARNER-TAMERLANE PUBLISHING
CORP. (BMI),

ARM YOUR DILLO PUBLISHING (SOCAN) &
EMI APRIL MUSIC INC. (ASCAP)

ALL RIGHTS ON BEHALF OF ARM YOUR
DILLO PUBLISHING (SOCAN)

ADMINISTERED BY WARNER-TAMERLANE
PUBLISHING CORP. (BMI)

ALL RIGHTS RESERVED. USED BY
PERMISSION, Courtesy of TVT Records

UNWRITTEN LAW

Evolution

Performed by Unwritten Law (Scott
Russo, Robert Brewer, Steve
Morris, Wade Youman, Pat Kim)

© WB MUSIC CORP. (ASCAP) &
UNWRITTEN MUSIC (ASCAP)

ALL RIGHTS ON BEHALF OF UNWRITTEN
MUSIC (ASCAP)

ADMINISTERED BY WB MUSIC CORP.
(ASCAP)

ALL RIGHTS RESERVED.
USED BY PERMISSION.

Under license from Universal
Music Enterprises

ILL NINO

UnReal

Performed by Ill Nino

Produced and Engineered by Dave Chavarri,
Co-produced by Ill Nino

Mixing and additional Production by Steve
Regina, Rob Caggiano and Eddie Wohl for
Scrap 60 Productions.

Lyrics by Cristian Machado,
Music by Cristian Machado, Marc Rizzo
and Dave Chavarri

Published by EMI Blackwood Music,
Inc./Nino Chavarri Music/Ill Marc Rizzo
Music/Ill Cristian Music (BMI)

(P) 2001 The All Blacks B.V.

Used by Permission of Roadrunner Records.

THE DICKIES

Elevator

Performed by The Dickies

Written by George Alexander

BMG Songs, Inc.(ASCAP)

OBO Artists Music, Inc.

Courtesy of Triple X Records, Inc.

By arrangement with Music for the Masses

KURTIS MANTRONIK

Baby, You Blow My Mind

Performed and Produced by Kurtis
Mantronik

Written by K. Mantronik, C. Bush
and A. Heermans

Courtesy of Oxygen Music Works

By arrangement with Music For the Masses

PEANUT BUTTER WOLF

Devotion

Performed and by Charizma and
Peanut Butter Wolf

Written by C. Manak and C. Hicks

Published by Miserable Beast Music (BMI).

Appears courtesy of Stones Throw Records



CREDITS

Konami Computer Entertainment Osaka, Inc.

DIRECTOR & PRODUCER

Madoka Yamauchi

MAIN PROGRAMMERS

Akihiko Shimizu

Jyunji Maruhashi

Hiroataka Hosokawa

PROGRAMMERS

Taku Yamamoto

Takafumi Tanaka

Masaki Morimoto

Akira Tamura

Hirokazu Hanato

SYSTEM PROGRAM

Yukio Hayata

MAIN DESIGNER

Kazuhiro Ogawa

DESIGNERS

Keisuke Iwano

Jyutarou Oue

Seiji Fumimoto

Naoyuki Kawata

Satoko Ozaki

Ai Shibata

Naotaka Yoshitomi

Takato Nakamine

Toshiki Nagano

Mutsumi Oda

Madoka Yamauchi

SOUND PRODUCER

Shigeru Araki

SOUND DIRECTOR/SE DESIGNER/SOUND PROGRAMMER/BGM COMPOSER

Satoru Okubo

SE DESIGNER/BGM COMPOSER

Seiichi Takamoto

PRODUCT DESIGN PRODUCER

Kazuhiro Namba



CREDITS

PRODUCT DESIGN DIRECTOR

Yukihide Murakami

TECHNICAL WRITER

Hideaki Shinkawa

CHIEF PRODUCER & CHIEF SOUND PRODUCER

Kazuhiko Uehara

EXECUTIVE PRODUCER

Kuniaki Kinoshita

SPECIAL THANKS

Masanori Otani

Hisae Fujikawa

Konami Computer Entertainment Japan, Inc.

Hideo Kojima

Yutaka Negishi

Hideki Sasaki

Kazunobu Uehara

Yoshikazu Matsuhana

Konami Corporation

INTERNATIONAL PRODUCT MANAGERS

Monika Hudgins

Yoshi Aoyagi

INTERNATIONAL LICENSING MANAGER

Ippei Nio



CREDITS

Konami of America, Inc.

SENIOR VICE PRESIDENT, KOA PRODUCTION DIVISION

Randy Broweleit

VICE PRESIDENT OF OPERATIONS

Linda Stackpoole

VICE PRESIDENT OF MARKETING

Chris Garske

VICE PRESIDENT OF SALES

Catherine Fowler

U.S. PRODUCER

Ken Ogasawara

SENIOR DIRECTOR OF MARKETING SERVICES

Doug Rebert

DIRECTOR OF MARKETING

RICK NAYLOR

PRODUCT MARKETING MANAGER

Justin Kubiak

DIRECTOR OF MARKETING COMMUNICATIONS

Cherrie McKinnon

SENIOR MANAGER, CREATIVE SERVICES

Monique Catley

LOGO CONCEPT

Gregg Gordon GIGART.com

PACKAGE DESIGN

Julie Giles juliegiles.com

SENIOR MANAGER, PR

Tammy Schachter

External PR Agent

Bender/Helper Impact

Special Thanks

Sutton Trout, Mark A. Gonzalez, Jamal Carter, Kayo Alford, Lee Allison Verdeckberg, Brett Robinson, Matt Robinson, Daniel Castillo, Michael Dobbins, David Chen, Dave Zemke, Michelle Bravo, Kathie Tompkins



Product and Licensing Management

Lisa Hudson, Black Sun Productions
Bryce Kanights

Black Sun Special Thanks:

Chad DiNenna, Pam Zam, Nancy Carlson, Mark Waters, Tim Gavin, Dan McNamara, Kim Peterson, Remy Stratton, Jay Twitty, Jeff Kendall, Greg Carroll, Justin Williams, Jim Thiebaud, Tim Swart, Angel Cabada, Chris Carter, Emile Janicot, Eli Soto, Bill Weiss, Lee DuPont, Laura Abrahamson, Jack Rebbetoy

Music Supervision & Licensing

Randy Eckhardt, On Board Entertainment

King of Skate

Jeremy Kove, King of, LLC/Munson Industries
Doug Palladini, King of, LLC/Cynic

Skaters

Arto Saari
Mark Appleyard
Danny Way
Colin McKay
Stevie Williams
Rick McCrank
Kerry Getz
Chris Senn

Cover

COVER PHOTO
Mike Blabac, DC Shoes

DC "Star" logo and DCSHOECOUSA are trademarked worldwide and registered in the U.S. Patent and Trademark Office by DC Shoes, Inc. Vista, CA

eS is a registered trademark of Sole Technology, Inc. and the eS logo is a registered trademark and copyright of Sole Technology, Inc. Use of eS and the eS logo has been authorized under a grant of license from Sole Technology, Inc.

EMERICA is a registered trademark of Sole Technology, Inc. and the EMERICA logo is a registered trademark and copyright of Sole Technology, Inc. Use of EMERICA and the EMERICA logo has been authorized under a grant of license from Sole Technology, Inc.

Music for DC Danny Aerotech commercial: Lamb of God (band), Pariah, (song title), Prosthetic Records (label).



Brands

Adrenalin Skateboards

Alien Workshop **www.alienworkshop.com**

Anti SocialBones www.skateone.com

Circa www.circafootwear.com

Clive www.clivebags.com

DC www.dcsheecousa.com

Destruito

DGK www.dgkproductions.com

DVS www.dvsshoecompany.com

Electric Visual **www.electricvisual.com**

Emerica www.emericaskate.com

Es Footwear www.esfootwear.com

Ezekiel www.ezekiel-clothing.com

Girl Skateboards **www.girlskateboards.com**

Gold Wheels www.goldwheels.com

Habitat www.habitatskateboards.com

Independent Trucks www.independenttrucks.com

King of Skate www.opkingofskate.com

Matix www.matixclothing.com

Momentum **www.momentums skate.com**

Nixon www.nixonnow.com

RDS www.reddragondistribution.com

Revolution

Ricta Wheels

Royal Trucks www.royalskateboardtruck.com

Seek www.seekskateboards.com

Speed Metal

SPY www.spyoptic.com

TSA Clothing www.tsabrand.com

Thunder Trucks www.dlxsf.com

Venture Trucks www.venturetruckco.com

Volcom www.volcom.com

Von Zipper www.vonzipper.com

VIDEO

Dave Seoane, CinemaSeoane

Bryce Kanights

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

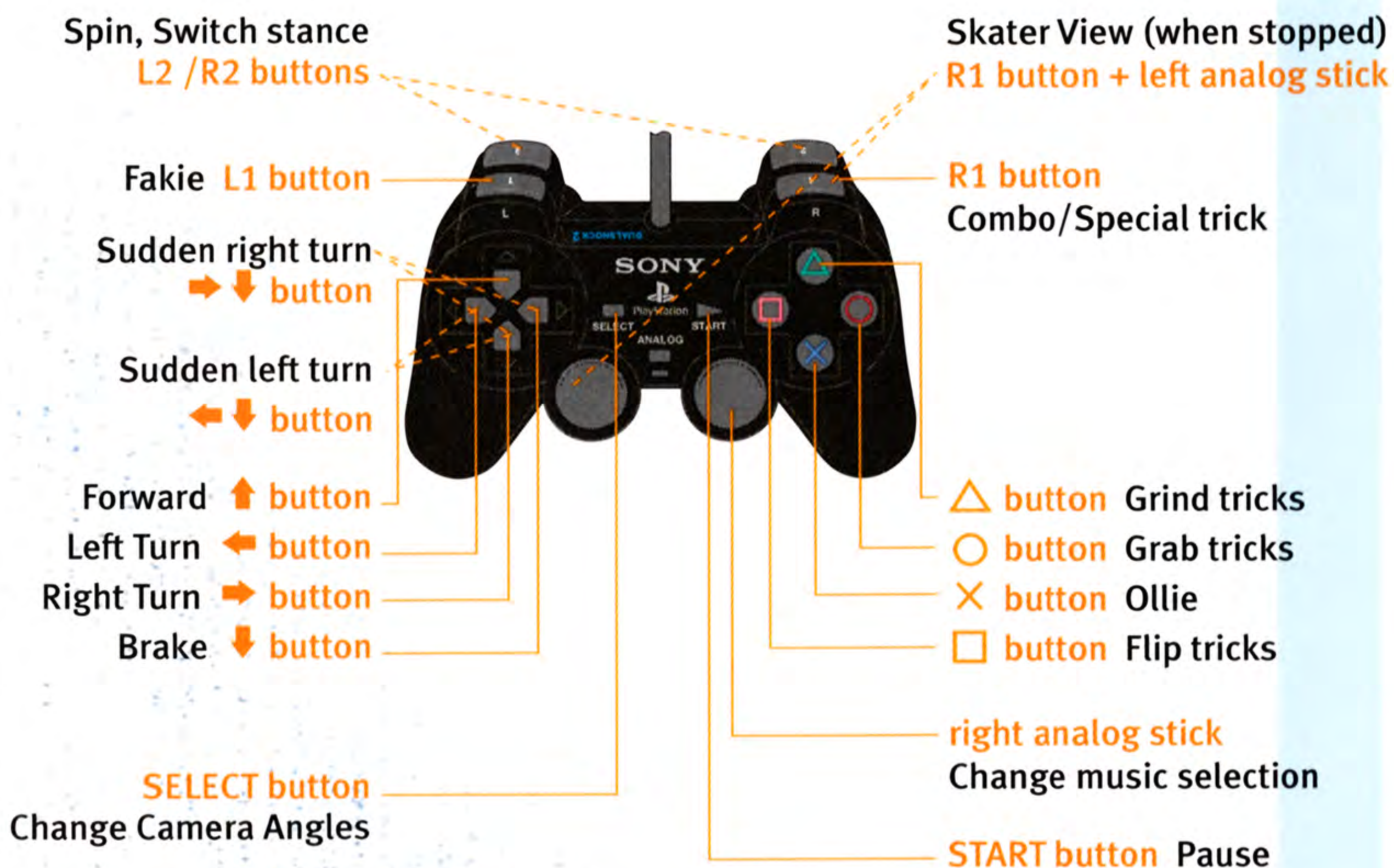
- * \$0.95 per minute charge
- * \$1.25 per minute support from a game counselor
- * Touch tone phone required
- * Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

QUICK REFERENCE GAME CONTROLS

Using the DUALSHOCK®2 analog controller is recommended.

- Controller buttons are standard setting. Edit button configurations in the Options, page 21.
- Identical commands may have different results depending on the skater being played.
- The directional buttons and the left analog stick have the same function.



EVOLUTION SKATE > EVOLUTION SKATE > EVOLUTION SKATE > EVOLUTION SKATE > EVOLUTION SKATE

Konami of America Inc. 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065

KONAMI® is a registered trademark of KONAMI CORPORATION. © 2002 KONAMI CORPORATION. All rights reserved. King of, LLC © 2002

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.