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[Tony Hawk's Downhill Jam Blazing onto Your PS2](#)

Time-based challenges in populated environments filled with cars, pedestrians and buildings

Accelerate from 0 to 60 in an instant in time-based race, trick and slalom challenges as [Activision](#) is pleased to announce Tony Hawk's Downhill Jam, featuring blinding velocity, four new single player events, three new multiplayer modes and three new playable characters. Tony Hawk's Downhill Jam, which originally debuted on [Nintendo](#)'s Wii, combines Tony Hawk gameplay signature with the incredible velocity of downhill skateboarding, enabling gamers to take on the role of Tony Hawk or one of 12 characters to compete in specific time-based challenges in one of three gameplay modes. Gamers can also challenge friends in head-to-head competitions as they pull off a variety of high-velocity stunts and crashes in living, populated environments filled with cars, pedestrians and buildings. Main features of Tony Hawk's Downhill Jam: Three New [PS2](#) Multi-Player Game Modes: Trick Attack, Slalom, Airtime, Mayhem or Yard Sale; Choose Tony Hawk or another of the 11 remaining characters; Use Downhill Jam Create-A-Skater to create your own lightening-fast racing character; Arcade-Style Racing: 10 new events among the 100 events overall across eight challenging environments; Crouch for more speed, jump or grind over obstacles and pull off all of the favorite air tricks to gain boosts and race past the competition; Choose from a wide variety of skateboards, all of which have different attributes that affect the gameplay. The game is shipping today, to retailers all over the globe. To find out more on Tony Hawk's Downhill Jam, see the official [Activision](#) website.