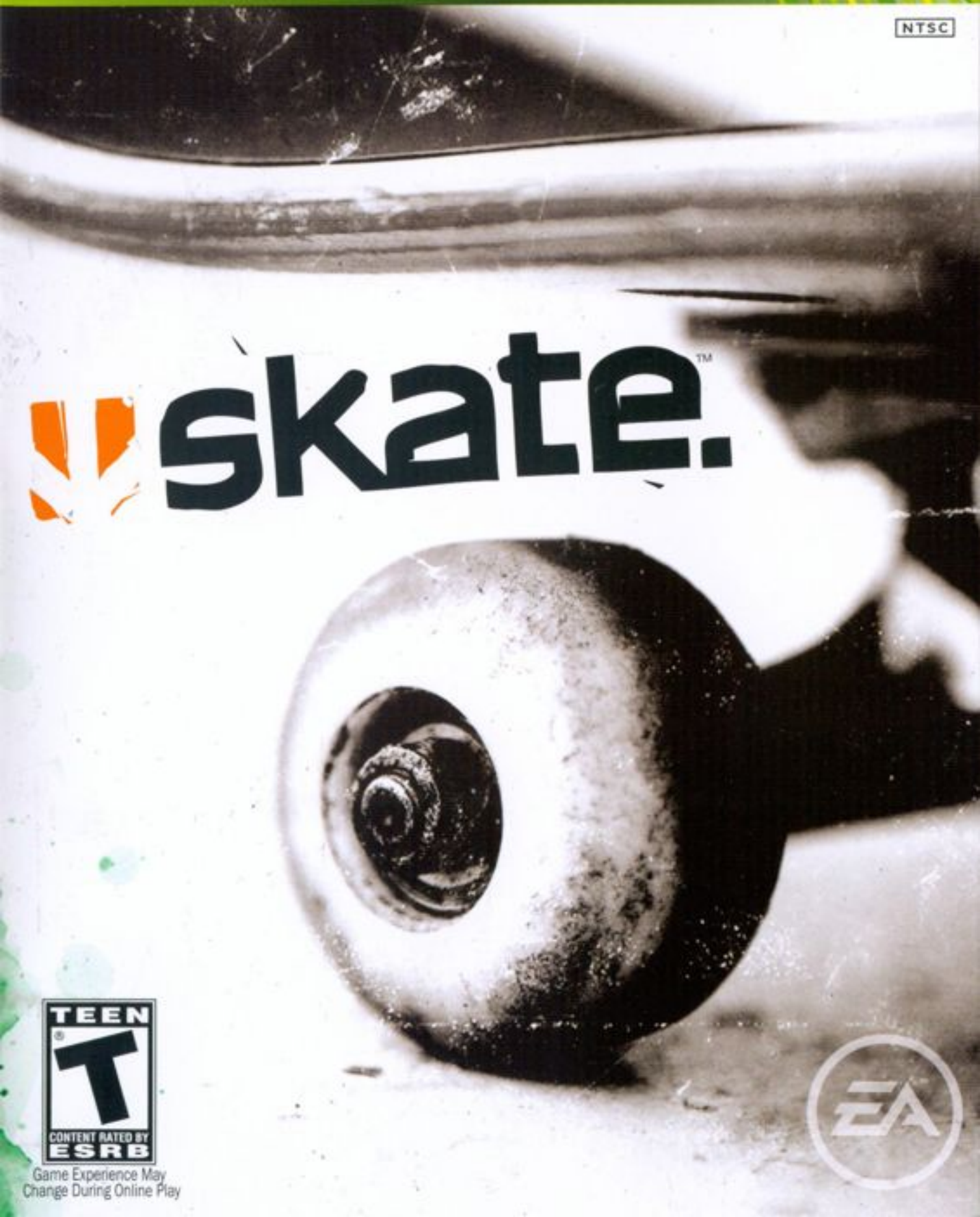
XBOX 360

XBOX LIVE

NTSC

skate.™



TEEN

T

CONTENT RATED BY ESRB

Game Experience May Change During Online Play

EA

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

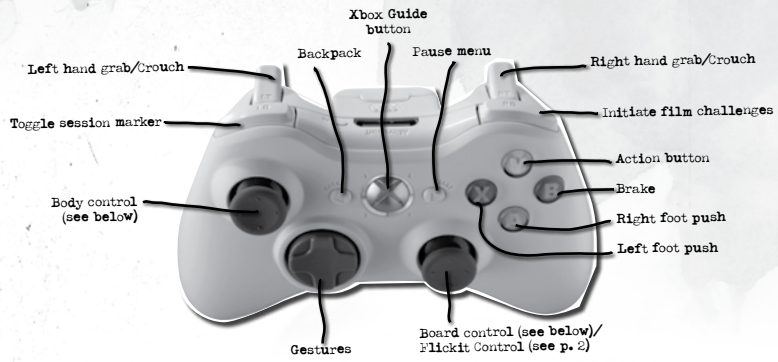
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

www.EA.com

complete controls

skate. is the closest thing to skateboarding without actually putting your feet on a board. Sculpt tricks and define your own style so that no two tricks will ever be the same.

GENERAL GAMEPLAY



BODY CONTROL

Crouch/Pump	↑
Turn/Spin	←/→
Slide	↙ then ↘ (or vice versa)
Flips	↕ on take-off AND any grab

BOARD CONTROL

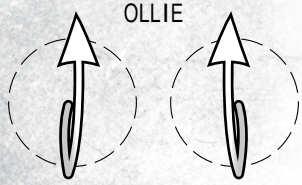
Ollie anticipation	↓
Nollie anticipation	↑

YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA Soundtracks and Ringtones Available at www.ea.com/eatrax/

FLICKIT CONTROLS

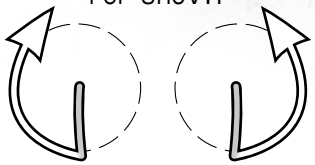
Using the L and R Flickit controls is just like being on a board. Revert, body flips, tweaks, board adjust—there are tons of Flickit moves you can perform, both regular and goofy-footed. Experiment on your board and don't be afraid of a few bumps and bruises. Press BACK and select TRICKBOOK to see how to perform Flickit moves. Here are a few to get you started:

OLLIE



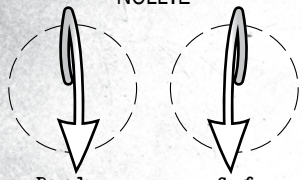
Regular Goofy

POP-SHUVIT



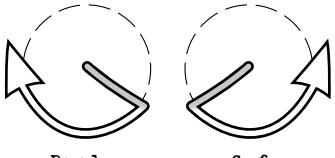
Regular Goofy

NOLLIE



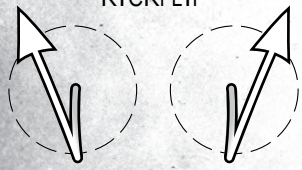
Regular Goofy

360 POP-SHUVIT



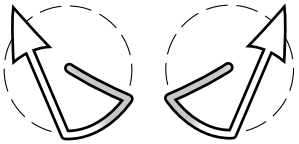
Regular Goofy

KICKFLIP



Regular Goofy

360 FLIP



Regular Goofy

setting up the game

Before hitting the streets of San Vanelona, set up a gamer profile to save all of your memorable achievements.

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play Xbox LIVE®.

- ➔ To create a new gamer profile, press ⊗ to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press A. Create a profile name using the virtual keyboard.
- ➔ After you create a gamer profile and save it to a storage device, you can customize your profile and set personal settings. When you are signed in with your gamer profile, your achievements are automatically tracked and you can save your game progress.

NOTE: Only one gamer profile can be active at a time. In order to activate a gamer profile, you must press START at the *skate.* title screen (using the Xbox 360™ Controller associated with your gamer profile). To activate another gamer profile, the active gamer profile must first be signed out and then you can sign in with another gamer profile at the title screen. Any progress that has not been saved to an active gamer profile will be lost when you sign out or change the active gamer profile.

GAMER PROFILES

Keep track of your personal stats and accomplishments with a gamer profile. An active gamer profile saves career achievements, created skaters, and more to the Xbox 360 Hard Drive or Xbox 360 Memory Unit.

playing the game

Freeskate mode lets you session San Vanelona on your own terms. No challenges or sponsorship obligations. Pick a location, set the number of pedestrians and cars, then go work on tricks or capture some footage to upload.

GAME SCREEN

SESSION MARKER

Place a session marker at a spot you want to instantly access later. The session marker is your friend when you are trying to find that perfect line or when you don't want to push all the way back up a hill.

While you are skating, press and hold LB to bring up the session marker overlay, and press ⬇ to set a session marker or ⬆ to return to a session marker.

You can only have one session marker active at a time and there are rules in play about using the session marker so you can't abuse the system—no session markers in "No Skate" zones or contest events!

career

Skateboarding's all about having fun. Having fun is good and all, but getting paid to have fun is even better. Welcome to a career in skateboarding.

San Vanelona, the ultimate skateboard paradise, is your home as you set off on your path to becoming a pro skater. Get your skills dialed and tricks on lock in the Community Center Skatepark and San Van schoolyard in the Suburbs. Before long you'll be ready to bomb the hills of The Res, session the steep streets and plentiful plazas of Old Town, or destroy the rails and ledges of the Downtown core. For those looking to rise to the top, the point of the game is to do challenges to get coverage in skating's two premiere magazines: *The Skateboard Mag* and *Thrasher*. Magazine coverage gets sponsors interested. Sponsors give you free products and money for completing challenges. Keep progressing and eventually you'll get to skate some of the heaviest spots in town … including Danny Way's dream skate experience, the Mega Compound!

TUTORIAL

Learn the basic moves and begin mastering flip tricks, airs, and grinds. When you have progressed through the different levels of the tutorial, you should be ready to begin your fledgling skateboarding career.

When you're ready to learn some advanced moves, try the Pro tutorials.

CREATE A SKATER

An unfortunate up-close and personal encounter with San Vanelona's public transit has left you in need of some major reconstructive surgery. But fear not, Create A Skater has everything you need for a complete skate makeover. Choose from a huge array of real skate brands as you create a character that you want to grace the cover of skateboarding's elite magazines and represent you when you upload your sickest video clips online. Create A Skater even allows you to tune your board. Loose trucks turn quicker and hard wheels slide easier, so think about your style of skating when choosing your set-up.

PROGRESSION

To have a career in skateboarding you have to get the word out that you've arrived on the scene. The way to do that is get coverage. In *skate.*, most challenges that you do get you some amount of coverage. Hey, even if you're beating up on the local skatepark ripper in a game of S.K.A.T.E., you're still spreading the word about your skills. The bigger the event or moment, the bigger the coverage.

Look forward to meeting the locals, getting a board sponsor, shooting photos for major skate magazines, filming video parts for your sponsor, turning pro, skating sick private training facilities, and even gracing the covers of *The Skateboard Mag* and *Thrasher*.

CHALLENGES

Start down your road to a pro career by doing a little rehab in the Community Center skate park. Learn the basics of skateboarding and get a little taste of some of the challenges ahead of you. There are two main crews of skaters in San Van and they each subscribe to different magazines: *The Skateboard Mag* and *Thrasher.* Hang with each crew and do their challenges to advance along the path to get the cover of the magazine the crew is stoked on.

THE SKATEBOARD MAG COVERAGE PATH CHALLENGES

The Skateboard Mag path features challenges that take you from shooting a photo for their Blackout feature all the way to being named Year's Best and scoring the cover. Get ahead on this path by shooting photos, filming, killing at best trick and jam contests, or showing your stick-flicking mastery in games of S.K.A.T.E.

Best Trick	Attempt to record the best trick or sequence on an obstacle within the allocated time. Other skaters are rolling with you at the same time so plan your attempts carefully.
Film	Your cameraman knows what he wants to see. You pick the spot then bang out his objectives and watch your coverage meter grow.
Jam	Score the highest points total in the time allocated while skating with multiple skaters. Throw down tons of tricks and crazy lines to rule these chaos-fuelled events.
Photo	Seb is a photographer who shoots for *The Skateboard Mag* and knows what they're looking for. Hook up with him, do what he says, and work your way to the cover.
Follow Me	Follow another skater through the streets and alleys of San Van. Stay close! You don't want to lose 'em.
Own the Spot	Perform a trick sequence that beats the high score at a spot and you own it. There are 20 hidden around San Van so get searching.
S.K.A.T.E.	Basketball has H.O.R.S.E. and skaters have S.K.A.T.E. The object of the game is to avoid getting letters by copying the trick the leader sets or giving other skaters letters by doing difficult tricks when it's your turn to be the leader. The first person that gets five letters and spells "S.K.A.T.E." loses. Flip tricks and spins only!

THRASHER MAGAZINE COVERAGE PATH CHALLENGES

The *Thrasher Magazine* path is about bringing the gnar—this is the magazine that embodies the term "skate and destroy" so get ready to get some. Things can get harsh on this path as the speed factor comes into play in deathraces, but getting worked can actually pay off when shooting your Hall of Meat photo feature. Success on this path may even earn you a coveted Skater of the Year cover shot.

Deathrace	The name is over the top and so is the action. Race your way down the hills and through some of the crazier skateparks to earn coverage in *Thrasher.* Survival of the fittest is the name of the game when bombing hills.
Film	Don't be surprised when you get asked to film at some high-bust skate spots when on the *Thrasher* path.
Jam	Score the highest points total in the time allocated while skating with multiple skaters. Throw down tons of tricks and crazy lines to rule these chaos-fuelled events.
Photo	Take photographs with Mike and earn your way to the legendary Skater of the Year *Thrasher* Cover moment. Mike sets the objective, you get 'er done.
Follow Me	Follow another skater through the streets and alleys of San Van. Stay close! You don't want to lose 'em.
Own the Spot	Just like *The Skateboard Mag* path. Find the spot, destroy it with a high score, and it's owned. Simple.

COVERAGE MOMENTS

Every time you complete a challenge you advance your coverage meter. When your coverage meter is full, a coverage moment is unlocked. Coverage moments are photo challenges that earn you a photo layout in a magazine. There are seven coverage moments for each magazine.

Every magazine has a cover, and every skateboarder wants to get on it! Unlock invitations to special events and locations when you get on the cover for each magazine.

PRO CHALLENGES

San Vanelona is home to a huge range of professional skateboarders. Legends like Danny Way, Mike Carroll, Pat Duffy, and Mark Gonzales are in the mix along with future legends like Chris Cole, PJ Ladd, and Paul Rodriguez. Some pros are available early in your career to teach you the finer points of the controls and scoring in *skate.* Once you start getting some coverage, you'll meet more pros, each representing a different board company. Impress them by completing their challenge and they'll put a good word in with the company for you. Pick a sponsor, get more coverage in the magazines, and soon pro stardom will be yours.

In addition to lessons and sponsorship challenges, some pros show up and offer unique challenges that unlock new places to skate. Other times they may even challenge you to a game of S.K.A.T.E.

SCORING

skate. introduces a scoring system that not only knows what trick you did, but how well you did it. You get a base score for the type of trick and then bonus points based on stuff like how high you go, how far you grind, or how far you drop. The line timer allows you to link your best sequences together into lines, and the multiplier rewards tricks done during lines.

String tricks together, mix it up, land 'em clean, and you'll be ready to kill the streets, spots, parks, and pools of San Van.

TRICKS

Use the Flickit Controls to pull off mind-blowing tricks. Tweaked grabs, body spins, and flips all score big. Here's what you need to know about tricks:

- ➔ Doing tricks earns you points.
- ➔ The harder the trick, the more points you're awarded.
- ➔ The bigger you go, the longer you hold a grab, and the further you grind, the more you'll score.
- ➔ Perform tricks on the move—tricking while stationary scores you fewer points.

SEQUENCES

Doing tricks into and out of other tricks has become standard in modern skateboarding (e.g., heelflip to backside lipslide). After you do your first trick, all the tricks you do after, without four wheels touching down, are put in one score called a sequence. Here are the sequence basics:

- ➔ Link tricks with manuals and fliptricks in and out of grinds to form sequences.
- ➔ Land your sequences clean to max out your potential! Sloppy landings damage your score.
- ➔ Variety is all-important as Already Been Done tricks are worth less.

LINES

Pulling off a sweet sequence is one thing, but forming great lines (a string of sequences) is what sets great skaters apart from the rest. With *skate.*, flow and trick mastery are emphasized rather than frantic button mashing and quantity of tricks.

- ➔ Perform a high-scoring sequence to light the line timer (1.5x, 2x, or 3x multiplier) and start a line.
- ➔ With a multiplier lit, everything you score gets multiplied before it banks in the line score.
- ➔ You can do lots of sequences in a line, but you have to look for places in the city where you can string big sequences together.
- ➔ Use manuals to slow the line timer, giving yourself more time to prep for the next hit.
- ➔ When the line timer runs out, you bank the line score and your line is over.

MONEY

To get new gear, you'll need money. Launch your skate career and before long you'll be getting paid for winning contests, shooting photos, owning spots … pretty much everything you do that gets you coverage.

EARNING MONEY

When you start out, earn money at local contests. However, if you hook up with a skate shop or a board company, you'll find things become more affordable (hint, hint).

SPONSORSHIPS

If you amass enough coverage, board companies will become interested in hooking you up. Impress one of their riders and you may even get sponsored! As a sponsored rider you earn money for skating. The more challenges you do, the more money you earn.

SECURITY GUARDS

San Van is truly a skater's paradise. Not everyone shares in your skater thrills, though. Security guards loom large in several locations. Get caught and they'll drain your wallet and boot you to the street.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to the Xbox 360 Hard Drive or Xbox 360 Memory Unit. All unsaved information will be lost otherwise. You can load files manually from the Main menu.

AUTOSAVE

You have the option to enable the Autosave feature when you first turn on *skate.* When ON, challenge information is automatically saved to your Xbox 360 Hard Drive or Xbox 360 Memory Unit. You can disable/enable this feature in Game Settings, in the Options menu, and in the Pause menu.

Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. PRODUCT INCLUDES SOFTWARE THAT COLLECTS DATA NECESSARY TO PROVIDE ONLINE IN-GAME ADVERTISING. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

PLAYING *SKATE.* ON XBOX LIVE

Take on up to five live skaters in serious head-on action. The T-Mobile Sidekick is your main resource for connecting to players from around the country. Get shreddin'!

Quick Match	Join the first available Ranked or Unranked Event on Xbox LIVE.
Custom Match	There are three options in Custom Match: Ranked, Unranked, and Freeskate. Join Ranked Events to record your stats on leaderboards and to work on your online progression. Create or join Unranked Events to practice your skills with Friends or other online skaters. Join or create a Freeskate to skate freely with other skaters.
Online Progression	Start as an Unranked skater and work your way up to Icon status on two different progression paths: Trick Events and Race Events. Build your trick EXP in Spot Battle, Jam, Best Trick, and S.K.A.T.E. events. Gain Race EXP in Deathrace and Spot Race events. You must finish Ranked Events to gain EXP.
Exclusive Online Events	Hit all of San Vanelona's best spots with friends and other skaters in Online Freeskate. Challenge others to a Spot Race and see who can reach the finish first while completing trick objectives along the way.

WITHOUT FOOTAGE, IT'S FICTION

Lots of people talk story about all the tricks they've thrown down, but talk is cheap. Without the footy to prove you did it, it might as well not have happened. Good thing *skate.* comes complete with a replay editor. In *skate.* you can record your sickest moves using the video camera mode, then watch replays, edit the video, and share with friends on Xbox LIVE. See *Media* on p. 8.

XBOX LIVE COMMUNITY

View your own info and see what other skaters around the globe are up to.

skate. Reel	View, download, and rate the coolest footage and photos from skaters all over the world.
skate. TV	Watch skaters do their thing live online in spectator mode.
Leaderboards	Check out the best of the best online skaters and see where you stand in the online rankings.
My skate. Profile	View your own profile, personal stats, and skate. Reel content.

party play

Invite your buddies over for some multiplayer skate-offs. Two to four players can throw down in one of two turn-based events: Spot Battle or S.K.A.T.E.

➔ You only need one controller for Party Play, but up to four are supported.

SELECT SKATER

Each player chooses which character he/she wants to be.

➔ You can unlock more Party Play characters and locations in Career mode.

SELECT GAME

Choose the game you want to play with your friends—either S.K.A.T.E or Spot Battle.

SELECT LOCATION

Choose the location of the showdown. Select from spots in each of the four districts for a skills and tricks challenge.

media

Shred it, film it, share it. *skate.* gives you everything you need to edit your own skate videos, post them and your photos to your online profile, and download other skaters' photos.

THE MEDIA BROWSER

This is your central location for all downloaded and created content. Access the media browser through your backpack (press BACK).

skate. Reel	View, rate, and download the latest and greatest *skate.* Community content.
My Media	View your saved photos and replays.
My Shared Media	View and manage your shared media.
Downloaded Media	View previously downloaded community photos.

REPLAYS

Watch, edit, and upload your replays.

Replay Editor	Play back the last chunk of video automatically stored in the in-game single-player replay buffer. Access the Replay Editor, save individual frames as photos, or save the entire replay for later access via the Media Browser.

REPLAY EDITOR

Play/Stop	A
Exit	B
Rewind/Forward cursor control	LT / RT
In point control	L
Out point control	R
Create/Delete marker	↓/↑

Previous/Next marker	LB / RB
Edit clip	X
Change camera	←/→
Replay menu	Y
Hide interface	L