

**TONY HAWK
COMES TO THE
SEGA DREAMCAST™**

SKATE AS THE LEGENDARY TONY HAWK, OR AS ONE OF NINE OTHER TOP PROS. WORK YOUR WAY UP THE RANKS BY LANDING SUICIDAL TRICKS IN BRUTAL COMPETITIONS TO BECOME THE BEST SKATER ON THE CIRCUIT. IT'S TIME TO GO PRO. PULL OFF HUNDREDS OF MOVES WITH SUPER-SMOOTH CONTROLS. NAIL INSANE AIRS, GRABS, SLIDES, GRINDS, KICK-FLIPS AND LANDING TRICKS.



ACTIVISION

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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-RDM 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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CONTROLS

Super Magnetic Neo is a 1-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. When using any controller, to return to the title screen at any point 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 Triggers L/R while turning Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in a malfunction. Always use expansion Slot 2 when using the Jump Pack with the Sega Dreamcast Controller. If the Jump Pack is inserted in Slot 1, it will not connect properly with the controller, and may fall out or operate incorrectly during gameplay.



DEFAULT CONTROL SETTING

Overhead View



- **Direction Button and Analog Thumb Pad:** Character movement
- **Direction Button and Analog Thumb Pad:** Select menu options
- **Start Button:** Starts and pauses game
- **X Button:** Jump
- **Y Button:** Bring up the Save Screen
- **A Button:** N Polar Pop and accepts menu selection.
- **B Button:** S Polar Pop and cancels menu selection

Forward View



- **Right Trigger:** Run
- **Left Trigger:** No use
- **Expansion Slot 1:** VMU (optional). A VMU is required in order to find hidden objects.
- **Expansion Slot 2:** Jump Pack (optional). The controller will vibrate upon either using a Polar Pop, hitting a wall, or when Neo is hurt.

*Operation with incompatible controllers is not guaranteed.



STORY

The notorious Pinki gang is on the loose again! They've taken control of the Professor's favorite amusement destination spot, "Pao Pao Park," rigged the entire park with magnetic contraptions, installed evil robots and set crazy monsters on the loose! In **Super Magnetic Neo** – you control the Professor's hyperactive robot, Neo. Neo runs through the park, avoiding traps and villains, as he races to stop the Pinki gang from wreaking havoc on Pao Pao Park. Using his ability to blast either North or South polarized magnetic fields from his head, Neo's challenge is to find a way through the booby-trapped theme park.



GOOD GUYS



Neo • Neo is a magnetically charged robot who was created by "The Professor." His artificial intelligence is based on the Professor's own mind, so he has all the same quirks and bad habits as the Professor. He's always excited, energetic and eager to please. Neo is good-natured and loveable.



The Professor • The Professor says that he created Neo to help maintain world peace, but the truth is that he just loves to tinker with machines and show off his inventions. The Professor is somewhat absent-minded and always preoccupied with thoughts of another invention. Neo is a practical application of the Professor's discovery of the Super Magnetic Theory.



PeeDee • PeeDee thinks he's the Professor's second in command, but he's really just a helper. PeeDee is designed like a toy, but he is highly functional with advanced features. He tends to get very frantic and, at times, hysterical.

BAD GUYS

Pinki • Pinki is the leader of the bad guys and she's just a 2-year old baby! She rides around on a floating pink rubber ducky. Don't let appearances fool you though; she's the most evil villain in the game. Pinki's most noteworthy skill is the ability to put people down, making them feel bad with her foul temper. When she is happy and in control, she speaks with a sweet little baby voice. However, when she gets angry, her voice gets deeper and she begins to scream.



Yasu • Yasu is Pinki's right hand man and spends all day and night coming up with new gadgets to promote evil in the world. He's brilliant, but also stingy, confrontational and quite self-absorbed. He rambles on all day with stories of his life and his evil doings.



Gasu • Gasu is Pinki's #2 man. His brain doesn't work too well, but he's very strong. He's been held back in elementary school ten times and still can't graduate. If you get him upset, he won't stop until the object of his anger is completely destroyed. He also loves banana milk.



MODES

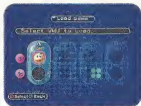
- Load Game: Load saved game
- New Game: Start a new game
- Challenge: Challenge Mode
- Configuration: Change controller configuration
- Sound: Select Mono or Stereo
- VMU Sound: Select VMU sound ON/OFF
- Vibration: Select vibration ON/OFF when using a Jump Pack

STAGES

The game consists of four worlds, of four stages each, plus a Boss Stage at the end of each world. There are 100 additional Challenge Stages where you can practice your magnetic field technique. You'll need to master running, jumping, stopping on a dime, plus alternately using the North or South polarity to help you safely clear all the screens.

The Four Game Worlds Are: **"The Jungle World," "The Ancient World," "The Cowboy World"** and **"The Future World."** Each world presents Neo with unique challenges characteristic of their respective environments.

Center Hallway • Center Hallway is the entrance to Pao Pao Park. Neo can move among the four worlds by attaching himself to the Red or the Blue Polar Balls which move around the Pao Pao park galaxy. Neo's private room is also located in this galaxy.



World Hall • World Hall is the entrance to each stage. There are five Warp Tubes – four for each stage and one for the Boss Stage – located in this room. Neo can save his progress by using the monitor found in this hall.

Bonus Stage • Neo can enter the Bonus stage by collecting Bonus Tickets in each stage. Neo will earn an extra life by collecting all Zebi (100 total) found in each bonus stage.

SAVING YOUR GAME

Neo can save your game using a VMU by pressing the "Y" Button, when Neo is in front of the monitors located in the World Halls and in his room. Each saved game requires three free blocks. As many as four saved games can be stored on a VMU. Additionally, two free blocks are needed to save progress in the Challenge Mode.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller. Game contents can be saved using Expansion Slot 1 or 2 on Control Ports A-D.



VISUAL MEMORY UNIT (VMU)





TREASURE ITEMS

Treasure items are given at the end of each stage, if the following three categories are satisfied:

- Beat the best time for the stage
- Find all eight Pinki Medals in the stage
- Locate the hidden item

It is difficult to satisfy all these categories at one time.

WHAT CAN NEO DO?

Accelerated Run • Neo's magnetic powers can give him an extra boost when he needs to outrun fast enemies or leap over dangerous objects or chasms.

Polar Pop • Because similar magnetic charges repel, by blasting out a magnetic South field while jumping over a South charged platform, Neo can get extra air. He can also trip switches and blast away metallic enemies by using a similarly charged Polar Pop.

Rides • There are some stages where Neo rides a Camelcycle, a mine-cart or a horse. Although Neo moves forward automatically, it's still possible to jump, run or Polar Pop.



Polar Pull • Because opposite charges attract, Neo can make himself stick to oppositely charged platforms or objects by blasting out the appropriate magnetic field. This helps him fly through the air using air-borne metallic objects, and also helps him hang on for support when he jumps too high. Another important feature of this is that if he turns on his Polar Pull next to a metal enemy, he can capture oppositely charged enemies in a special box. The metal boxes containing trapped enemies are called **Ener-Cubes** and can be hurled at doors or menacing enemies.

Polar Meter • The Polar Meter will decrease as Neo runs or Polar Pops. The meter will automatically restore power, but when it's empty Neo can't run or Polar Pop.

Repel • Neo can repel enemies by polar popping them with their own color power. Neo can also break a wall by repelling enemies against that wall.

Being Repelled • When using the same Polar color as the Polar Panels, Neo will repel or be repelled by that panel. Using this technique, Neo can jump higher, turn on switches, or solve other Polar tricks.

Attract • When popping a different Polar color than the enemy, Neo can turn the enemy into an Ener-Cube. When Neo has an Ener-Cube, he can throw it by pressing the "A" or "B" Buttons. Neo will die, however, if he attracts enemies with electrical current or needles.



Throw • Neo can attack other enemies or knock down walls by throwing Ener-Cubes at them. Ener-Cubes explode after 3 seconds, but they do not harm Neo or cause him to lose Zebi or lives.

ITEMS

1UP • This equals one extra life for Neo.

Zebi • Neo will earn a 1UP for every 100 Zebi he collects. Copper Zebi coins are worth one Zebi, Silver Zebi coins are worth five Zebi, and Gold Zebi coins are worth ten Zebi each.

Pinki Medal • There are eight medals in each stage. All 8 medals are needed to receive the special treasure item. Look carefully! They are often located in hard-to-find places.

Invulnerability Capsule • This will protect Neo against one damage hit. However, it will not protect him if he falls into the sea or off a cliff.

Ener-Cube • Neo can turn enemies into explosive cubes upon attracting them with their opposite charge. He can throw these cubes by pressing either the "A" or "B" Buttons.

Checkpoint • Once Neo has passed a checkpoint, he can restart the level from that point after he is killed. Checkpoints are only valid for the current game. They aren't saved when the game is turned off or restarted.

Bonus Ticket • There is one ticket in each stage. Neo can go to the Bonus Stage if he finds the tickets and clears the stage.

Item Box • This box will open when an Ener-Cube is thrown at it.

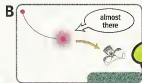
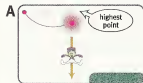
Hidden Item • These secret items appear when Neo Polar Pops at specific places within each level. PeeDee signals Neo through the VMU with a beep to tell him where and when to Polar Pop.

ADVICE FROM PEEDEE

Accelerated Jump • Neo can jump further if he jumps while running. Try this if regular jumps are not long enough.

Polar Tricks • There are many different types of Polar Tricks set up in Pao Pao Park. Try throwing Ener-Cubes at obstacles if the path looks like a dead-end or if a menacing boss is blocking Neo's path.

The Law of Inertia • When jumping off a Polar Pendulum, be aware of the Law of Inertia. If you jump off at the pendulum's highest point, (A), you'll drop straight down. However, if you jump off just before the pendulum reaches its highest point, (B), you can use inertia to jump further. Try this trick if you encounter a magnetic obstacle you can't pass.



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Note: Certified mail recommended.

In the U.S. send to:**Warranty Replacements**

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