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Welcome to Tony Hawk's Pro Skater 2 PC Demo README.RTF

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This document contains useful information for the demo of Tony Hawk's Pro Skater 2 PC (THPS 2 PC). Please look over this document carefully for any questions that you may have about the game. If you are looking for further answers and/or information concerning this title, please look at our website at <http://www.activision.com>.

This demo contains **one** single player level of THPS 2. It requires DirectX 7a or higher to run.

PLEASE NOTE: DirectX 7a or higher is not included with this demo and is required in order to run the game. If you do not have DirectX 7a installed on your system and need to get a copy, please visit Microsoft's™ web site at <http://www.microsoft.com/directx>.

**To play:**

- 1. Install the demo by running the install program you downloaded.**
- 2. Go to the Start Menu/Programs/Activision/Tony Hawk's Pro Skater 2 Demo**

PLEASE NOTE: Activision Customer Support will not be able to provide troubleshooting for the demo.

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I. Software License Agreement

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## II. Minimum System Requirements

- Microsoft's Direct X 7a
- 100% DirectX 7a compliant 3-D Hardware Accelerator\* for hardware acceleration
- A 100% Windows(R) 95/98 compatible computer system (Including compatible 32-bit drivers for video card, sound card and input devices)
- 200 MHz Pentium(R) Processor
- 40 MB of uncompressed hard disk space to install, plus an additional 50 MB for Windows swap file. (This estimate does not include the 28MB demo install executable)
- 32 MB of RAM
- Windows 95/98 Operating System
- 100% DirectX 7a or higher compatible sound card
- 100% Microsoft compatible mouse and driver

For Joysticks/Gamepads (not required)

- 100% Microsoft compatible gamepad or joystick

### \*3-DGraphics Accelerator Card

A 100% DirectX 7a or higher compliant video card and driver with z-buffering capability is recommended. THPS 2 PC uses Microsoft's Direct 3D to support 3-D hardware acceleration. It has been tested on many, but not all, of the major cards incorporating the chipsets listed below. Some 3-D accelerator card brands utilizing the chipsets whose names appear below may not be fully compatible with the 3-D accelerator features of THPS 2 PC. For a list of the cards and drivers that have been tested, please visit <http://www.activision.com>.

Supported chipsets for Windows 95/98 in hardware mode\*

- 3DFX Rush
- 3DFX Banshee
- 3DFX Voodoo 1
- 3DFX Voodoo 2
- 3DFX Voodoo 3
- 3DFX Voodoo 5
- ATI Rage 128
- GeForce 256
- Matrox G400
- nVidia TNT
- nVidia TNT2
- nVidia TNT2 Ultra
- nVidia GeForce
- nVidia GeForce 2
- Savage 3D
- S3 Savage 2000
- S3 Savage 4

\*Some, but not all, of the cards with the chipsets listed above have been tested on Windows 2000. For Windows 2000 3D support, please refer to your hardware manufacturer for 100% Windows 2000 DirectX 7a compliant drivers.

**IMPORTANT NOTE:** This product uses the Microsoft's DirectX technology requires your system to have the latest Windows 95/98 drivers that fully support DirectX 7a.

## III. Troubleshooting

#### IV. Keyboard Controls

##### Keyboard

IN SHELL	
Previous Screen	Escape
Accept	Return or Space
Up Arrow	Up
Down Arrow	Down
Left Arrow	Left
Right Arrow	Right
Q	Quit
IN GAME	
Slide	Numpad 8, V
Jump/Olly	Numpad 2, SPACEBAR
Grab	Numpad 6, B
Kick	Numpad 4, C
Up Arrow	Up
Down Arrow	Down
Left Arrow	Left
Right Arrow	Right
Spin Left Continuous	Numpad 7
Spin Right Continuous	Numpad 1
Spin Left 180	Numpad 9
Spin Right 180	Numpad 3
Pause	P or Escape

##### Joystick (default 10-button Gamepad)

Button 1	Kick
Button 2	Jump
Button 3	Grip
Button 4	Slide, Back
Button 5	Spin Left Continuous
Button 6	Spin Right Continuous
Button 7	Nollie/Spin Left 180
Button 8	Stance/Spin Right 180
Button 9	Camera Change
Button 10	Pause Menu

##### Specials:

Tony Hawk

↓← Numpad 8	Overturn
↓ Numpad 6	Sacktap

→↓ Numpad 6

The 900

Kareem Campbell:

↓ Numpad 8

Nosegrind to Pivot

↓ Numpad 4

Ghetto Bird

←↓ Numpad 6

Casper