

GAMEBOY ADVANCE

AGB-BS6E-USA

Backyard SKATEBOARDING



ANDY MAC



INSTRUCTION BOOKLET

Skate with 8 time world champ Andy Mac!

ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

** WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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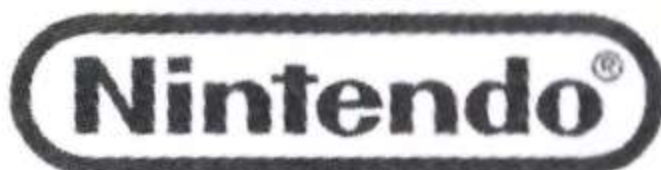
**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE AND NINTENDO DS™
VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE
WHICH REQUIRES A GAME BOY® ADVANCE
GAME LINK CABLE.**



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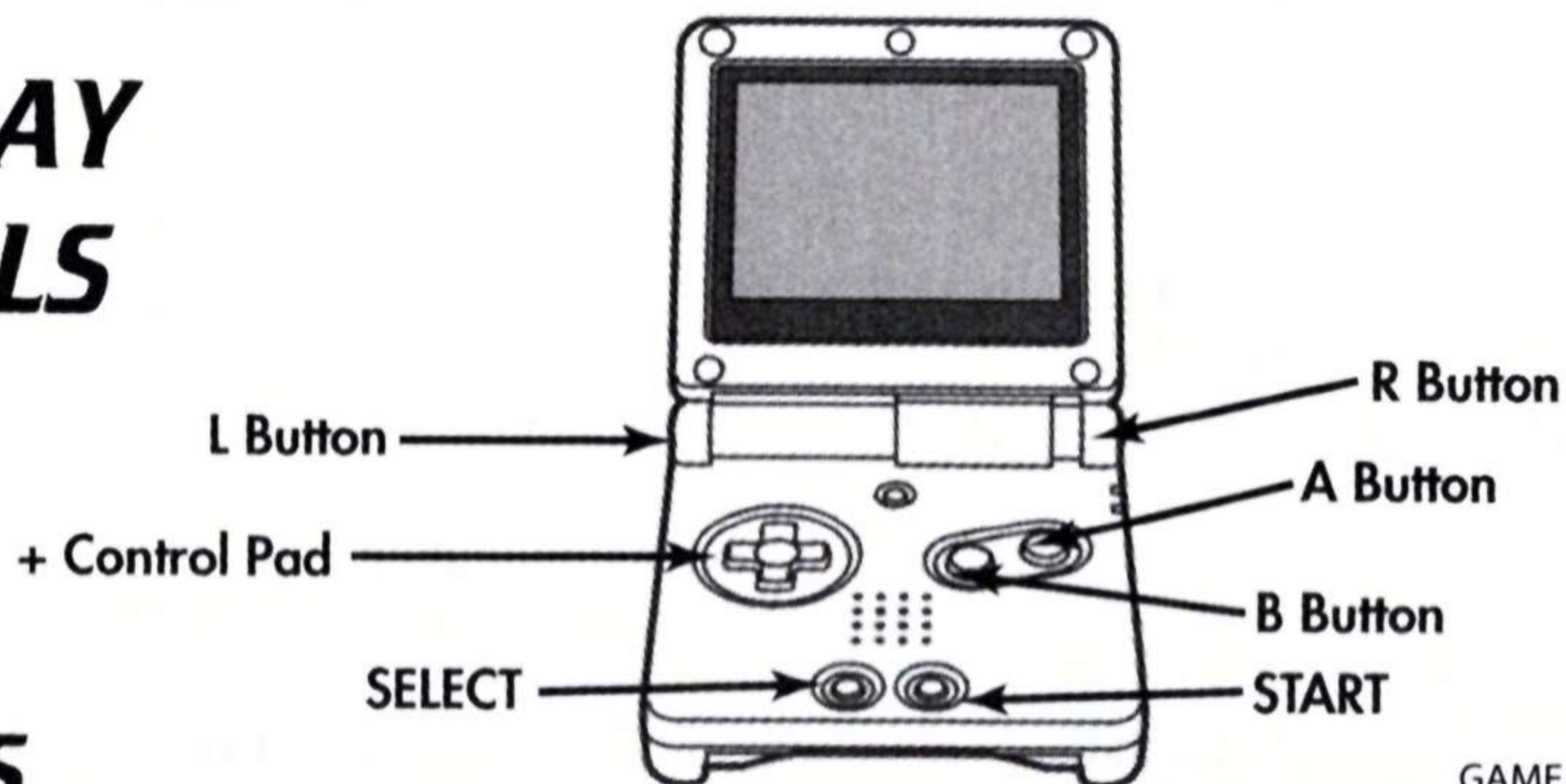
WELCOME TO BACKYARD SKATEBOARDING™

All the action from the PC game, shrunk down and portable! The Backyard Kids' neighborhood skatepark is in bad shape! Get ready to enter the Backyard Skate Tour and take on pro skater challenges in the Neighborhood, Boardwalk, Castle and more! It's your turn to try and win a brand new skatepark for your town!

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the Backyard Skateboarding™ 2006 Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. When the title screen appears, press START to proceed to the Main Menu.

GAMEPLAY CONTROLS



GAME BOY® ADVANCE SP

CONTROLS

CONTROL	ACTION
Control Pad	Move skater / Select in menus
A Button	Ollie / Flip trick / Accept when in menus
B Button	Grind / Talk to an NPC / Back when in menus
L Button	Switch stance
R Button	Grab trick
Select	Restart challenge
Start	Pause game

Note: Alternate control styles are available in the Settings menu. See page 11 for details.

SAVING AND LOADING

To save the game, pause the game, highlight Exit and press the A Button. A save game prompt will appear. Press Left or Right on the Control Pad to toggle between Yes and No and press the A Button to continue. To resume a Tour in progress, choose CONTINUE GAME from the Main Menu.

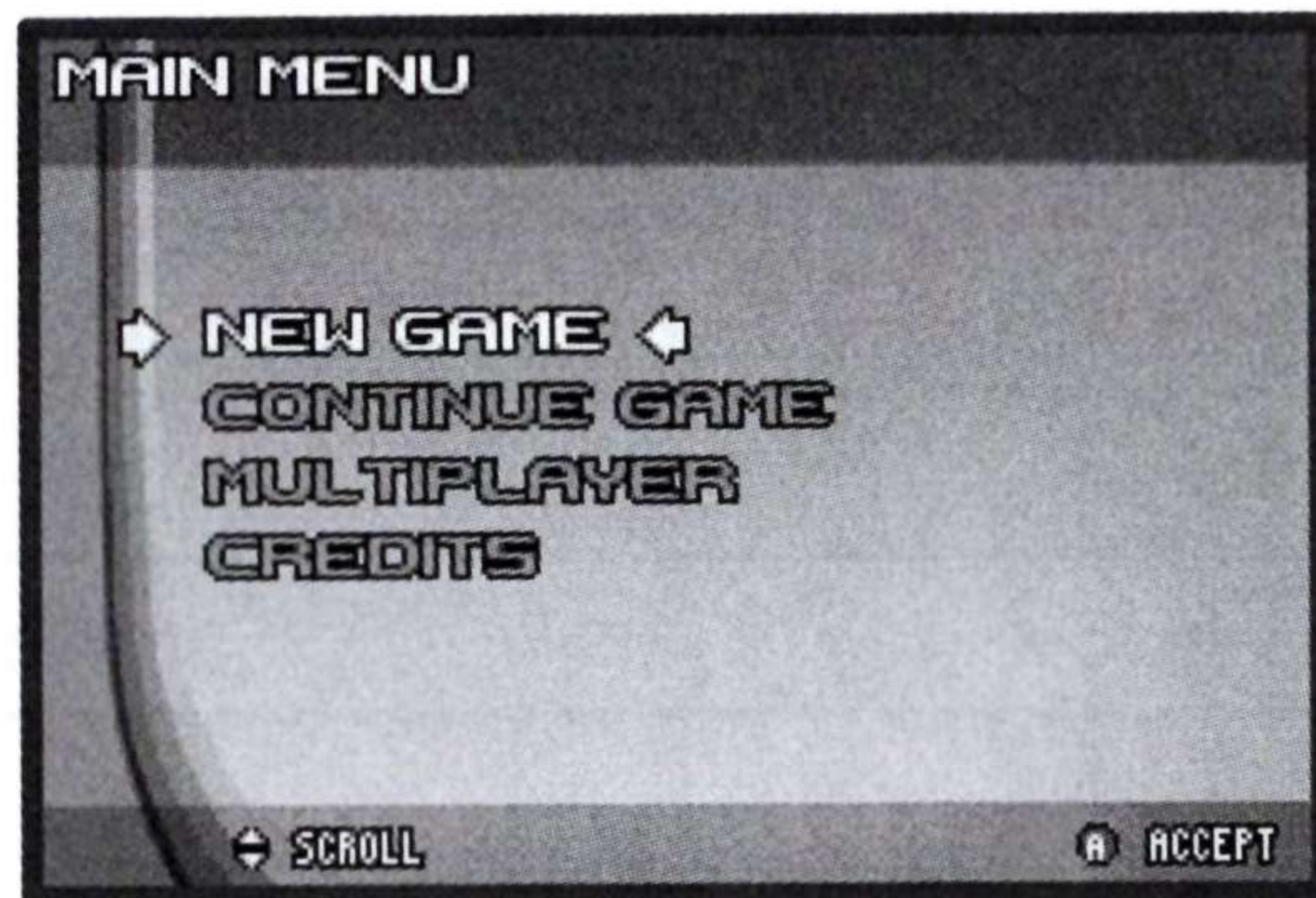
Note: Only one Tour is saved per Game Pak.

MAIN MENU

Choose from the following options on the main menu:

NEW GAME

Start a new Backyard Skate Tour and try to win your town a new skatepark. Complete challenges to unlock new skaters, levels and pro equipment.



CONTINUE GAME

Load a Tour already in progress.

MULTIPLAYER

Play with two players simultaneously in several different modes, such as Time Attack and Trick Attack.

CREDITS

View the credits of who made Backyard Skateboarding.

TOUR MODE

Select New Game from the Main Menu to begin a new career on the Backyard Skate Tour.

TOUR HOME MENU

You can choose from the following options on the Tour Home menu:

Play Game

Get out there and skate!

Select Level

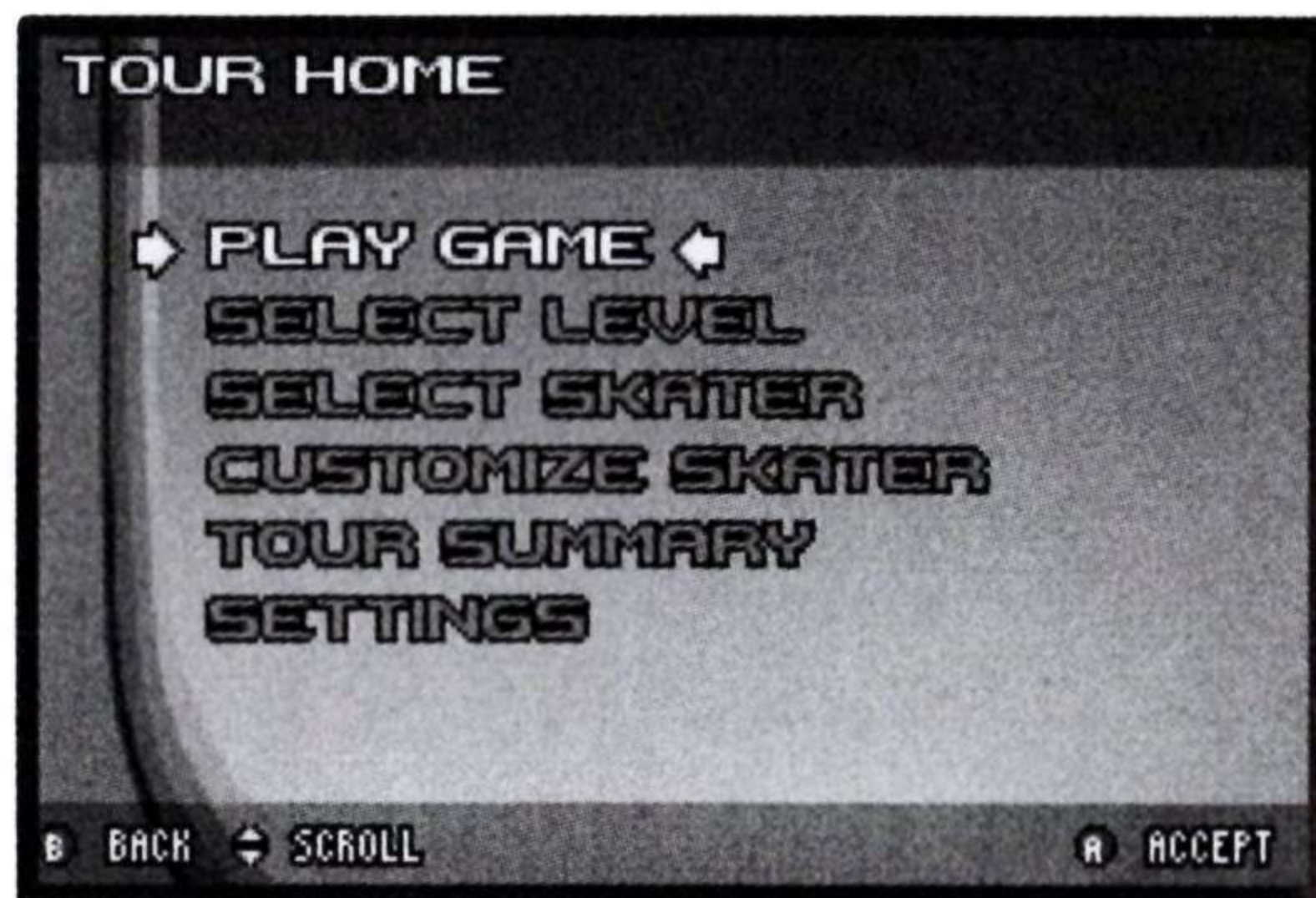
When you first start the Tour, you can only play in the Neighborhood level. As you advance in the game and complete challenges, more levels will become available to play.

Select Skater

Choose the Kid that you want to play as. Press Left or Right on the Control Pad to cycle through the available kids. Press the A Button to pick your Kid.

Create a Custom Kid

You can create your own custom skater if you would like to. When on the Select Player screen, highlight the custom skater (the skater named "Custom") to get started (see page 9 for details on customizing skaters).



Customize Skater

Change your skater's appearance, board graphics, wheels and other. Play and complete pro level challenges to earn more points for customizing your skater.

NAME:	Change your skater's name. Use Left and Right on the Control Pad to switch from letter to letter and use Up and Down on the Control Pad to cycle through the available letters, numbers and symbols.
LOOKS:	Choose your Kid's skin color, hair color and style.
UPPER GEAR:	Customize your skater's helmet, graphics and shirt.
LOWER GEAR:	Customize your skater's pants and shoes.
BOARD:	Customize your board graphics and wheels.
SKILLS:	Customize your Kid's abilities.

Skill Ratings

Each and every Kid has 5 categories of skills:

AIR:	Overall hang-time and ollie distance.
SPEED:	Maximum speed at which the Kid can skate.
FLIP:	How fast the Kid can flip the board.
SPIN:	How fast the Kid can spin in mid-air.
BALANCE:	Overall lip, manual and rail balance.

TOUR SUMMARY

View your skater's progress through the current Tour. View all of the challenges you've played and completed. You can also view your current sponsors and Trick List.

Tour Book

View all of the challenges that your skater has completed and how many are left to find.

Trick List

View all of the tricks that your skater can perform and how to activate them.

Sponsors

Check how many total sponsors have signed your skater.

SETTINGS

Control Type

You can choose from four different controls layouts.

Music Volume

Adjust the music volume up or down.

SFX Volume

Adjust the sound effects volume.

MULTIPLAYER (2 PLAYERS)

Create a custom player for your team.

There are two different multiplayer modes available. Both modes are for two players only. Two Backyard Skateboarding Game Paks, two Game Boy Advance systems and a Game Boy Advance Game Link[®] Cable are required for multiplayer linked games. Note: The Game Boy Advance system connected to the purple connector on the Game Link Cable is Player 1. Link play is not supported on the Nintendo DS system.

CONNECTING GAME BOY ADVANCE SYSTEMS

- Before connecting the Game Link Cable, all Game Boy Advance systems must be switched OFF.
- Connect the Game Link Cable to each of the systems.
- Insert a Backyard Skateboarding Game Pak into each system and switch the systems ON.
- From the Main Menu, both players must select the MULTIPLAYER option. Select your mode of play and start skating!

TIME ATTACK

Two players race to see who can score the most points in the time allotted. You can change how many levels are played and your time limit.

TRICK ATTACK

Two players battle it out to see who can do more unique tricks! You can change how many levels are played and your time limit.

GAME SCREEN

SCORE

Every time you land a trick correctly, you earn points and the score appears on the screen. If you bail, you will see the amount of points you could have won and the trick names turn red.

COMBO STRING

If you string together two or more tricks in a row, you'll start to see points racking up near the bottom of the game screen. The more tricks you can string together and land, the more points you will earn. Do a series of unique tricks to earn the most points!

JUICE METER

Fill up your Juice Meter by successfully landing a variety of tricks. Once the Juice Meter is full, you can attempt special tricks that you cannot do at any other time. Be careful though: if you bail while the meter is partially full, it goes back down and you'll have to do more tricks to fill it up again.

BALANCE METER

Every time you ollie and grind on an object, start a manual or perform a lip trick, a balance meter appears on the game screen. The grind and lip balance meter is horizontal and displays above your skater's head, while the manual balance meter is vertical and displays on your skater's left side. Use the Control Pad to balance the meter as close to the middle as possible. If the bar goes too far one way or the other, your skater will bail and you'll lose all the points you could have accumulated had you landed safely. Each skater has a different balance rating, so choose accordingly!

CHALLENGES

Some challenges involve collecting a certain number of objects, while others involve racing against another skater. Read the information carefully in the pop-up challenge window to find out all the details.

PAUSE MENU

Need to take a break or view your challenges? Press Start at any time during gameplay to pause the game and choose from the following menu options:

CONTINUE

Resume playing the game.

RESTART CHALLENGE

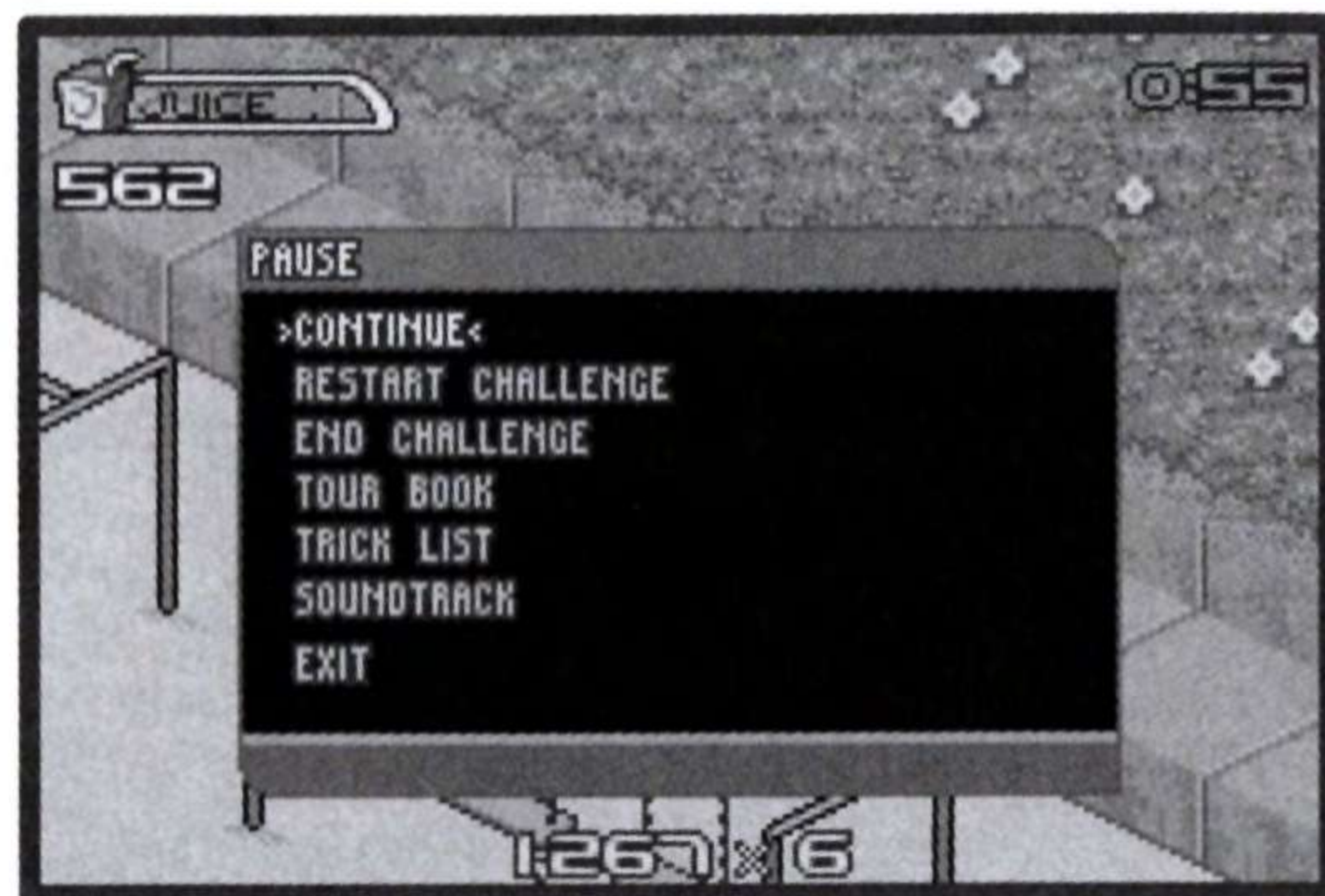
Force the challenge you're currently playing to restart.

END CHALLENGE

Can't find a way to finish the challenge you've accepted? Choose this option to end the current challenge and move on.

TOUR BOOK

View all of the challenges in the current level.



TRICK LIST

View all of the tricks your skater can perform.

SOUNDTRACK

Change the background music that's playing.

EXIT

Exit the game to the Tour Home menu.

SIGNATURE TRICKS

Each skater in the game has 6 unique Signature Tricks that can be performed once the Juice Meter (See page 14 for details) is full:

CATEGORY	CONTROLS
Flatland (from a manual)	Left + R Button
Grind	Down + Right + B Button
Lip (from a stall)	Left + B Button
Flip	Down, Up + A
Grab	Up, Down + R Button
Double Tap Grab	Left, Up, Up + R Button

Note: All of these controls are done with the default controls configuration.

POWER-UPS

You'll find these power-ups in various locations in all the levels. Each power-up helps your skater out in different ways.

MOLASSES TIME

Slows down time when you're in mid-air, allowing you to perform more tricks before landing.

SUPER OLLIE

Gives you the power to ollie 1.5 times your normal height.

MEGA OLLIE

Gives you the power to ollie twice your normal height.

BALANCE BOOSTER

Automatically centers your balance meter for 10 seconds.

SUPER SPEED

Increases your maximum speed for 10 seconds.

SPIN CYCLE

Increases your spinning speed to two times its normal speed for 10 seconds.

ATARI WEB SITES

To get the most out of your new game, visit us at:
atari.com/kids

If you would like to chat with other gamers, as well as developers, visit our
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atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the FAQ.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

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Humongous Entertainment, Inc.

Susan Merrill
Producer

Bob Givnin
Associate Designer

Skip Saling
Executive Producer

Rich Moe
Design Director

Andy Hieke
Senior V.P./G.M.

Rafael Calonzo
Original Game Concept

WonderGroup
Marketing

Full Fat

Peter Ranson
Executive Producer

Andrew Docking
Technology

Crispian Daniel
Florian Raoult
Programming

Jamie Bambrough
M. Reeve

M. Overbeck
Modeling and Animation

Tony Chen
Background Art

Sven Ruthner
Jamie Byrne
Additional Art

James Barnard
Music

Paul Adams
Business Development

Sven Ruthner
Jamie Byrne
Additional Art

James Barnard
Music

Paul Adams
Business Development

Atari

Ezequiel "Chuck" Nunez
Q.A. Manager

Jason Kausch
Q.A. Testing Supervisor

Anthony Ma
Lead Tester

Quang Nguyen
Assistant Lead

Jonathan Pasamonte
Justin Goldstein
Feisal Maroof
Darren Krommenhock
Joshua Lanada
Robert Tibbets
Matt Rush
Testers

Dave Strang
*Manager, Engineering
Services*

Ken Edwards
*Engineering Services
Specialist*

Eugene Lai
Dan Burkhead
*Engineering Services
Technicians*

Ken Ford
*I.T. Manager/Western
Region*

Jimmie Lee
*Manager of Technical
Support*
Joy Schneer
Director, Strategic Relations
Cecelia Hernandez
*Sr. Manager, Strategic
Relations*

Arthur Long
*Strategic Relations
Specialist*

Chris Munson
Licensing Specialist

Eddie Pritchard
Director of Manufacturing

Lisa Leon
Lead Senior Buyer

Gardnor Wong
Senior Buyer

Tara Moretti
Buyer

Janet Sieler
Materials Planner

Nichole Mackey
Process Planner

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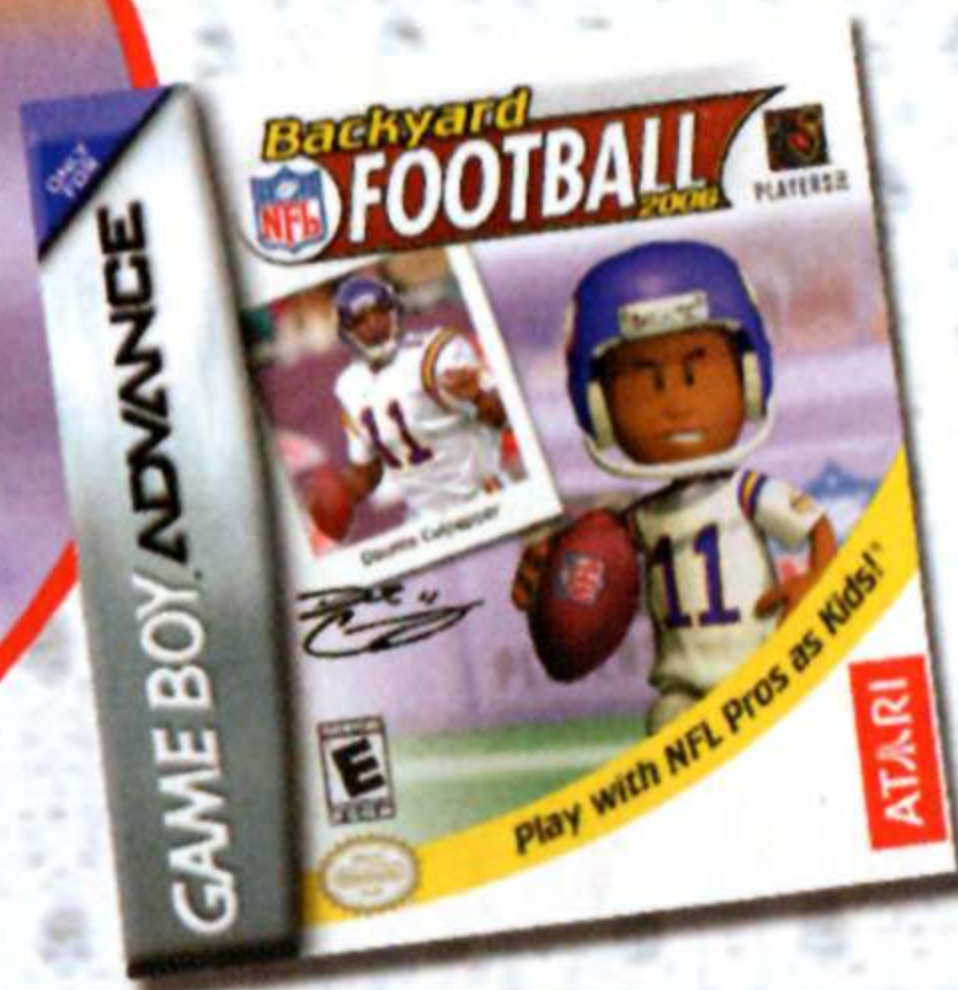


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