

Mat Hoffman's Pro BMX FAQ/Walkthrough

by mike tru

Updated to vFinal on Apr 16, 2002

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                          Mat Hoffman's Pro BMX
                              FAQ / Walkthrough
                                  Dreamcast
                                      Final Version
                                          Tuesday, April 16, 2002
                                              Mike Truitt
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About this FAQ

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Version History

- 1.0 - Just started. Have all of the players move done and main courses done. Some information in other areas.
- 1.1 - Added Information in the Park Editor Section
- 1.2 - Fixed a couple of mistakes, no real change
- 1.3 - Added some more information in the Characters Section
- 1.4 - Added some little changes here and there, nothing major.
- 1.5 - Added the High Scores Section, still working on Gap Checklist, (Why didn't they include one in the game to make it easier?)
- 1.6 - Added some more lines in the High Score section and added a couple more tips.
- 1.7 - Added Controls Section: added some more information in the High Score Section:
- 1.8 - Added some in Frequently Asked Questions: Fixed some mistakes.
- 1.9 - Changed setup some, gixed a few mistakes
- 2.0 - Added Point Bonuses in Extras Section
- 2.1 - Finished everything I am going to do....

Last Updated - Tuesday, April 16, 2002

Controls

In Mat Hoffmans Pro BMX the controls are pretty much the same as the ones in Tony Hawks Pro Skater 2, but there are a couple of differences in this game.

On Ground

- D-Pad Angles biker in a certain direction
- Y Grinds a rail that you might be near
- X Nothing
- A Bunnyhops (The longer you hold it the higher you jump)
- B Nothing
- R Nothing
- L Nothing
- Start Pauses Game

In Air

- D-Pad Spins biker or sends them out of quarter or half pipe

Y Grinds or stalls a rail near you
 X Combined with D-Pad you will do a quick trick
 A Nothing
 B Combined with D-Pad you will do a longer trick
 R1 Spins biker slightly
 L1 Spins biker slightly
 Start Pauses game

 Characters

 Mat Hoffman

Name: Mat Hoffman
 Hometown: Oklahoma City, OK
 Years Pro: 14
 Rides: Hoffman Bikes
 Description:
 Bionic test pilot and founder of Hoffman Bikes. Mat "The Condor" Hoffman has been riding most of his life and has the battling wounds and 10 World Vert Championships to prove it.

Bunnyhop: XXX
 Air: XXXXXXXX
 Spin: XXXXXXXX
 Balance: XXXX
 Manual: XXX
 Speed: XXXXXXXX
 Accel: XXXXXXXX
 Fakie: XX

Moves:

Long Move Combo	Name	Point Value
Up	Rocket Queen	420
Up Right	Pendulum	500
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air	400
Down Left	Tail Whip	700
Left	No Footed Can Can	250
Up Left	Superman	500

Short Move Combo	Name	Point Value
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Up	No Hander	300
Up Right	Look Down	225
Right	Toad Stool	500
Down Right	X-Up	200
Down	No Footer Switch Hand	400
Down Left	One Handed X-Up	225
Left	Barspin	150
Up Left	Seat Grab	500

Specials		
Up, Down Long Grab	Backflip Tailwhip	5000
Down, Right Long Grab	Triple Tailwhip	5000
Left, Right Qucik Grab	Peacock	3000
Down, Down Long Grab	Superman One Hander	2500
Right Right Quick Grab	Bar Hop	2500

Up, Down	Manual	100
Down, Up	Nose Manual	100

Mike Escamilla

Name: Mike Escamilla
Hometown: Whittier, CA
Years Pro: 6
Rides: N/A
Description:
Mike Iscamilla AKA "Rooftop" a frequent Props Road Crew member is known worldwide for his street credibility.

Bunnyhop: XXXXXX
Air: XXX
Spin: XXXX
Balance: XXXXXX
Manual: XXXX
Speed: XXX
Accel: XXX
Fakie: XXXXXXXX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed One Footer X-Up	700 ""
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air Superman	700
Down Left	Tail Whip	700
Left	Can Can	250
Up Left	Superman	500

Quick Grab Combo	Name	Point Value
Up	No Hander	300
Up Right	Look Down	225
Right	Toad Stool	500
Down Right	X-Up	200
Down	One Footer	250
Down Left	One Handed X-Up	225
Left	Barspin	150
Up Left	Nothing	800

Specials		
Down, Up Long	Frontflip	5000
Left, Right Quick	Body Varial	5000
Up, Down Long	Backflip One Footer	3500
Down, Down Long	Superman Seatgrab Bar Spin	2500 ""
Up, Down	Manual	100
Down, Up	Nose Manual	100

Cory Naztazio

Name: Cory Naztazio

Hometown: Huntington Beach, CA

Years Pro: 8

Rides: Huffy

Description:

Throw in 1 part dare devil, 1 part lab rat, and a dash of funk. Shake vigorously at 140 beats per minute, serve fresh dirt and you have the recipe for the hip hop soldier known as "Nasty"

Bunnyhop: XXXX

Air: XXXXXX

Spin: XXXXX

Balance: XXX

Manual: XXX

Speed: XXXXXX

Accel: XXXXXXXX

Fakie: XX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed One Footer	500
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air Superman	500
Down Left	Tail Whip	700
Left	No Footed Can Can	250
Up Left	Superman	500

Short Grab Combo	Name	Point Value
Up	No Hander	300
Up Right	Look Down	225
Right	One Hander	250
Down Right	X-Up	200
Down	No Footer	250

Down Left	Nothing	800
Left	Barspin	150
Up Left	Seat Grab	500
Specials		
Down, Up Long	Frontflip	5000
Up, Down Long	Backflip Tabletop	4000
Down, Right Long	Double Tailwhip	3500
Down, Down Long	Superman Seat Grab	2500
Up, Down	Manual	100
Down, Up	Nose Manual	100

Joe Butcher Kilowalski

Name: Joe "Butcher" Kilowalski

Hometown: Bethelheim, PA

Years Pro: 11

Rides: Hoffman Bikes

Description:

The carcass ripping carnivore known as Butcher has torn up the streets on his brakeless Hoffman Butcher for years now.

Bunnyhop: XXXXXX

Air: XX

Spin: XXXX

Balance: XXXXXXXX

Manual: XXXXX

Speed: XXX

Accel: XXX

Fakie: XXXXXXX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed X-Up	700
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air	400

Down Left	Tail Whip	700
Left	One Footed Can Can	250
Up Left	Superman	500

Short Grab Combo	Name	Point Value
Up	No Hander	300
Up Right	Look Down	225
Right	Toad Stool	500
Down Right	X-Up	200
Down	No Footer Switch Hand	400
Down Left	One Handed X-Up	225
Left	Barspin	150
Up Left	Nothing Seat Grab	500

Specials		
Up Down Long	Backflip Tabletop	4000
Down Right Short	Half Barspin Tailwhip	4000
Up Up Long	No-Footed Candy Bar One Hander	3000
Down Down Long	Superman Backpeg Barspin	2500
Up, Down	Manual	100
Down, Up	Nose Manual	100

Rick Thorne

Name: Rick Thorne
Hometown: Orange, CA
Years Pro: 9
Rides: Hoffman Bikes

Description:

X-Games veteran and purveyor of all things black. Rick does it all. From hosting both ESPN and MTV Sports to being a featured rider on the Vans Warped Tour.

Bunnyhop: XXXX
 Air: XXXXX
 Spin: XXXX
 Balance: XXXXXX
 Manual: XXXXX
 Speed: XXXX
 Accel: XXXX
 Fakie: XXXX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed X-Up	700
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air	400
Down Left	Tail Whip	700
Left	One Footed Can Can	250
Up Left	Superman	500

Short Grab Combo	Name	Point Value
Up	No Hander	300
Up Right	Look Down	225
Right	Toad Stool	500
Down Right	X-Up	200
Down	No Footer Switch Hand	400
Down Left	One Handed X-Up	225
Left	Barspin	150
Up Left	Nothing Seat Grab	500

Specials		
Down Right Long	Front Body Flip	5000
Up Down Long	Backflip No Footer	4000
Left Right Long	Decade Air	4000

Down Down Long	Double Seat Grab Superman	2500
Up, Down	Manual	100
Down, Up	Nose Manual	100

Dennis McCoy

Name: Dennis McCoy

Hometown: Kansas City, MO

Years Pro: 16

Rides: K2 DMC Pro

Description:

Dennis is the only rider to hold a title in all categories: vert, street, dirt, and flatland. Ask him to list career highlights and he will mention sessioning empty pools as the sun comes up and winning 20 bucks for zagnutting Thornes bike into the Atlantic Ocean.

Bunnyhop: XXXX

Air: XXXXX

Spin: XXXXX

Balance: XXXXXX

Manual: XXXX

Speed: XXXX

Accel: XXXX

Fakie: XXXX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed X-Up	700
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air	400
Down Left	Tail Whip	700
Left	One Footed Can Can	250
Up Left	Superman	500

Short Grab Combo	Name	Point Value
Up	No Hander	300

Up Right	Look Down	225
Right	Toad Stool	500
Right Down	X-Up	200
Down	No Footer	250
Down Left	Barspin To Barspin	700
Left	Barspin	150
Left Up	Nothing Seat Grab	500

Specials

Left Right Short	Decade Air	4000
Up Down Long	Backflip One Footer	3500
Down Right Long	Double Tailwhip	3500
Down Down Long	Superman Tailwhip	3000
Up, Down	Manual	100
Down, Up	Nose Manual	100

Kevin Robinson

Name: Kevin Robinson

Hometown: East Providence, RI

Years Pro: 10

Rides: Hoffman Bikes

Description:

Take one country singing, kick boxing Rhode Islander, put him on a spiffy white Hoffman Condor in a vert ramp and you have got Kevin Robinson, New England's backflipping heartthrob.

Bunnyhop: XXXX

Air: XXXXXX

Spin: XXXXXX

Balance: XXX

Manual: XXXX

Speed: XXXXXX

Accel: XXXXXX

Fakie: XXX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed X-Up	700
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air	400
Down Left	Tail Whip	700
Left	One Footed Can Can	250
Up Left	Superman	500

Short Grab Combo	Name	Point Value
Up	One Handed No Foot	300
Up Right	Look Down	225
Right	No Footer	500
Down Right	X-Up	200
Down	No Footer	400
Down Left	One Handed X-Up	225
Left	Barspin	150
Up Left	Nothing Seat Grab	500

Specials		
Up, Down	No Handed Backflip	4000
Right, Right	Bar Hop	2500
Down, Down	Superman Tube Grab	2500
Right, Right	OneHanded Swing Grab	2500
Up, Down	Manual	100
Down, Up	Nose Manual	100

Simon Tabron

Name: Simon Tabron

Hometown: Liverpool, U.K.

Years Pro: 6

Rides: Mongoose

Description:

Maybe it's the accent, maybe it's the soaring 900's that leave the crowds slack-jawed. Whatever it is you can't miss this Brit. who gets more air than the R.A.F.

Bunnyhop: XXX

Air: XXXXXX

Spin: XXXXXXX

Balance: XXX

Manual: XXX

Speed: XXXXXX

Accel: XXXXXX

Fakie: XX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed X-Up	700
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air	400
Down Left	Tail Whip	700
Left	One Footed Can Can	250
Up Left	Superman	500

Short Grab Combo	Name	Point Value
Up	No Hander	300
Up Right	Look Down	225
Right	Toad Stool	500
Down Right	X-Up	200
Down	No Footer	400
Down Left	One Handed X-Up	225
Left	Barspin	150

Up Left	Nothing Seat Grab	500
Specials		
Up Down Long	Backflip One Footer	3500
Left Right Short	No Footed Candy Bar One Hander	3500
Up Up Long	Superman Seat Grab	2500
Down Down Long	Double Seat Grab Superman	2500

Granny

Name: Granny

Hometown: Clearwater, FL

Years Pro: 90

Rides: To church and back

Description:

Granny is one slick lady. She lives to ride and rides to live. Catch her at the Xtra Old Games this summer ripping up the vert ramps.

Bunnyhop: XXXXX

Air: XXXX

Spin: XXXX

Balance: XXXX

Manual: XXXX

Speed: XXXX

Accel: XXXX

Fakie: XXXXX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed X-Up	700
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air	400
Down Left	Tail Whip	700
Left	One Footed Can Can	250
Up Left	Superman	500

Short Grab Combo	Name	Point Value
Up	No Hander	300
Up Right	Look Down	225
Right	Toad Stool	500
Right Down	X-Up	200
Down	No Footer	250
Down Left	Barspin To Barspin	700
Left	Barspin	150
Left Up	Double Seat Grab	500

Specials		
Down Up Long	Front Body Flip	5000
Up, Up Short	Gum Grab	3000
Up, Up Long	Superman Seatgrab	2500
Up, Down	Manual	100
Down, Up	Nose Manual	100

Tony Hawk

Name: Tony Hawk

Hometown: Carlsbad, CA

Years Pro: 0

Rides: Board with wheels

Description:

Tony is stepping up to the big-leagues and trying to ride on two wheels instead of his usual four. His groovy bike and 80's groove give him the style points to make up for the lack of skills. Take him all the way to look for some serious change.

Bunnyhop: XXXX

Air: XXXXX

Spin: XXXXXX

Balance: XXXX

Manual: XXXX

Speed: XXXX

Accel: XXXX

Fakie: XXX

Moves:

Long Grab Combo	Name	Point Value
Up	Rocket No Hander	450
Up Right	One Handed X-Up	700
Right	Front Peg Grab	500
Down Right	Backflip (Flair)	1000 (Flair = 2000)
Down	Indian Air	400
Down Left	Tail Whip	700
Left	One Footed Can Can	250
Up Left	Superman	500

Short Grab Combo	Name	Point Value
Up	No Hander	300
Up Right	Look Down	225
Right	Toad Stool	500
Down Right	X-Up	200
Down	No Footer	400
Down Left	One Handed X-Up	225
Left	Barspin	150
Up Left	Nothing Seat Grab	500

Specials		
Down, Up	Front Body Flip	5000
Left, Right	Body Varial	5000
Left, Right	Decade Air	4000
Down, Down	Superman Tailwhip	3000
Up, Down	Manual	100
Down, Up	Nose Manual	100

Career Mode

In Career Mode you will go through eight rounds of stiff competition. You will need to find hidden items and get high scores. Here I hope that I can help you out by telling you how to get them.

=====
Hoffman Bike Factory
=====

High Score 15 000

This is not real hard to do. All you really need to do in get into the half pipe and do a couple of series of jumps and spins. (If you have some trouble getting high scores, check out the Frequently Asked Questions section)

Pro Score 30 000

This is just the same as it is with the other one. You might want to start incorporating some special moves in your combos to get this cover.

Find TRICK

At the start of the level go down the roll-in. Then when you get to the top of the quarter pipe grind the rail to the right, when you get out of the half pipe and to the quarter pipe you will get the letter T. From there continue to grind the quarter pipe on the outside of the level, and when you get to about the middle of the long end you will get the letter R. From there jump off to your right. You should see a fun box type thing, above the box is a letter, just jump off of the ramp and you will get the letter I. Then when you land make your way to the large door. To your right as you are looking at the door is a large quarter pipe with a small one next to it. Grind the small quarter pipe and you will get the letter C. Then go back to that long quarter pipe where you got the first two letters. High above the right side of the quarter pipe is the letter K, jump off of the quarter pipe to get this letter.

Find the Lights

At the start of the level go down the roll-in, right in front of you on the other side is a light, jump off of the ramp and get some decent air and you will get the first light. Then when you land, do back up the roll-in, on the other side is a pipe on the wall, grind the pipe. When you get to the end of the pipe there will be another pipe in front of you and a light to your left. Jump off of the rail to the left to get

the second light. The next three lights should be really easy to get. Go back into the large half pipe. Then grind the pipe like you did when you got the letter T. A little past the letter is a light, if you grind you will get the light. Continue to grind the rail and you will come to another light that is a little off of the rail, you will need to jump up to get this light. The last light is in front of you, but it will be too high to get if you are grinding, so you will need to jump off of the long quarter pipe to get this last letter.

Secret Cover

There are a couple of ways to get this.

If you are good at jumping-

Get some air in the large half pipe that is in front of you when you start. At the end of the quarter pipe and high above it is a pipe that goes across the level. Jump off of the side of the pipe by the wall, and land in a grind along the pipe. When you land in a grind, turn around and you will see the cover in front of you. Just keep grinding the pipe and you will get the cover.

If you are not-

When you start the level off, turn right and land in the bowl. In one corner of the bowl is a lever. Jump into the lever and it will open the large door. Then quickly ride outside of the pipe and through the door. Then when you get outside go to the far side wall and get your special up, then jump off of the front dirt ramp and over the second. When you land there will be another one in front of you. Jump off of that and land on the platform. Once there you will need to quickly jump up and grind the pipe. From there just continue to grind and you will get this cover.

=====
Construction Yard
=====

High Score 35 000

Like the other high scores it will not be too hard if you know what your specials are and how you should use them. All around this is not that hard of a cover to get.

Pro Score 50 000

This one will be a bit more difficult for you to get, if you do not know how to manual you might want to start using them in your combos. If you have figured out how to do Mega Spins with your special then you will have no problem at all.

Find TRICK

In front of you when you start the level is a ramp that leads you to a roof. Jump off of that ramp and land on the roof, in front of you is a rail that spans the gap between two roofs. Grind the rail and you will get the letter T. Then just follow the dirt paths until you get to an opening. There will be a pool on top of a building. Jump off of a quarter pipe that is near the building and into the pool. In one corner of the pool is the letter R, jump off of that side to get it. In another quarter of the pool is a rail that leads to the top of a hill. Grind the rail, at about the halfway point is the letter I. Just grind the whole rail to get this letter. Jump off at the end of the rail and land in a grind on the rail that is leaning on the hill below you. When you get on that rail, jump off and you will land on a bridge. At the end of a bridge is a kicker ramp. Jump off of the kicker ramp and go across the gap between the bridges and you should get the letter C. When you land jump off of the bridge to the left and get into the halfpipe. On one side of the pipe is the letter K, just get some air off of that side and you will get the last letter.

Find the Toilets

At the start of the level go strait ahead. If you do not see where it is then you will run into it. From that point go forward and continue down the dirt path. At the end of the path is an opening, there will be a building in front of you with a toilet just to the right of it. Run into the toilet and you will get your second one. Then turn around and you will see a silver quarter pipe. To the side of the pipe is another toilet. Then go down the path a little bit and you will see a rail that leans on the hill, grind that rail until the end of it. Then jump off of it and land on the bridge. In front of you is a kicker ramp. Jump off of the ramp and over the gap. In front of you will be the fourth toilet. Run into it and then jump off of the bridge. Then when you land just look around because the last one should be near you.

Secret Cover

At the start of the level turn to the left. There will be a metal quarter pipe. Jump out of the pipe and onto the hill. In front of you when you land will be a kicker ramp. Jump off of the kicker ramp and land in a grind on the rail that is going PARALLEL to the kicker ramp. Near the end of the rail jump off to the left and land in a grind on that rail. At the end of the rail jump off and you should get the secret cover.

=====
London Underground
=====

High Score 35 000

In front of you when you start the level is a rail. Grind the rail a few times, at the end jump off and land in a manual, then jump off of the fun box in front of you. If you do this right you can get a little

over 20 000 points. The rest of the points should be simple.

Pro Score 60 000

This is the first one that might give you a little bit of trouble. Once again if you know how to get the Mega Spins it should not be hard to get.

Find TRICK

Ride down the steps, and when you get out turn to the left, you will see two quarter pipes that are separated by a gap, jump off of one and towards the other and you should get the letter T. When you land there should be a rail in front of you, grind the rail and you should get the letter R. Go down the escalator and turn to the left when you get out. There should be a rail in front of you, grind that rail, and when it gets to the top you should get the letter I. Then continue through the hallway. When you get out jump over the quarter pipe and into the room. Jump off of the center of the quarter pipe in the room and you should get the letter C. When you land go back across the half pipe and there should be another quarter pipe. Jump off of that quarter pipe and you should get the letter K.

Find Vending Machines

At the start of the level go down the stairs on the left side. At the base should be the first vending machine. Then continue through the level to where the escalator is. Go down the escalator and there should be another one right in front of you. When you go through the opening turn to your right. Directly in front of you is the fourth vending machine. Once you have gotten that one turn around and go down the hallway. When you get out of it turn to the left. There should be two platforms with a vending machine in the middle of it.

Secret Cover

At the start of the level go down the stairs and through the opening, then turn to your right a bit and go past the funboxes. Grind the rail where you got the letter R, when you land is a kicker ramp, jump off of that ramp and get some decent air. While you are in the air, land in a grind on the rail. At the end of the rail jump off and land on the platform. At the end of the platform jump off and there should be some wires. Grind the wires and you should end up getting the secret cover.

=====
Bluetorch Competition
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There really is not too much to explain here. All you need to do is get high scores. A run score of 40 000 should win you the competition. This is the best two of your three runs though so make sure you do good at

least two times. If you get judges scores that are around 92, then you should have no problem winning the gold for this competition.

=====
New York Park
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High Score 45 000

These scores are progressively getting harder and harder. If you have not gotten your second bike, go and get it. If you were able to do good in the competition you should have no real problem here.

Pro Score 70 000

If you can not get this the first couple of times do not worry. Just find the large dirt half pipe and do Mega Spins with your specials. Once or twice with this should get you what you need.

Find TRICK

At the start of the level go to the side of the road. Continue to ride your bike until you get to the second high black rail. Grind that rail, at the end of the rail jump off and you should get the letter T. When you land there should be a kicker ramp that is in front of you. Jump off of that and land in the area with the fountain. On the other side should be a path, ride in the center of that path and at the end jump off and land in a grind on the swing set. This should get you the letter R. When you land turn to your left and go across the street. Turn to the left and you should see a dirt trail that acts as a ramp, jump off of it and get the letter I. Then turn around and go back to the swingset. If you face the path that you came from you should see a tree. Jump off of the dirt hill and land in a grind on the branch. At the end of the branch, jump off and you should get the letter C. Then make your way over to the area where you started, go the opposite way you went when you started and you should see a large wooden platform. At the end of the platform is the letter K.

Get Shwarma Stands

At the start of the level turn left and you should get the first one. Then turn around and follow the road until you get to a bridge, on the bridge should be the second stand. Then after the bridge turn to your left and you should see another stand that is near the swingset area. On the other side of the swingsets is another stand. To get the last one you will need to go back to the end of the bridge where you turned left, but go strait across (like if you had turned right) and there should be the last stand in front of you.

Secret Cover

At the start of the level turn to the left a bit and get onto the rocky area. At the end of the area is a tree with a long branch, jump off of the rocky area and land in a grind on the tree branch, then when you get to the end of the branch jump off and you should get the secret cover.

=====
Treatment Plant
=====

High Score 55 000

This is a little bit hard to obtain if you are lacking high score skills. If you are having problems with it check out the Frequently Asked Questions section. All around this should not be hard to get.

Pro Score 80 000

If you did not have a problem getting the last high score than you should not have a problem with this one. Once again I recomend my Mega Spin trick (if you haven't figured it out check the Frequently Asked Questions section)

Find TRICK

At the start of the level go down the ramp and there should be a rail to your left, grind that rail and you should get the letter T. Once you have landed that trick, turn around and backtrack until you get to a ramp. Jump off of the ramp and you should get the letter R. Then just follow the path until the building ends, then turn to your left and jump up a little bit. You should get the letter I easily. Then you will need to go across the giant pool to where the two buildings are. Go up the ramp that leads up to the roof and there should be three rails. Grind the middle one. At the end jump off and you should get the letter C. Then when you land jump off and go to the left where there are dirt ramps. Jump off of the first ramp and you should get the letter K.

Find Waste Barrels

At the start of the level go down the ramp and jump off of the dirt ramp. When you land you should see a large quarter pipe. To the left of that is the first waste barrel. Then turn to your right, in front of you are some large dirt ramps. Jump off of the ramps and at the end of the ramps you should see the second barrel. Then you should turn to your right. There should be a building to your left, follow the building and there should be on that is right by the building. Then ride as far as you can then turn to the right, follow the rail line and right at the end of the first rail is the fourth set of barrels. Once you have gotten that keep on riding forward and you should come to a metal quarter pipe. Right in the middle is the last set of barrels.

Secret Cover

At the start of the level go down the ramp and jump off of the dirt ramps that are right in front of you. When you land turn to the right and go up the ramp that leads to the building. Jump off of the ramp and land on the second roof. In the corner of that roof is a rail that leads to another roof. Grind that rail all the way until you get to the next roof. In the other corner of that roof is a rail that leads to nowhere. Grind that rail, and at the end of it jump off and you should get the secret cover.

=====
La Harba, California
=====

High Score 60 000

This should not be that hard to get. Just turn around and get into the area with the halfpipe and just pull off some specials and you should get this in no time.

Pro Score 100 000

This is probably the hardest challenge in the game. I usually do my Mega Spins and specials. If you get good at this you will only need to do this 4 or 5 times.

Find TRICK

Note: I am going out of order because I try to make the simplest route to get the letters and this time it is easier to get them out of order.

At the start of the level turn to the left, you will see a fence. Grind the top of the fence and you should get the letter R. When you land go across the street and go to the right. There should be an awning, go under the awning and go in the corner of the building, you should then get the letter K. Once you are there turn around and jump down to the platform below where you are. When you land turn to the right and jump off of the quarter pipe and you should get the letter C. Once you have gotten that, make your way around the building. There should be a broken down car. Grind the top of that car towards the building and you should get the letter I. Once you have landed there should be a kicker ramp in front of you. Jump off of the kicker ramp and onto the top of the building. When you land you should be in a pool. On the opposite side of the pool is a kicker ramp that leads to two rails. Jump off of the kicker ramp and grind one of the rails and you should get the letter T.

Find Satellite Dishes

At the start of the level turn around and go into the area with the half pipe. Jump off of the center of the quarter pipe on the left and you should get a satellite dish. Once you have landed, make your way over to the other side of that area where there is a quarter pipe and a building. Jump off of the quarter pipe and onto the building. In one corner of the building is long rail that leads to another building. As soon as you start to grind that rail you will get one satellite dish. At the other end of the rail is another dish. When you land on the roof, go off the left and go to where there is a broken down car. Grind the car towards the building and when you land jump off of the kicker ramp that is in front of you. This should put you on top of the building. When you are there, go to the front right corner of the building and there should be a satellite dish. When you land, get back onto the same roof. This time make your way over to the kicker ramp that leads to two rails. Jump off of the ramp and land in a grind on the rails. When you get on the rails jump onto the next building. On one of the corners is the last satellite dish.

Secret Cover

At the start of the level skate forward and go into the street, once you are there turn left and you should see a kicker ramp on the side of the road. Get some speed then jump off of the ramp and land on the roof. As soon as you land jump off and try to land on the chimney. If you have done this then you will have gotten the secret cover.

=====
CFI Competition
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This just like the other competition should not be too hard for you to win. All around you can just screw around and still get a high score. Good Luck!

Congratulations! You just beat the game with one character. Now just do it nine more times.

General Hints & Tips

1. Do not get frustrated it will make the game alot less fun.
2. Learn how to manual well. If you have played THIS 2 you know how important they are.
3. Learn your characters specials.
4. Always look for new rails that you might have not seen before.

More To Come

Park Editor

Main Options Screen

While in the Park Editor Mode, press the start button to get into this option. There are many different options here....

Freeride Test - After you have made parts or all of your park and you would like to play it to see if it is good, but don't want to save it yet, you can go to this option. Here you will be able to play for as long as you want. To get back into the Park Editor just pause the game and go to quit, then back to editor.

New Park - When you first enter Park Editor you will be set with a park, but if you would like a park of a different size you should go to this option. There are five different sizes.

16 X 16	24 X 24	30 X 30
30 X 18	60 X 6	

Set Theme - Here you can choose what type of setting your park will have. There is no real impact that this option has to your park, just a neat addition. There are four different options for what the setting will be...

Technopolis	Village
Boondocks	Slums

Save - Once you have made your park and would like to save it onto your memory card, go here. There is not anything else that you can do with this option.

Load - If you have a saved park and you would like to alter it in some way, then go into this option. You can also alter one of the following Pre-Made Parks...

Pit Of Death	Obstacle Course
Hall Of Pipes	Hard Ten
Chum's Pimpage	

Exit Editor - This is self explanatory. If you do not want to stay in editor then go here. You will be asked if you would like to save your park when you go to this option.

Different Pieces

Set 1	Starts	Total Pieces = 3
-------	--------	------------------

1. Player One Start Point
2. Player Two Start Point
3. Horse Start Point

Set 2	Gap	Total Pieces = 1
-------	-----	------------------

1. Gap Creation Piece

Set 3	Risers	Total Pieces = 9
-------	--------	------------------

1. Low Quad
2. Low Double
3. Low Single
4. Medium Quad
5. Medium Double

6. Medium Single
7. High Quad
8. High Double
9. High Single

Set 4

Quarter Pipes

Total Pieces = 17

1. Low Quad
2. Low Single
3. Low Corner
4. Low Outside Corner
5. Low Single Low Side Rail
6. Low Single High Side Rail
7. Low Single Low Rail
8. Low Single High Rail
9. Low Rollin
10. High Quad
11. High Single
12. High Corner
13. High Outside Corner
14. Low to High
15. High to Low
16. Low Spine
17. Low Hump

Set 5

Quarter Pipes 2

Total Pieces = 17

1. Low Quad
2. Low Single
3. Low Corner
4. Low Outside Corner
5. Low Single Low Side Rail
6. Low Single High Side Rail
7. Low Single Low Rail
8. Low Single High Rail
9. Low Rollin Wood
10. High Quad
11. High Single
12. High Corner
13. High Outside Corner
14. Low to High
15. High to Low
16. Low Spine
17. Low Hump

Set 6

Rails

Total Pieces = 18

1. Low Quad
2. Low Single
3. Low Angle
4. Low Corner
5. Low Juntion
6. Low Double Slope
7. High Double Slope
8. Low Single Slope
9. High Single Slope
10. High Quad
11. High Single
12. High Angle
13. High Corner

14. High Junction
15. Low Double Slope
16. High Double Slope
17. Low Single Slope
18. High Single Slope

Set 7 Offset Rails Total Pieces = 8

1. Low Quad
2. Low Single
3. Low Angle
4. Low Corner
5. High Quad
6. High Single
7. High Angle
8. High Corner

Set 8 Low Walls Total Pieces = 4

1. Low Double
2. Low Single
3. Medium Double
4. Medium Single

Set 9 Slopes Total Pieces = 16

1. Low Single
2. Low Single Low Rail
3. Low Single High Rail
4. Low Single Corner
5. Low Double
6. Low Double Low Rail
7. Low Double High Rail
8. Low Double Corner
9. High Single
10. High Single Low Rail
11. High Single High Rail

12. High Single Corner
13. High Double
14. High Double Low Rail
15. High Double High Rail
16. High Double Corner

Set 10 Stairs Total Pieces = 10

1. Double Set
2. Double Set Low Rail
3. Double Set High Rail
4. Double Set Corner
5. Double Set Inside Corner
6. Quad Set
7. Quad Set Low Rail
8. Quad Set High Rail
9. Quad Set Corner
10. Quad Set Inside Corner

Set 11 Pools Total Pieces = 8

1. Bowl

2. Pool
3. Clover Pool
4. Side
5. Corner
6. Outside Corner
7. Floor
8. Pungee Pit

Set 12 Funboxes Total Pieces = 8

1. Small
2. Large
3. Octagonal
4. Long Octagonal
5. Spine Box
6. Wall Box
7. Taxi
8. Pyramid Hip

Set 13 Kickers Total Pieces = 2

1. Small
2. Large

Set 14 Benches Total Pieces = 7

1. Park Bench
2. Angle Park Bench
3. Bench
4. Angle Bench
5. Lunch Table
6. Angle Lunch Table
7. Slope Lunch Table

Set 15 Signs Total Pieces = 6

1. Medium Sign 1
2. Medium Sign 2
3. Medium Sign 3
4. Large Sign 1
5. Large Sign 2
6. Large Sign 3

Set 16 Floor Total Pieces = 4

1. Alternate Floor 1
2. Alternate Floor 2
3. Alternate Floor 3
4. Alternate Floor 4

Set 17 Foliage Total Pieces = 3

1. Planter
2. Small Planter
3. Tree

Set 18 Misc Total Pieces = 2

1. Wall Piece
2. Pillar

Tips & Tricks

There are a couple of things that you should not do if you want to make a good spot.

1. Do Not make the park all vert or all street.
2. When making rails, do not make too many rails real close together.
3. Try not to make too many Pungee Pits

There are also a couple of things that you should do to make a real good park.

1. Make sure that you leave some open space
2. Make a couple of gaps to add some challenge
3. Try to make at least one good high scoring line.

High Scores

In this section I will hope to explain how to get high scores for all around and for each level in the game. If you would like to send me any submissions, feel free to because I need to most help finding lines besides just the obvious ones, and I will give you full credit.

Hints & Tips

1. Learn how to grind well, if you do not you will often times fall down, when you really should not have fallen down.
2. Likewise you should also have to learn how to manual well, if you are used to Tony Hawks Pro Skater 2's manualing then you will have a problem with this manualing at first, but then it will get easier and easier.
3. When you are trying to get high scores, make sure you know what each one of your characters moves are. You should know how long each move takes, how much each move is worth, weather or not you can do it in between manuals, and weather or not you can use them in between grinds. Knowing this much will get you on a decent start to getting high scores.
4. Learn how to make your character jump out of a half pipe or quarter pipe and do a big spin, but still be able to land in a grind on the top of that pipe that you jumped out of. If you are able to do this well, you can pull off a couple hundred thousand point combo without having any good line planned out, and with out using too much skill.
5. When working on a new line try to get parts of it done at a time, you should split it up into at least three parts, then when you have each part done really well, then you can link them together making the combo much easier than what it was before.
6. When you are jumping from grind to grind or manual to manual, try to add a spin in with the jump, this will add one to your multiplier and it can get up high much quicker than it normally would be able to.
7. If you are having problems with the line check out the Point Bonuses in the Extras for some spots that might help you.

All Around High Scoring

The scoring system for Mat Hoffman's Pro BMX is based exactly on the scoring system of Tony Hawks Pro Skater 1. I will try to explain how to get high scores as simply as possible....

There are a few ways to get high scores. There are two parts of your score, a base score and a multiplier. The base score is the score before the multiplication sign and the multiplier is the number after the multiplication sign. If this is confusing here is a diagram

Base Score	8564	*	12	Multiplier
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8564 is the base score and 12 is the multiplier. To figure out the score of your combo the game figures out 8564*12. If this was the score of your combo then you would get a score of 102,768.

Some people have a hard time getting the base score while others have a hard time getting the multiplier up. If you have trouble with one then you can still get decent combos, but if you have problems with both then you will not get anything over 100,000 with the average high combo. To get a high base score is hard to do at first until you figure out the secrets of it (You don't think that it is just the line that you take did you?). The first thing that you will need is a long rail or quarter pipe to grind. Then you will need to find a quarter pipe to end the combo on. Since there are no special grinds in this then it will be much harder to get a high combo than in THIS, but it is still possible. The first thing that you will need to do is get a huge spin

Degree of Spin	Higher	Your MP	into the grind, because the higher degree of the spin the more your multiplier (MP) will go up. This chart I hope will explain how spinning adds to your multiplier. If you do a larger spin the more your multiplier will get up, and in this game you will need to get a huge multiply, since your base score will be extremely low compared to THIS. In fact, if you use perfect
180	1		
360	2		
540	3		
720	4		
900	5		
1080	6		
1260	7		

balance you will be able to get your multiplier up to over 1000. Once you have found a good rail to grind on then you will need to find a good way to get onto that rail. Instead of just spinning, why don't you add a special grab trick going onto the rail and get your base score up. You could alternately do a special flip, but you will not be able to get a higher multiplier. Once you have got that down, now what should you do? Well, it is quite simple. At the end of the grind jump off and go towards a ramp, once there do a special trick off of the ramp. There are two things you could do... You could do a special flip and 180 or 360 or you could do a special grab with 900 or 1080. You should do the flip if you have a high multiplier and a low base score. You should do the grab trick if you already have a high base score and need your multiplier up a little bit. Now you have that part down. When you are done with that, there is a couple of things to do... You could land in a manual and get some more tricks in, or you could just end right there. The only time when you would want to end like that is if you had a long combo already, or are just starting and can not manual very well yet. If you chose to go on there is only one thing to do, and that is find a quarter pipe and go over to that. When you get there, jump off and do a mega spin with a special grab (if you have your special bar still up) or with just a regular grab (if you do not have a special any more). Then all you have to do is land the combo. You might also want to have your character

equipped with a Front Body Flip special because it is the quickest special and is worth the most.

Bike Factory

Line #1

Score ~ 200 000

Score (High) ~ 300 000

What you need to do-

At the start of the level, go down the rolling and jump off of the quarter pipe in front of you and make sure you get your special meter full, then when you land go up the Rolling and do a special flip and land in a grind on the back of the rollin, when you land in a stall so you should quickly jump up and do a trick and land in a grind, then when you get to the end, jump up and do a special flip trick (Front Body Flip) and land in a manual, then go over to the other side of the pipe that you landed in and jump out of it, you should get some decent air, so do a mega spin with a special grab. Then land in a manual and go over to the long quarter pipe on the side wall and just finish it up. (With a special if you can)

Line #2

Score ~ 200 000

Score (High) ~ 250 000

What you need to do-

At the start of the level go down the rollin and turn to your right, then go out of the half pipe and jump off of the quarter pipe on the wall by the half pipe and get your special bar full, then jump off of the finger ramp coming off of the long quarter pipe and do a special flip, then land in a manual, then go over to the next finger ramp and do another special flip. Then land in a manual on go to the long quarter pipe and do a Mega Spin with a Special Grab

Construction Yard

Line # 1

Score ~ 350 000

Score (High) 400 000

What you need to do-

At the start of the level get your special up and go over to the dirt ramp next to the quarter pipe (where you go to get the secret tape) and do a special flip and land in a manual, then go over to the large kicker ramp. Once you get there jump up and do a special flip to the rail that you need to get the special tape and land in a grind on the rail, then transfer over to the next rail, once you do jump off and do a Mega Spin and do a special grab, then when you land, manual. Then go into the half pipe and jump off of one side and do a Mega Spin with a different special grab and land the trick.

Line #2

Score ~ 350 000

Score (High) ~ 450 000

What you need to do-

At the start of the level ride you bike forward until you get to a path with a couple of dirt hills. Ride down that path until you get to an area where there is a building with a quarter pipe on either side. Jump

off of one of the quarter pipes and into a bowl that is on top of that building. Once you are there you will see a rail going out of the bowl and towards a hill. Grind that rail, then at the top jump off and do a quick special (Front Body Flip) and grind the rail that is right by that one. Continue to grind that rail until you get to the end of it, then jump off and do a quick special (Front Body Flip) and land in a grind on the rail that is in front of you. Continue to grind that rail until you get to the end of it, when you do jump off and do a special. Land in a manual on the bridge, and jump off of the kicker ramp and do a quick special over the gap in the bridge and land in a manual. Right in front of you is a quarter pipe, jump off of that pipe and do a Mega Spin with a special if you have it and a regular grab if you do not.

London Underground

Line #1
Score ~ 300 000
Score (High) ~ 450 000
What you need to do-

At the start of the level go down the steps and turn to your right. Make your way down to the rail where you get the letter R. Grind that rail, and when you get off jump off of the kicker ramp and do a special flip and land in a grind on the high rail, then jump off into the secret area, manual over to the back of it and jump off of the kicker ramp and do a Mega Spin while doing a special grab, when you land manual over to the funbox and grind the end. Once there jump off and land in a manual and make your way over to the quarter pipe in the quarter of the room, when you are there jump off and do a Mega Spin with a special grab or regular grab.

All Other Courses

I have not got any lines for these yet, hopefully I can get a few of them each day for a while and hopefully a couple of reader submissions to fill this part out for a while.

Extras

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Point Bonuses
=====

~~~~~  
Hoffman Bike Factory  
~~~~~

100 Points

At the start of the level turn around and go into the bowl, grind the edge of the bowl where the lever is. When you hit the lever the door to the secret area will open up. Make your way outside, in front of you when you come outside is a plat form with a dirt quarter pipe on either

side, jump off of one of the quarter pipes and go over the platform, doing this will get you the bonus.

100 Points

At the start of the level turn around and go into the bowl, grind the edge of the bowl where the lever is. When you hit the lever the door to the secret area will open up. Make your way outside and turn to the right a little. On the right wall is a platform with a quarter pipe on wither side. Jump from one of the quarter pipes and over the platform. Doing this will get you the bonus.

100 Points

At the start of the level turn around. There should be a drop, jump down that drop. When you land you should have a wooden rail that is right by you. Grind that rail and after a little bit you should get this bonus.

200 Points

At the start of the level go down the rollin and jump off of the quarter pipe, when you land you should be facing another quarter pipe. Jump off of the middle of that quarter pipe and you should get this bonus.

400 Points

At the start of the level go down the rollin and turn right. Go out of the half pipe and turn right. In front of you should be a fun box. Jump over the fun box and land on the other side. When you land there should be a large quarter pipe in front of you. Jump off of that quarter pipe and get some air. This should get you the bonus.

~~~~~  
Construction Yard  
~~~~~

100 Points

At the start of the level ride forward, and a little to the left. In front of you should be a metal quarter pipe. In the middle of the quarter pipe is a little dirt hill. Jump off of the quarter pipe and over the hill to get this bonus.

100 Ponits

At the start of the level ride forward. In front of you should be a trail leading to another area. Follow the trail down to that area. When you get there, you should see a building with a quarter pipe on either

side of the building is a quarter pipe. Ride down to the right of the building and jump off of the quarter pipe and jump onto the building. You should get the bonus.

100 Points

At the start of the level ride forward. In front of you should be a trail leading to another area. Follow the trail down to that area. When you get there, you should see a building with a quarter pipe on either side of the building is a quarter pipe. Ride down to the left side of the building and jump off of the quarter pipe, and onto the building. This should get you the bonus.

100 Points

At the start of the level turn to the left, there should be a dirt area to the left of a quarter pipe. Go up that area, and you should be on a platform where you can see the bottom level. Jump off of the platform and down to the bottom level. You should see a bulldozer in one corner of the area. The front of the bulldozer can be used as a quarter pipe. Jump off of the quarter pipe and you should get the bonus.

200 Points

At the start of the level turn to the right a little bit. You should see a long curved metal quarter pipe. Jump off of the quarter pipe about a third of the way down and you should get this bonus.

200 Points

At the start of the level turn to the right a little bit. You should see a long curved metal quarter pipe. Jump off of the quarter pipe about two thirds of the way down and you should get this bonus.

200 Points

At the start of the level ride forward until you get to a kicker ramp. Jump off of the ramp and onto the roof, when you land jump to the other roof. There should be a quarter pipe in front of you, jump off of the quarter pipe towards the trail leading to the next area and you should be able to get this bonus.

200 Points

At the start of the level ride forward. In front of you should be a trail leading to another area. Follow the trail down to that area. When you get there turn to the left, you should see another trail that leads to a third area. Go down that trail, at the base of the trail will be a

kicker ramp. Jump off of the right side of the kiker ramp and land in a grind on the rail that is by the wall. Doing this will get you this bonus.

200 Points

At the start of the level ride forward. In front of you should be a trail leading to another area. Follow the trail down to that area. When you get there turn to the left, you should see another trail that leads to a third area. Go down that trail. When you get to the bottom you should see a large kicker ramp along the wall, jump off of that kicker ramp and land in a grind on the rail that leads behind the bulldozer. When you get to the end of the rail jump off and land in a grind on the next rail. This should get you the bonus.

400 Points

At the start of the level turn to the left, there should be a dirt area to the left of a quarter pipe. Go up that area, and you should be on a platform where you can see the bottom level. In front of you will be a large kicker ramp. Jump off of the kicker ramp and land in a grind on the rail that is going left to right. At the end of that rail is this bonus.

~~~~~  
London Underground  
~~~~~

100 Points

At the start of the level you should see a rail. Grind that rail, and about half way down is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. In the back of the area is a quarter pipe that is on top of a platform. In the middle of the quarter pipe is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. In the back right of the area is a curved rail. In the middle of the rail is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. In the middle of this hallway is a rail. Grind this rail, and you should get this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, and in front of you is a kicker ramp. Jump off of the kicker ramp and over the half pipe. When you land there should be a room in front of you. In the right corner is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, and in front of you is a kicker ramp. Jump off of the kicker ramp and over the half pipe. When you land there should be a room in front of you. In the left corner is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, then when you get to the third area turn left. You should see a quarter pipe on the back wall. Transfer off of the quarter pipe at a low angle to get this bonus.

200 Points

At the start of the level go down the steps and then turn a little to the right. You should see two quarter pipes. Go to the second one, and jump off about halfway and you should get this bonus.

200 Points

At the start of the level go down the steps. When you get there skate

forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. At the base of the escalator is this bonus.

200 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. You should see two funboxes in front of you. Go to the one on the left and jump over it. You should then get this bonus.

200 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, then when you get to the third area turn left. You should see a quarter pipe on the back wall. Transfer off of the quarter pipe at a high angle to get this bonus.

200 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, then when you get to the third area turn left. After a little bit there should be a kicker ramp on your right. Jump off of the kicker ramp and over the half pipe. Doing this will give you the bonus.

400 Points

At the start of the level go down the steps. When you get to the second fun box turn around and face the door. You should see a quarter pipe on the right side of the door. Jump off of the very left edge of the quarter pipe to get this bonus.

400 Points

At the start of the level go down the steps. When you come out turn to your right. You should see two quarter pipes. Go to the nearest quarter pipe and jump off of the middle of it. Doing this will get you the bonus.

400 Points

At the start of the level go down the steps. When you come out turn to your right. You should see two quarter pipes. Go to the nearest quarter pipe and jump off of the right edge of the quarter pipe and start to grind on the rail above the pipe. At the end of the rail is the pipe.

400 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the right. You should see a quarter pipe on top of a platform made by a quarter pipe. Get up onto the platform and jump on the quarter pipe on the edge of the wall. When you land there will be a kicker ramp in front of you. Jump off of the kicker ramp and grind along the rail that leads up to the high platform. When you first get on the platform turn to your left and you will get this bonus.

400 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the right. You should see a quarter pipe on top of a platform made by a quarter pipe. Get up onto the platform and jump on the quarter pipe on the edge of the wall. When you land there will be a kicker ramp in front of you. Jump off of the kicker ramp and grind along the rail that leads up to the high platform. Once you are on the platform go to the left side and go to the end of the platform and you should get this bonus.

400 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, and in front of you is a kicker ramp. Jump off of the kicker ramp and over the half pipe, doing this will get you this bonus.

~~~~~  
Bluetorch Competition  
~~~~~

There are no point bonuses in this level.

~~~~~  
Park, New York City  
~~~~~

100 Points

At the start of the level keep on going strait until you get to the fence at the end. Then turn to the left and you should see a kicker ramp. Jump off of the kicker ramp and into the area with the fountain. Use the outside of the fountain as a kicker ramp to jump into the top of the fountain. Then quickly jump towards the branch coming from the tree. Doing so will get you the bonus.

100 Points

At the start of the level ride forward until you get to the gap between the fences. Then turn to the left, you should see a kicker ramp in front of you. Jump off of the kicker ramp towards the fountain, and you should get this game.

~~~~~  
Treatment Plant  
~~~~~

100 Points

At the start of the level go down the ramp. At the bottom you should see dirt ramps. Go over the ramps, and you should see a large quarter pipe with a rail next to it. Ride over to the rail, right above the rail is this bonus.

200 Points

At the start of the level go down the ramp. At the bottom you should see dirt ramps. Go over the ramps, and you should see a large quarter pipe with a rail next to it. Ride to the center of the ramp and get some air. Then you should get this bonus.

400 Points

At the start of the level go down the ramp. At the bottom you should see dirt ramps. Go over the ramps, and you should see a large quarter pipe with a rail next to it. Then turn to the right, and you should see a ramp with rails on the either side of it. Grind the rail on the left. At the end of the rail jump off and you should get this gap.

~~~~~  
La Harba, California  
~~~~~

200 Points

At the start of the level turn around and get into the big half pipe. Then on the side that is divided, jump out of the right side and into the other area. If you did this right you should get this bonus.

200 Points

At the start of the level go down the ramp and turn a little to the right. You should see a dirt funbox. Jump over the funbox to get this bonus.

400 Points

At the start of the level go down the ramp, then turn a little to the right. You should be in a dirt area. Go through the dirt area and to the back of the level. You should see a quarter pipe. Jump off of the quarter pipe in an angle towards the roof. Doing this will get you the bonus.

400 Points

You should see a green ramp as soon as you start. Jump off of the quarter pipe and land in a grind on the wire that goes across the street. As soon as you get on the wire you should get the bonus.

400 Points

You should see a green ramp as soon as you start. Jump off of the quarter pipe and land in a grind on the wire that goes across the street. At the end of the wire jump off and you should get this bonus.

400 Points

At the start of the level go down the ramp and then turn to the left. Keep on riding until you get to the end, then turn to the right. You should see a green ramp. Jump off of the green ramp and land on the roof. Once you are on the roof go over to the ramp that leads to the next roof. Jump off of the ramp and go into the bowl on the next roof. Jump out of the bowl in the direction opposite of the wall, and if you went at the right angle you will get this bonus.

~~~~~  
CFB Competition  
~~~~~

There are no bonuses for this level

~~~~~  
THPS 1 Warehouse  
~~~~~

100 Points

At the start of the level go down the either rollin, then turn around and you should see three quarter pipes, jump off of the middle quarter pipe towards the far left quarter pipe and you will get this bonus.

100 Points

At the start of the level go down the either rollin, then turn around and you should see three quarter pipes, jump off of the middle quarter pipe towards the far right quarter pipe and you will get this bonus.

100 Points

At the start of the level go down the left rollin. When you are at the bottom turn to the left a little bit and go to the kicker ramps. Jump off of the near kicker ramp and go towards the long quarter pipe that goes along the back wall. Jump off of the quarter pipe and you should get this bonus.

~~~~~  
THPS 1 Burnside  
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There are no bonuses for this level.

Gap Checklist - Coming Soon

Frequently Asked Questions

1. What is this Mega Spin?

It is really quite simple. When you are in the air hold R1 and repeatedly press R2, your player will spin out of control and will get close to a 2000 degree spin.

2. How high does your multiplier go?

Believe it or not it will go over 1000. That means your score can be $5000 * 1000$ The only way that this can be achieved is by doing the Perfect Balance cheat.

3. Are there any secret characters?

There are two that I have found. Granny who you get by going into single session and just keep going to retry. After 10-20 times you will get her. Tony Hawk who you get by beating the game 100% with any character.

4. Are there any secret tracks?

Yes, two. The Warehouse from THIS 1 (you get by doing a 200 000 point combo) and Burnside from THIS 1 (beat the game 100% with every character. I have also heard about getting the School from THPS 1, but have not gotten it yet. This can be opened with a cheat on the BETA version of the game.

5. How do you get high scores?

It really is not that hard to do once you have figured it out. You will need to incorporate your character specials, and get good at manuals, all I can really say is just practice.

6. What are some glitches in this game.

There are many glitches, the strangest one that I have heard of was sent to me by Jeff Taladay, he said that he went to THPS Warehouse and when he got into the half pipe it was full of water, I have not had this happen to me yet, but I will work on finding a way to get it to happen. Besides that one, so far I have only found the obvious floating biker in many of the levels.

Notes & Thanks

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