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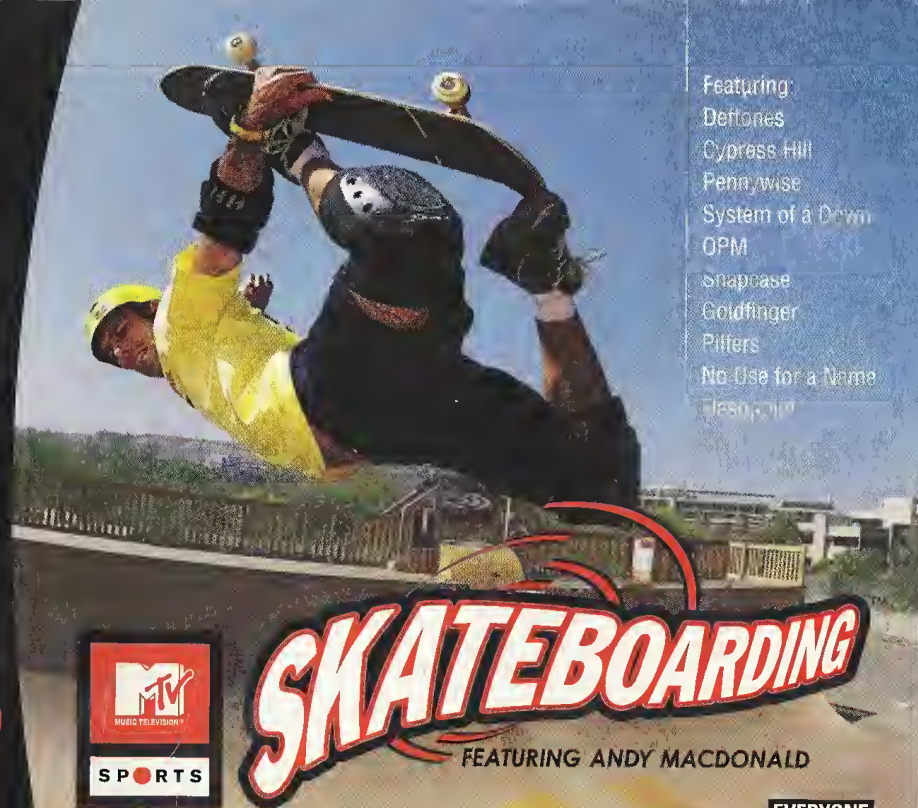
SEGA

Dreamcast.



MTV MUSIC TELEVISION SPORTS

SKATEBOARDING

FEATURING ANDY MACDONALD

DARKBLACK

THQ

EVERYONE
E
CONTENT RATED BY ESRB

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 puraly coincidental.

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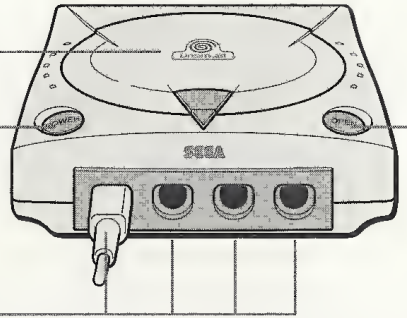
Getting Started

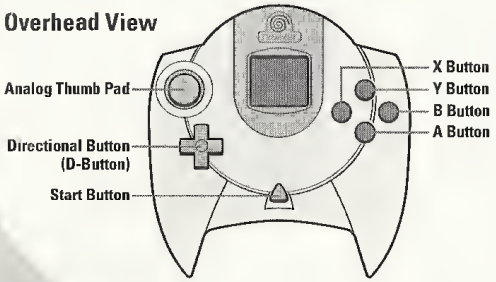


Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.

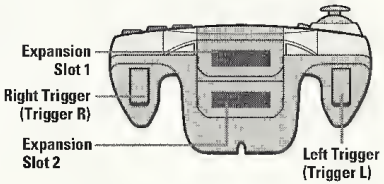
MTV SPORTS™: SKATEBOARDING™ featuring Andy Macdonald is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 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	ACTION
D Button ↑/↓/←/→	Choose selection
A Button	Confirm selection
X Button	Get information
Y Button	Return to previous menu

BUTTON/COMBO	ON GROUND	IN AIR
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
↑	Release Flatland Trick	
←/↖	Turn left	Rotate left
→/↗	Turn right	Rotate right
↓	Slow down	
↙/↘	Sharp turn	
R Trigger		180° rotate right
L Trigger		180° rotate left

FLATLAND TRICKS: D Button + Y Button = TRICK

↑	+ Nose Wheelie	↑ + ↑	+	Waddy Flip
↗	+ Casper Slide	↗ + ↗	+	2-Foot Nose Wheelie
→	+ Primo Slide	→ + →	+	Powerslide (right)
↘	+ 2-Wheel Powerslide	↘ + ↘	+	Kickback
↓	+ Manual Roll	↓ + ↓	+	1-Foot Wheelie
↙	+ Wildthing	↙ + ↙	+	Handstand
←	+ Primo Flip	← + ←	+	Powerslide (left)
↖	+ 1-Foot Nose Wheelie	↖ + ↖	+	Handstand Fingerflip

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

↑	+ Nose Slide	↑ + ↑	+	One Foot Nose Grind
↗	+ K-Grind	↗ + ↗	+	One-Footed Smith Grind
→	+ Smith Grind	→ + →	+	Darkslide
↘	+ Feeble Grind	↘ + ↘	+	Nose Grind
↓	+ Tailslide	↓ + ↓	+	Hurricane Grind
↙	+ Bluntslide	↙ + ↙	+	Nose Bluntslide
←	+ Boardslide	← + ←	+	Crail Slide
↖	+ Salad Grind	↖ + ↖	+	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 ←/→ 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.

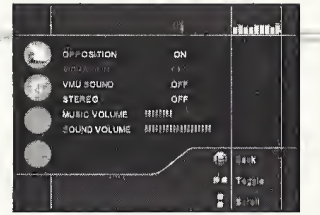
Game Controls: Press ←/→ to toggle between the Default and Alternate settings for Player One. Press the A Button to confirm your selection and advance to the Player Two settings. Repeat the process until all available controller settings have been customized.

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.

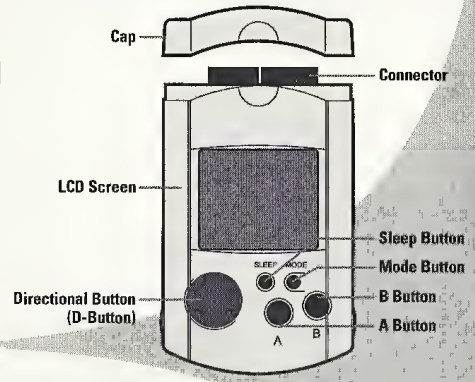
Saving and Loading

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

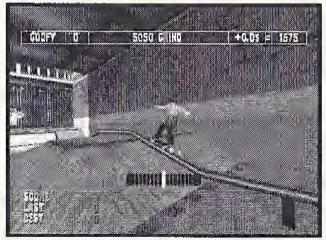
Highlight LOAD with the D Button and press the A Button to load a previously saved game. Do not remove the Visual Memory Unit while loading a game.

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

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

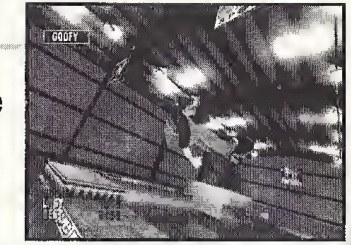
Take a local skater from the bottom of the rankings to the championship. Participate in local, regional and international competitions to win better gear and sponsorships.

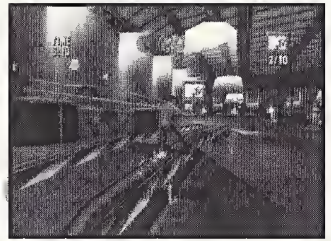
Shred the competition and make your way to the ultimate challenge – the MTV Stadium. If you're good enough, your sponsors could give you a big "push" in the industry.

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.

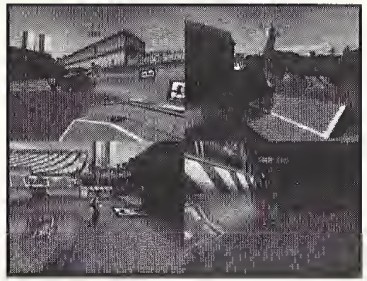
STUNT MODE

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.

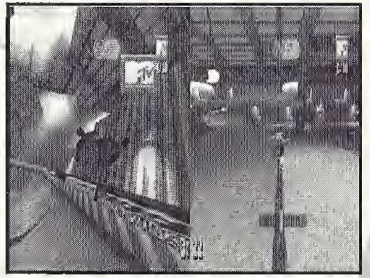


TIME BOMB

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.



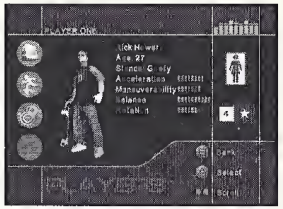
DEATHMATCH

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.

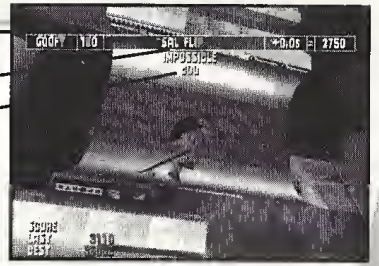
TRACK SELECT

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



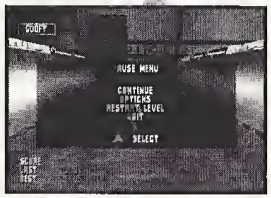
Along the top of the game screen is a Points Bar, showing the breakdown of your total points per trick. The items in the Points Bar are:

- 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.

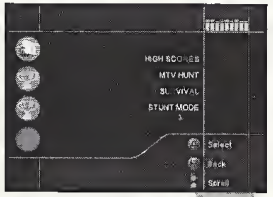
Pause Menu



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

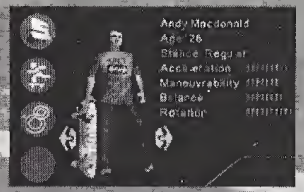
Master the Ollie first to perform other tricks. First, put your front foot on the middle of your board near the screws, with your back foot on the tail. Push down (hard) on the tail. Slide your front foot up the board just before the tail hits the ground – your board will become airborne. Keep your knees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

KICK FLIP

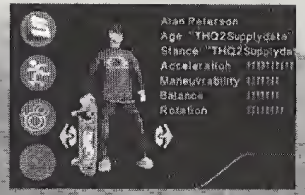
A Kick Flip is basically an Ollie with the board flipping over once. To do a Kick Flip, position your feet the same as for the Ollie, but with your front foot at a 45° angle away from you. Push down (hard) on the tail and slide your foot up the board at an angle, so it goes off the corner of the nose. 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!

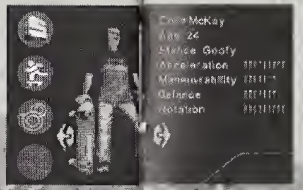
The Pro-Skaters



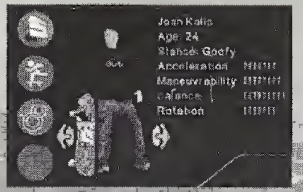
Andy Macdonald



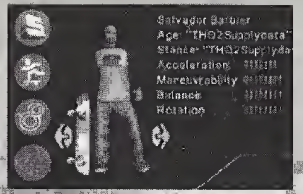
Alan Petersen



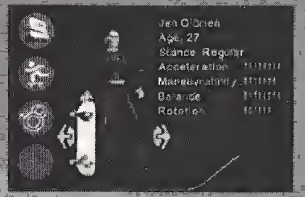
Colin McKay



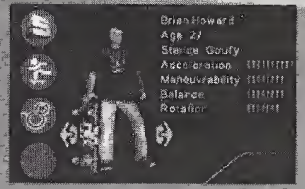
Josh Kalis



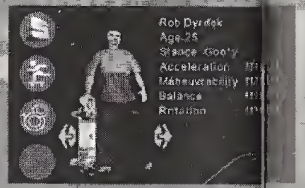
Salvador Barbier



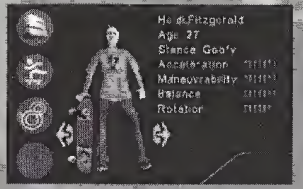
Jen O'Brien



Brian Howard



Rob Dyrdek



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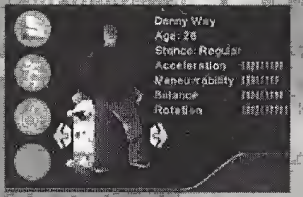
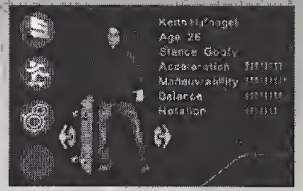
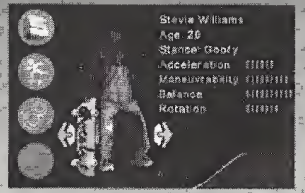


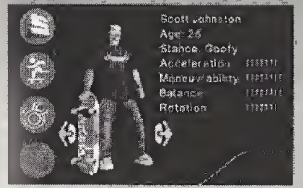
Danny Way



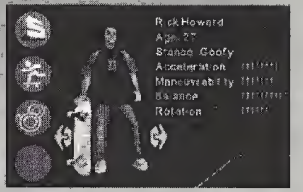
Keith Hufnagel



Stevie Williams



Scott Johnston



Rick Howard

The Music

"Street Carp"
Deftones
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Performed by Cypress Hill
Written by L. Freese/S. Reyes/L. Muggerud
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Notes

Credits

THQ

Senior Producer	James Boone
Producer	David Hoffman
Associate Producer	Leland Mah
Assistant Producer	Gregg Nakawatase
Product Manager	Rachel Silverstein
Associate Product Manager	Greg Donovan
Directors of QA	Jeremy S. Barnes
	Donn W. Nauert
Lead Test	Greg Manely
Testers	Chris Collazo
	Tim Grimaud
	Shane Conley
	Aldo Rodriguez
	Scott Dunbar
	Chaille Stidham
	Brian McLeroy
	Christian Lee
Additional Design	Greg Manley
	Josh Austin
	Chuck Sheffield
	Mike Carr
	Rob Floyd
	Tim Grimaud
	Chris Collazo
Special Thanks	Brian Farrell, Alison Locke, Michael Rubinelli, Peter Dille, Andy Macdonald, Sam Smyth, Barret Murphy, Doug Johnson, Germaine Gioia, Gamesonic, Brian and Chad at Beeline, Offner and Associates, Bobert Raumeigger, Laurie, Craig Ganz, Leslie Brown, Kirk Somdal, Howard Liebeskind

MTV

Executive Producer	Patrick Byrnes
Producer	Tony Calandra
VP Programming Enterprises	Lisa Silfen
Creative Consultants	Carl Harris
	Sarah James
	Deklah Polansky
Music Consultants	Amy Doyle
	Kevin Mangini
Law and Business Affairs	Beth Matthews
	Hillary Cohen
	Charlene Punter
Marketing	Preston Kevin Lewis
	Patricia Gormally
Special Thanks	Debbie Bennett, Tom Calderone, Tony Di Santo, Salli Frattini, Bob Kuspit, Judy McGrath, Ed Paparo, Donald Silvey, Van Toffler

DARKBLACK

Producer	Richard Beston
Programmers	George Williamson
	James Shaw
	Dave Mann
	Dave Gautry
	Paul Hodgson
Artists	Rob Jimnez Owen
	Mike McTigue
	Stuart Flint
	Andy Elkerton
	Richard Beston
	Paul Atkinson
	John Gibson
	Adam Smith
	Dean Lidde

Andy Macdonald Photo: RHINO