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.....  
I. INTRODUCTION  
.....

Tony Hawk's Pro Skater is by far the greatest skateboarding ever made, and one of the best games to be released this year. It's just so fun to play, and the Career mode is sooooooooooooo addictive. This FAQ contains a Walkthrough on how to get every tape in the game, and to become the best skateboarder in the universe! Bwahahahahahah! Well, maybe not in the universe, (that award is already taken by Mr. Tony Hawk:), but maybe in your universe...

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II. LEGAL STUFF  
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This FAQ can only appear on the following sites (w/out having to ask me):

- GameFAQS <[www.gamefaqs.com](http://www.gamefaqs.com)>
- Cheat Code Central <[www.cheatcc.com](http://www.cheatcc.com)>
- GameSages <[www.gamesages.com](http://www.gamesages.com)>
- Vgstrategies.com <<http://vgstrategies.about.com>>
- GameShark.com <[www.gameshark.com](http://www.gameshark.com)>
- The Resource <<http://nemmysresource.cjb.net>>
- Happy Puppy <<http://www.happypuppy.com>>

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If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

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### III. UPDATES/REVISION HISTORY

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Version: Final (07/02/01)  
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- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ, and removed my review of the game from the guide.

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### IV. CONTROLS

.....

UP-----LEAN FORWARD/EXIT POOL  
DOWN-----BRAKE/LEAN BACK  
LEFT-----MOVE LEFT/BALANCE (while grinding)  
RIGHT-----MOVE RIGHT/BALANCE (while grinding)  
  
SELECT-----CAMERA  
START-----START/PAUSE SCREEN  
  
X-----JUMP/OLIE  
O-----GRAB TRICK  
TRIANGLE-----GRIND/SLIDE/WALL-RIDE  
SQUARE-----FLIP TRICK

L1-----TURN LEFT WHILE IN THE AIR  
L2-----TURN 180 DEGREES WHILE IN AIR  
R1-----TURN RIGHT WHILE IN AIR  
R2-----TURN 180 DEGREES WHILE IN AIR

\*\*\*\*\*

\*\*\*\*\* THE MOVES \*\*\*\*\*  
\*\*\*\*\*

=====  
HOW TO DO THE Holy Shi\_ Grind:  
=====

I was surprised to find that you didn't have the Holy Shi\_ Grind on your FAQ. In order to accomplish this, first go to the warehouse. Jump over the halfpipe and onto the lip of the quarterpipe type thing along the wall. You have to grind the entire lip without stopping to get the Holy Shi\_ Grind. It may seem impossible, but I have been able to accomplish this once. Another thing you should add to the S-K-A-T-E section of Downtown Minneapolis is the Secret Tunnel Entrance. All you have to do to get this is jump up the quarterpipe where you find the A to get some speed, then turn around and jump off the ramp almost directly below the tunnel. This saves you a lot of time when you're getting the T. Otherwise, great FAQ! -From: David Fry <dfry@zianet.com>

UNIVERSAL KICK TRICKS:

360 Shove It-----Up, Square  
Heelflip-----Right, Square  
Impossible-----Down, Square  
Kickflip-----Left, Square

UNIVERSAL GRAB TRICKS:

\*Note\*: Press and hold Circle to tweek the moves below.

Japan Air-----Up, Circle  
Indy Nosebone----Left, Circle  
Tail Grab-----Down, Circle  
Method-----Right, Circle  
Madonna-----Upper-Left, Square  
Rocket Air-----Upper-Right, Square  
Benihana-----Lower-Right, Circle  
Stalefish-----Lower-Left, Circle

VERT SKATER KICK TRICKS:

Fingerflip-----Upper-Right, Square  
Front-Foot Impossible--Lower-Right, Square  
Varial-----Lower-Left, Square

STREET SKATER KICK TRICKS:

Hardflip-----Upper-Right, Square  
360 Flip-----Lower-Right, Square  
Sex Change Kickflip--Lower-Left, Square

GRINDS:

Nosegrind-----Up, Triangle

Crooked Grind----Upper-Left or Upper-Right, Triangle  
BS Boardside-----Right, Triangle  
5-0 Grind-----Down, Triangle  
Smith Grind-----Lower-Left or Lower-Right, Triangle  
FS Boardslide----Left, Triangle

.....

## V. GAME OPTIONS

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CAREER MODE: The main part and meat of the game. As a professional skater, you must go through cities and other "hot spots", and capture your best sessions on videotape. To collect the videotapes themselves, you must meet the requirements for each level. There are 30 tapes total, and getting the last few will not be easy.

SINGLE SESSION: You get to choose a single level and skate for a two-minute session. Try to get the high scores for each level. To unlock more levels in the other modes of the game, you must unlock them in Career mode.

FREE SKATE: One of the best parts of the game. There are no time limits, and no high scores. Just you and the level. Use this mode to practice your skills. And to just have fun.

OPTIONS: Use this to go to the Options menu.

VIEW VIDEOS: Use this to play back a previously saved replay or to view videos that you've unlocked in Career mode.

### \*TWO PLAYER MODES\*

GRAFFITI: You and a friend try to pull off moves on a particular spot in a level. When you pull off a move, the spot you did it on turns a color. If your opponent pulls off a better move on the same spot, it turns to their color. The player with the most "graffiti" spots wins.

HORSE: Just like the basketball game, the first player performs a trick, and then the second player tries to perform an equal or better trick. If you don't succeed, you receive a letter. When you get "HORSE", you lose.

TRICK ATTACK: Just like the Single Session mode, except for two players. Two players skate at the same time, and whoever has the most points at the end, wins.

.....

## VI. SKATERS

.....

\*NOTE\* The profiles for all of the skaters were taken directly from the instruction manual itself.

TONY HAWK:

Ollie:    ///  
Speed:    ////////  
Air:       ////////  
Balance:  ///  
Age: 31  
Born: USA  
Hometown: Carlsbad  
Years Pro: 16  
Stance: Goofy  
Height: 6'2

\*SPECIAL TRICKS\*:

Kickflip McTwist- Right, Right, Circle  
540 Board Varial- Left, Left, Square  
360 Flip to Mute- Down, Right, Square  
The 900- Right, Down, Circle  
Christ Air- Left, Right, Circle  
Handplant- Triangle, Triangle, Up

---

BOB BURNQUIST:

Ollie:    ///  
Speed:    ////////  
Air:       ////////  
Balance:  ///  
Age: 22  
Born: Brazil  
Hometown: Encinitas  
Years Pro: 7  
Stance: Regular  
Height: 5'11

\*SPECIAL TRICKS\*:

Backflip- Up, Down, Circle  
One-Footed Smith- Right, Right, Triangle  
Burntwist- Left, Up, Triangle

---

KAREEM CAMPBELL:

Ollie:    ////////  
Speed:    ///  
Air:       ///  
Balance:  ////////  
Born: USA  
Hometown: Los Angeles  
Years Pro: 6  
Stance: Regular  
Height: 6'0

\*SPECIAL TRICKS\*:

Front Flip- Down, Up, Circle  
Casper Slide- Up, Down, Circle  
Kickflip Underflip- Left, Right, Square

-----  
RUNE GLIFBERG

Ollie:     ////  
Speed:     ////////  
Air:       ////////  
Balance:    ///  
Age: 25  
Born: Denmark  
Hometown: Costa Mesa  
Years Pro: 7  
Stance: Regular  
Height: 5'11

\*SPECIAL TRICKS\*:

Kickflip McTwist- Right, Right, Circle  
Christ Air- Left, Right, Circle  
Front/Back Kickflip- Up, Down, Square

-----  
BUCKY LASEK

Ollie:     /////  
Speed:     ////////  
Air:       ////////  
Balance:    ///  
Age: 26  
Born: USA  
Hometown: Carlsbad  
Years Pro: 9  
Stance: Regular  
Height: 5'11

\*SPECIAL TRICKS\*:

Varial McTwist- Right, Right, Circle  
Fingerflip Airwalk- Right, Left, Circle  
Varial Heelflip Judo- Down, Up, Square

-----  
CHAD MUSKA

Ollie:     ////////  
Speed:     /////  
Air:       /////  
Balance:    ////////  
Age: 22  
Born: USA  
Hometown: Los Angeles  
Years Pro: 5  
Stance: Regular  
Height: 5'10

\*SPECIAL TRICKS\*:

Frontflip- Down, Up, Circle  
One-Foot 5-0 Thumpin'- Right, Down, Triangle  
360 Shove It Rewind- Right, Right, Square

-----  
ANDREW REYNOLDS

Ollie:        ////////  
Speed:        /////  
Air:           ///  
Balance:       ////////  
Age: 20  
Born: USA  
Hometown: Huntington Beach  
Years Pro: 3  
Stance: Regular  
Height: 6'2

\*SPECIAL TRICKS\*:

Backflip- Up, Down, Circle  
Heelflip to Bluntside- Down, Down, Triangle  
Triple Kickflip- Right, Right, Square

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GEOFF ROWLEY

Ollie:        ////////  
Speed:        /////  
Air:           ///  
Balance:       ////////  
Age: 23  
Born: UK  
Hometown: Huntington Beach  
Years Pro: 5  
Stance: Regular  
Height: 5'8

\*SPECIAL TRICKS\*:

Backflip- Up, Down, Circle  
Double Hardflip- Right, Down, Triangle  
Dark Side- Right, Left, Triangle

---

JAMIE THOMAS

Ollie:        /////  
Speed:        /////  
Air:           ///  
Balance:       ////////  
Age: 24  
Born: USA  
Hometown: Encinitas  
Years Pro: 6  
Stance: Regular  
Height: 5'10

\*SPECIAL TRICKS\*:

Front Flip- Down, Up, Circle  
One-Foot Nosegrind- Up, Up, Triangle  
540- Left, Down, Square

---

ELISSA STEAMER

Ollie:        ////////  
Speed:        ///  
Air:           /////  
Balance:       ////////



Balance: /////  
Age: Undisclosed  
Born: USA  
Hometown: Fort Myers  
Years Pro: 1  
Stance: Regular  
Height: 5'4

\*SPECIAL TRICKS\*:  
Backflip- Up, Down, Circle  
Primo Grind- Left, Left, Triangle  
Judo Madonna- Left, Down, Circle

-----  
OFFICER DICK  
Ollie: /////  
Speed: /////  
Air: /////  
Balance: /////  
Age: 43  
Born: USA  
Hometown: Mallwood  
Years Pro: 25  
Stance: Regular  
Hieght: 5'11

\*SPECIAL TRICKS\*:  
Yeeeehaw Frontflip- Down, Up, Circle  
Neckbreak Grind- Left, Right, Triangle  
Assume The Position- Left, Left, Circle

.....  
VII. WALKTHROUGH  
.....

\*NOTE\*- Each level has 5 objectives. Two are high scores objectives, one is a special objective for that specific level, one is to collect the letters that spell out "SKATE", and the last one is to find the hidden tape. To receive a tape, you must complete one objective. I will only show you how to get three out of five tapes for each level. The two high scores objectives can only be completed by you, and only you.

\*\*NOTE\*\*- I've only listed the levels with the five objectives in them. These are the ones that you have to collect tapes on. I do not cover the Skating competitions where you can earn a medal. All you have to do is get the highest score out of all the skaters, and you'll get a medal. Just look at the TIPS Section for tips on how to get high scores, and you should be fine.

-----  
WAREHOUSE: WOODLAND HILLS:

Since the Warehouse is only the first level, it's incredibly small, so a walkthrough for it would be senseless. It's so linear, that I've decided

not to do a walkthrough for it, but if someone out there would like one for it, just e-mail me, and I'll add one.

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SCHOOL: MIAMI:

=====  
S-K-A-T-E  
=====

Right after you jump off the giant ramp, turn left on either grind the nearby rail, or just skate down the stairs. The letter "S" is right above the rail at the end of it, so grinding it would be the better choice.

If you keep on skating forward, you'll see a ramp, and the letter "K" is floating above it. Jump the ramp to grab the letter "K".

After getting "K", skate a little bit ahead and you should see two rails. If you grind the second rail, you should be able to snag the letter "A", which is floating right above it.

Once that is done, head forward, and you should see multiple pathways. Take the middle one, and you should spot the letter "T" floating high above the right wall. Build up speed, and skate from wall to wall, performing tricks to help gain extra speed, and grab the letter "T" from its high home.

Once you've received the letter "T", steer left, and you should see two pools. If you grind the rail in between them, you'll grab the last letter, "E".

=====  
THE TABLES  
=====

This objective in the School is to find and grind every table in the entire level. There are five of them, so it shouldn't be too hard.

The first table is right behind you when you first begin the level. Instead of jumping off the ramp, make a hard right or left turn, and you should see it. Now grind it.

After grinding the first table, continue forward until you see a runway. Either grind down it, or just skate down it, it makes no difference. After reaching the bottom, turn right, and you should see the second table. You know what to do.

Once you grind the second table, turn right again, and you should be where you found the letter "T", except you'll be going the opposite way. At the end if this path is yet another table to your left. Grind it.

Now take a hard right, and you will see a bridge. Skate along the side of the three bridges to find the fourth table.

After grinding the fourth table, keep skating forward, and you'll spot a gap. Clear the gap, then go ahead a little bit further, and you will see the final table. Grind it baby.

=====

HIDDEN TAPE

=====

The School's hidden tape is pretty easy to get. First, jump off the ramp in the beginning, and veer to the right. You should be skating right by the school itself. Go around the first turn, head right, and at about halfway down the pathway, you should see a giant ramp on your right side. Go up it.

When you get to the top, head left, and you should see a brick structure with a ramp. Connected to that brick structure is a rail. Use the ramp to get on top of the structure, then grind the rail to the other side. Gain some speed on the next ramp, and you will see the hidden tape floating above the edge of the ramp at the very end of it. Jump off and grab it.

-----

MALL: NEW YORK:

=====

S-K-A-T-E

=====

When the level starts, you'll be heading downhill. After the second left turn, grind the rail on the left side of you, and grab the letter "S".

After busting through the glass, head right of the nearby escalator. AS you are skating ahead, keep to the right side, and once you've reached the fountain, grind the rock thingy that has the plants on it, and you'll get the letter "K".

Ollie off the rock thingy, then keep on skating forward. As soon as you reach another escalator, but with ramp to it's right. Head down that ramp, and continue forward. As you get off the ramp, you should see a pool with a couple of rails over it. If you grind the rail on the left, you'll be able to get the letter "A".

After you've grinded the rail, head left, and skate between the rock thingy and the ramp. You should crash right through a mall directory, and head onto yet another ramp. Instead of riding down the ramp, ollie off the ramp, and over the two escalators. At the bottom, veer left, then skate forward. After a while, you'll be at a island-type of platform. Jump onto it, grind the rail on the left, then grab the letter "T".

Once you've collected letter "T", head outside (just keep on skating forward; an opening should lead outside.) Once you're out there, vault off the ramp ahead of you, and snatch the letter "E".

=====

THE MALL DIRECTORIES

=====

This objective requires you to crash through all five mall directories

located throughout the mall. Now, once you've reached the bottom of the multiple ramps, crash through the ramps, and go up the escalator ahead of you. At the top, you should see the first mall directory. Crash through it, then head left and vault over the nearby wall, landing back on the first level of the mall.

Just skate forward, but keep on the left side of the pathway. Head up the next escalator. Make a sharp right, then smash through the second directory. Now turn around and go back the very same way you came.

After turning around, jump over the wall on your left, and once again, you're back on the first level. Skate forward, but stay to your left, go past the pool, and then crash through the third directory, which is in between another rock thingy on your right, and a ramp to your left.

Once you've smashed through it, Ollie off the ramp, and towards the first level. Right after you hit the bottom, skate left, then go straight ahead. The fourth directory should be right in front of you on a rock platform. Crash through it, then go outside.

If you keep going forward, you'll end up outside. The final directory is at the very end of the outside section.

=====  
HIDDEN TAPE  
=====

This hidden tape can be a little tricky. At the end of the beginning ramps, go through the window, and stay to the right. Avoid the escalator, and if you are skating to the right, you should pass under a "SALE" sign. Ahead of the sign is another escalator, a rail, and another ramp. Grind the rail, and try to gain some speed for the next jump.

Once you've reached the end of the rail, jump off it, and onto the beams hanging from the roof. Grind these beams, and, in order to get the tape which is floating in between the two beams, you need to ollie from one beam to another. You need to perform this just right to snatch the tape. Once you got the hidden tape, just let time run out, and the level will end.

-----  
DOWNTOWN: MINNEAPOLIS  
=====

S-K-A-T-E  
=====

The letters in the Downtown level are a little tough to find. Good luck!

Skate ahead, jump off the ramp on your right, and ollie onto the walkway to your right. At the end of the walkway, grind the rail just above you. Jump up to the letter "S" floating just above the rail.

Once you've reached the ground, head left, and skate to the park. The letter "K" is floating right above the fountain. Ollie up to it.

Now, after you get the letter "K", turn back around, and go back the way

you came. Skate up the path and toward the street ahead of you. Head up the street, then take a sharp right turn at the top. Skate down this street, and you should see the letter "A" floating next to a screen with a music video playing on it.

After grabbing the letter "A", head down the next street. You should be able to see the letter "T" inside of a glass walkway above you. After you skate underneath it, jump off the ramp on your right. Now grind the rail above, and snatch the letter "E".

After getting the letter, go back down the wall, and go back the same way you came, and skate back underneath the glass walkway. Keep going forward, and vault off the ramp in front of you, and into the tunnel. Make your way through the tunnel, and the letter "T" should be toward the end of it.

=====  
THE NO-SKATING SIGNS  
=====

This next objective is to crash all five of the "No-Skating" signs. Right at the start of the level, head straight to the park. The first sign will be located as you first wnter the park. Smash it.

Head right through the park, past the fountain, and go up the hill. The second sign is right up the hill.

Once again, after you hit that sign, go back the way you came, and exit the park. Go up the street in front of you, and turn right at the top. You will see the music video playing , and the third sign should be next to it.

Follow the street that you were skating on, and go until you get to the end. Turn right at the truck, back underneath the glass tunnel, and down the street. There is a bus stop on your left, and the fourth sign is right behind it.

=====  
HIDDEN TAPE  
=====

At the start of the level, jump off the ramp in front of you, and turn around. There will be two ramps. Ollie off either ramp onto the street above it. After landing on the street, turn left, and skate under that all-too familiar glass tunnel. After a little while, you'll see a trailer. Use that trailer as a ramp, and vault through the window into a pathway. Skate through the pathway until you reach the roof.

After you've reached the roof, use the ramp to the right of the glass house. By using this ramp, you'll land onto another rooftop. Now make a sharp right, build up speed, and jump up the ramp-wall. When you come back down, keep heading in the direction you're going. There should be a small ramp, and you should see the tape floating on the other side. Get plenty of speed, ollie off the ramp, grab the tape, and land safely on the other side.

-----

## DOWNHILL JAM: PHOENIX

=====

S-K-A-T-E

=====

Since the Downhill jam is all, well, downhill, it's pretty difficult to get some of the letters. But just don't give up!

Once you start, keep away from any rails and stay towards the center of the hill. Head toward the small path in between the two rails ahead of you, and vault off the ramp. Jump into the air and grab the letter "S".

Once you land the jump, go right, and ollie off the ramp on the left side of it. Once again, after landing, head right, and jump off the ramp in front of you. After jumping off the ramp, grind the pipes above it, and get the letter "K".

Now, after getting "K", head back up the hill. You will see a giant ramp that will lead to a rail. Grind that rail to the other side. The letter "A" is floating above a slanted wall. You should be able to get the letter "A" WITHOUT losing any velocity, and then jump back off the ledge, back to the ground.

After landing the jump, avoid the pit with water by veering to your left, and ollie off a small ramp and grab the letter "T".

Now, skate to the left side again, and use the two slanted walls as if were a half-pipe: skate back and forth to get some speed. There should be a rail on the far right. It's pretty high, so you'd better have some serious speed. Grind on it, and grab the letter "E".

## =====

### THE FIVE VALVES

## =====

This objective is to open all five valves in the level (why is everything always five?)

Start the level by jumping onto a large rock base, then grinding the pipe on the left to turn on the first valve.

After landing, make a sharp right turn past a rail, and pass the ramp to the right. The path you are skating on should head to the right. You should then ollie off the ramp in front of you, and turn on the second valve.

Once you've landed, go left and head up that giant ramp again, and grind across the pipe again to get to the other side. The third valve is along the pipe.

Once again, jump back off the other side, and back onto the main path again. You should see a giant Mountain Dew sign ahead of you. If you vault off the ramp in front of it, and get enough air while doing so, you should be able to hit the fourth valve, which is located on top of a giant stone hill just behind the sign.

After landing, stay to your left to avoid ANY rails or ramps. There will

be a pool ahead of you. Skate past the pool so it's on your right. There will be a very steep slope, and the last valve is on the wall to your right. Grab it by jumping into the air as you go down the steep hill.

=====  
HIDDEN TAPE  
=====

This has got to be one of the toughest hidden tapes in the game. Just keep on trying if you can't seem to get it the first or second time.

As soon as you begin, stay to your left for a while, until you see the giant ramp with a pipe extending to the other side. Grind the pipe to get to the other side. Ollie off the edge, and grind on another pipe that also extends over a gorge. Grind across that pipe to the other side.

Right after you jump off that pipe, perform a wall-ride on the left hand wall, but you must do it very fast, or else you will land on the main path again, and will probably have to start over. After doing the wall-ride, jump onto the rock ledge that's in front of you. Go past the Mountain Dew sign, and do yet another wall-ride to cross another gap.

After doing that wall-ride, get some serious speed, try to go as fast as possible, and then vault off the ledge so you can grab the hidden tape that's located on a rock hill.

-----  
STREETS: SAN FRANCISCO  
=====

S-K-A-T-E  
=====

Right when you start off the level, head through the glass and skate on the grass in between the wall and the rail. Head on down to the third level, and once you get there, steer right, and grab the letter "K".

After landing the jump (after getting "K", you should just skate off the edge of the level) and head to the left. Skate forward, and you will see a walkway heading upwards. Go up it, and at the top, you should see the letter "S".

Now skate off the ledge, and once you get back onto the street again, go left. You'll be heading the right way if the fountain is on your left. Skate forward for a little bit, and you should see a building with flags on it, and another one with an inclined ramp with rails. There is a glass window right above the incline, and if you go through the window, you'll be in a room with a large bowl. The letter "E" is floating high above the bowl, so you'll need plenty of air to get to it. After getting "E", go back to the street, and go left.

You should follow the street all the way to the end. Once you get to the end of the street (you should now be at the top of a slight hill) you will see the letter "A" floating between two small ramps. Get it, and then go back the way you came.

After going back down the small hill, you should see a rock planter with some trees on it. Use the planter as a ramp, ollie up to the small ledge, and go through the glass, and grab the last letter, "T".

=====

### THE 5 POLICE CARS

=====

These are THE coolest 5 objectives in the entire game. To complete this objective, you must grind all 5 police cars (heh, heh, heh--stickin it to the man...)

Okay, now to the walkthrough. Once the level begins, turn completely around to spot the first car. Smash it. Now head back down the street.

After going down the street, go left, and you will see a cop car parked at a donut shop. Grind that porker's car.

Continue down the street, and after a while you should see two cars. Grind em' both, then continue down that street.

Follow the street around the first left turn. Go past the building with the flags, and at the end of this street, there should be the last cop car. Now give it to the man one more time.

=====

### HIDDEN TAPE

=====

One of THE hardest tapes to get in the whole game. All you need is patience and a little skill.

After starting off the level by going down the first steep hill, go straight down the street in front of you. At the end of the street, there will be a fountain to your right. Go past the fountain, make a 180, and ollie up to the fountain and skate on it to the end.

At the end of the fountain, vault into the air, and onto the ledge of the building in front of you. Follow it to the first left turn, and jump onto the next ledge.

Go down this next ledge, and follow the small ramp up, and to the left. Now skate along the edge, and follow it to your right. Now, go up another steep incline to your right, and at the top of the incline, make another 180. You should now see a HUGE ramp. Go up the ramp, building as much speed as possible. Now get as much speed as possible, and fly off the edge of the ramp. If you got enough air, you should have been able to grab the hidden tape floating above the glass structure, and then crash through it.

.....

### VIII. TIPS

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- Use the Free Skate Mode: Not only is the Free Skate mode one of the funnest modes in the game, but it's also really good the practice on. Use it to get to know each level so you don't have to wander around looking for a specific item to grind or smash in the Career Mode.

- Combos: Performing multiple combos or variations to moves you are performing can drastically increase your score. Linking combos together also brings up your score. Definately use combos in the Career Mode to achieve that high score you need.

- Grind that rail: Grinding rails is a good way to rack up points. Grinding a really long rail, or multiple rails at the same time is a reallt good way to rack up points. But grinding while performing tricks and then grinding again will dramatically raise your score and point totals. Doing this will help you get some of the highest scores in the game.

- Grind anything that doesn't move: By grinding anything and everything, you can get some spectacular scores. Heck, even try grinding passing cars and trollys will give you an awesome point total.

- Use the halfpipes: By using the halfpipes, or anything that even resembles a halfpipe, you can raise your score quickly. If you do enough tricks on it, you'll raise your special meter, and when that starts flashing yellow, bust out some of your skater's special tricks. By combining special tricks with some other tricks, you'll end up with a HUGE combo, along with HUGE points.

- Be creative: Creativity is just as important to your score as are the tricks themselves. Try to be unique. For example, try grinding off a moving car, or try to grind the so-called "unreachable" rafters in Skatepark. You'll be suprised with the scores you can get with a little creativity :)

- Get into a half pipe, get a lot of air, pull of a 540 board varial, and then try the 900. TIP: Press right BEFORE you ollie off of it. TIP: Hold down X all the time. -From: RYAN FIELDS-<bakuryu\_2004@yahoo.com>

- I did it (the 900) on the halfpipe in Roswell. Do a few special moves first to build your height and then go for it. It'll take a few tries but you'll get it. -From: Payton Boswell-<statik3@excite.com>

- The best place I have found to easily pull of a 900 is on the Roswell Site. Begin by skating fast down the first slope (head slightly right) Jump forwards off the edge and onto the grind edge that runs through the middle of the ramp. Grind down the middle (pulling of a few tricks) and head towards the back ramp. It does not look very steep but at the speed you should be going it's steep enough. Pull off the Benhiemer move and keep in the position until the last minute. I have managed to do this manoeuvre with most of the characters but Tony's the easiest.

-From: Alan Hall-<Alan.Hall@mail.bl.uk.>

- HOW TO GET OUT OF ROSWELL: You can jump out of the roswell level, on the metal half pipe near the start, get enough air, and fastplant out over the fence, if you do it right, you will land outside, but it will probably take many tries. Many times even if your over the fence it doesn't let you out, perhaps you have to land right on a polygon seam. -From:"Carl Wilkinson" <carlwilk@hotmail.com>

- I know a really good way to get really high scores (but you have to cheat)unlock the slow motion cheat. It takes some patience, but you can do a lot. The only level I've used this on is Chicago, but I'm sure you can do it in other places. In the skate park (you can use anyone but Rune was the one I used because of his Christ Air), go to the ramp that sticks up just slightly from the rest and is kind of a bright orange. It has one arrow on it. if you have enough speed, you can hold X and either R1 or L1. Then jump offthe ramp and while holding one of the spin buttons, do your trick and hold it. I have got up to a 2520 christ air and I got over 150,000 points. If you try an ollie, and go over a 1260 (a mega ollie, worth only 350 points) you get no credit for the trick. But if you do a trick with a spin, you can get quite a few points. -From: Scoob711@aol.com

- In Tony Hawk's Pro Skater you can pull off a 2550 degree spin or higher in the streets of San Fransisco level. Go to the part of the level where there are flower pot thingies shaped like this.

\_\_\_\_\_/\_\_\_\_\_\

Put on the slow motion code. when you put that on, you can pull off mad tricks. Then, skate with full speed, ollie off the ramp, then spin as fast and as long as you can. You should land over 2550 degrees. I did a 4470 or something like that. It's cool but you con't get many points. It is also very easy to pull off the 900 with the slow motion code.

- From: Extremegamer1212@aol.com

- Hey, I was just playing the first competition level in free skate mode, and you know that half pipe in the corner, well when you get big air you can see like black things hanging down from the ceiling well those are the rafters i guess.....there is a quater pipe in back of the half pipe against the wall.....do a grab trick to get speed, then on the way back just go straight back to the half pipe which is parallel to the quater pipe, you can do a 50/50 grind on the ledges or the rail thing in the middle on the way back and this gives you even more speed, when you hit the back side of the half pipe launch over it and do like a air japan or something big and you'll get transfer points and another thing comes up that says like rafter jump, if you get high enough you will go over the rafters and while doing a trick and spinning and whatnot you kinda get stuck up there for alittle sometimes, then you should land in the middle of the half pipe, i got like 30,000 points on that one move, not sure if its a glitch or an actual move, but its pretty cool. -From: <NcTarhel33@aol.com>

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IX. FAQ

.....

=====

Q. Is there a secret "Alien level?"

A. Yep, sure is. It's called "Roswell: New Mexico", and you get it by getting 26 tapes in Career Mode. BTW, it kicks total ass...

=====  
Q. Is Officer Dick worth opening up?

A. You bet your ass he is. As of now, he's my favorite character to play with, (my previous one was Chad Muska.) They (the developers,) make fun of the cops sooooo much with this "Dick". All of his decks include either donuts, coffee, donuts w/spilling coffee, or nightsticks and guns. Oh, and you can also see the crack of his ass while he's skating...

=====  
Q. What's your highest score for a level?

A. See the High Scores section.

=====  
Q. Where is the best spot to do the 900 any tips on getting high air into it? -From <StvnMJones@aol.com>

A. So far, I haven't been able to pull off the 900. All I know is that you need A LOT of air to do it. I suggest using the ramp that is used to get the Hidden Tape in San Francisco, as you can get tons of air by vaulting off of it. My only tip is to just hold down on the jump button(X) the entire time before jumping to ensure the highest speed and air.

=====  
Q. I've heard it's possible to get outside of Roswell? If you have found out how to do this, can you shove the instructions in the next version of your FAQ please? -From: Tom Hayes <marblestone007@yahoo.com>

A. I've never heard of anything like that, so, no, I don't know how to do this. If anyone out there knows anything about this, or how to do it(if it's even possible...), please contact me, and I'll post the response in my next update.

=====  
Q. On Tony Hawk's Pro Skater, I did a 1080. It was pretty much an accident. It was in the Half Pipe of the Skate park in Chicago. I went off the half pipe and thought I was gonna crash. I said the hell with it and kept on spinning. It was probably a glitch or something. To my surprise, I did a 1080. And I could never do it again. It was 300 pts. too, cheap. Any one out there pull it off yet?-From <Danny7242@aol.com>

A. Yeah , it's a glitch. It happens to me all the time. What usually triggers it is when you try to jump really high, or if you hit the jump button multiple times over and over again. This will usually trigger the glitch, and you will be able to perform TONS of tricks and spins you never thought were possible.

=====  
Q. Can you skate over the wall at Roswell?

A. Yes, apparently you can. Here's how to do it, courtesy of "Carl

Wilkinson" <carlwilk@hotmail.com>: You can jump out of the roswell level, on the metal half pipe near the start, get enough air, and fastplant out over the fence, if you do it right, you will land outside, but it will probably take many tries. Many times even if your over the fence it doesn't let you out, perhaps you have to land right on a polygon seam.

=====  
Q: In Burnside, Portland, can you exit the skating area by jumping over the fence? -From: Nader Mohyuddin <zakmoh@edge.net>

A: I don't think that's possible.

=====  
Q: In School, Miami, can you do any thing with the diving boards above the oval pool? -From: Nader Mohyuddin <zakmoh@edge.net>

A: Not that I know of.

=====  
Please send in any questions you might have about Tony Hawks Pro Skater to brett17@ignmail.com. Thanks!

.....  
X. HIGH SCORES  
.....

\*MY HIGH SCORE\*: One combo- 150,000 points! (My new high score!!!!)

Overall level (School)- 215,255 points!

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=====

HIGH SCORES:  
=====

\*GREG LEE DAWSON\* <gdawson@angelfire.com>:

One Combo- 320,000 points (damn!)  
Overall Level- 1,088,565 \*\*NEW HIGH SCORE!\*\*

\*\*HE DOESN'T CHEAT!!\*\*

-----  
\*TIELER\* <tieler\_olds@hotmail.com>

One Combo- 69,000 points  
Overall Level- 217,000 points

-----  
\*RYAN FIELDS\* <bakuryu\_2004@yahoo.com>

One Combo- 24,879 points

Overall Level- 108,937 points  
-----

\*TOM HAYES\* <marblestone007@yahoo.com>

One Combo - 10 Tricks - 118490 Points

Fastplant + Over the Pipe + Secret Room + Front Flip +

50 50 Grind + Impossible + 50 50 Grind + Holy Shi... +

Wallride + Impossible

High Score - 311486 Points  
-----

\*ZACH\* <SKATEHAWK12@aol.com>

Chicago-One Combo 223,453 points High Score 673,641 points

Miami-One Combo 586,423 points High Score 1,502,034 ( zero points )  
-----

\*CHARLIE KLEUSER\* <CK315Yogi@aol.com>

San Francisco- One Combo: 98,000 points- i don't remember all the tricks but it was a 2150 fastplant + benihana + lowbard gap.

San Francisco- Overall: 262,926 points.  
-----

\*VEGETA\* <supersayin@coolmail.com> Here's his high score, plus a little message...

There is no bull crap about this score I hate all the shit of the other scores for this sweet game y'all can't play with out cheating listen:

109,620 points(without the shit)

Bob Burnquist @ Chicago state park

Fastplant(tap up up{and hold it one the second push to transfer to the rafter}before you release your jump),then do a 360 360 shove-it(hold r1 while tapping up+square),followed by a one footed smith (right right triangle),jump straight up and do a 360 kick flip(jump w/o any directions:

Pressed hold R1 tab left+square),another one footed smith(right right triangle),again jump straight up but this time with a 360 heel flip (jump as above then hold R1 and press right+square),the last grind of them all another one footed smith (right right triangle) jump and pull off a backflip (up down+circle)

The scoring is like this:

When you do the fastplant to a 360 360 shove-it the score adds the total score and begins the multiplier then when you get on the rafter by now if you got all the possible extras you should be multiplied by 6 then you do all the grinds and now you have all the grinds out of the way you should have multiplied by ten IF you did all the little tricks out of the way then the back flip is all you have left that leave you with all 11 multiples if your good enough you'll rail with the special smith on the edge of the rail.

To the auther of the faq :good job to all the rest cut :the crap and play the game right.

---

\*RED1210\* <red1210@hotmail.com>

Chicago:

17 tricks

227,780 points:

180 switch transfer + japan air + over the rafters + backflip + over the pipe + BS boardslide + rafter rail + 360 shove it + darkslide + impossible + darkslide + 360 shove it + darkslide + impossible + 50-50 grind + wall ride + kickflip

---

\*NICHOLAS SHOWALTER\* <snoopdogg\_91@yahoo.com>

my new high scores are:

114,199 at chicago

and 121,434 also at chicago

---

\*SPIKE\* <RTHC2003@aol.com>

I was looking at your FAQ for Tony Hawk's Pro Skater, and wanted to add my score. It's not much b/s i didn't use any codes and i have only played it for about a week, but here it is anyway:

Warehouse: (Andrew Reynolds)

Nollie + Backflip + Over the Pipe + Secret Room + 50/50 Grind + HeelFlip Bluntside + HeelFlip Bluntside = 72345 pts.

\*NEW HIGH SCORE\*: 177,457 in the Warehouse, Andrew Reynolds again.

---

\*SCOLLIN2\* <scollin2@neo.rr.com>

Ok listen I know that these high scores that you guys are pulling off are wit hthe "Slow motion Cheat" Personaly I think that Sucks A\*\* What's a matter with you guys It is not like you are doing this good with out the codes. Look I might not be the greatest but I am getting better every day... So here is my current high score( no cheating)

overall Score: 125,513

Best combo : 42,172 ( using Tony Hawk)

Actaually with the way i am going I will have a way better score very soon. Try scores without cheating guys.

---

\*ALAN WILLS\* <dismalyouth@hotmail.com>

Hello. My high scores for Tony Hawk's Pro Skater are:

Chicago Warehouse

Combo: 244,025 points - 360 fastplant + over the pipe + secret room + backflip + 50 50 grind + 360 shove-it + primo grind + impossible + primo grind + Holy Shi + wall ride + sex change

Total Score: 351,294

---

\*CHRISTOPHER TA\* <ChristopherTa@student.yeovil-college.ac.uk>

ok heres my high scores

one combo: 213,759 points on the warehouse level (backflip over pipe etc- elissa steamer)

level high score: 736,122 points on the school with chad muska  
cheers for the excellent FAQ too dude, woulda taken me forever to find all those special moves!!

---

\*JIM\* <vball81@csrlink.net>

142,030 with the Elissa on the first board.

---

\*ADAM BEAN\* <mrbean@adelphia.net>

No bs at all, all good w/ special moves

On the School best combo 422,426

It is the sh!t!

---

\*WAM929@aol.com\*

First I'd like to say great faq that you made. Here is my high score for the Warehouse:

Skater: Kareem Campbell

Level: Warehouse

Best Combo: 93,690

FastPlant + Over the Pipe + Secret Room + FrontFlip + 50 50 Grind + Impossible + Casper Slide + Impossible + Casper Slide + Kickflip to Indy

Overall Score: 338,348

NOTICE: No Cheats whatsoever were used to gain this score, I earned it the hard way after countless hours of practice.

-----  
\*RED1210\*

Chicago:

Total level score 1,092,808 NO CHEATS  
highest combo 266,266 NO CHEATS 17 tricks pretty much the same as  
the last one I sent in but with private Carrera.

-----  
\*PAUL BECK\* <beckp@msx.upmc.edu>

My personal High score is on the Warehouse = 162,000

I have witnessed a high score by a friend of mine (Dave Willett) who  
has a score on the warehouse of 217,000

These are without cheat codes, and with Tony Hawk as the skater.

The highest scores with T. Hawk on the warehouse are done by doing a  
McTwist over the pipe, through the secret room and grinding on the pipe  
and then along the wall.

-----  
\*TODD BLANK\*

Well, these are all without cheats, 100% legit.

Warehouse, with Elissa Steamer: 304,000 (multiple over the pipe secret  
room grinds)

Best trick (warehouse again): 89,000 (nollie + over the pipe + through  
the secret room + backflip + smith grind + primo grind + heel flip +  
crooked grind + impossible i think thats what it was...)

-----  
\*Jason Brannen\*

My best combo is 81,234 at the downhill jam level.

My best overall score was 152,321 at the warehouse.

These scores were done without any cheats and I used Tony Hawk.

-----  
\*MIKE\* <zora46@webtv.net>

hey brett so far i have had Tony Hawk Pro Skater for a week and got  
350315 on the warehouse. i got this by going right on the ramp with cyca  
on it and doing a bennihana an holding it while spining. Then i went  
over the pipe and through the secret room while doing a nollie into a  
360 shove-it with another one and doing a special grind on the pipe then  
a 360 shove-it with another special grind around the turn then a 360  
shov-it wth another specialgrind with a 360 shove-it and another special  
grind around the next turn with a kickflip with another kickflip. I  
usually get around 72000 points for the first time. I go around and do  
it again but before hand i do me a big rail then a madonna with a chnal  
gap then sometimes another chanel gap.

I have one question how in the world did that guy get 1 mil in tony  
hawk?



-----  
My new highest total score is 649,153 in the school level. No cheats.

-Alan Wills  
-----

\*Trevor.Wallish@us.wmmercer.com\*

My high score with out those stupid cheats is 338,000 on Chicago  
278,000 on San Francisco. I also have witnessed my friend ( Padam ) he  
got 830,000 on Miami and 620,000 on the Warehouse and 300,000 on the  
Mall I guarantee we worked hard for these scores. ! NO CHEATS!  
-----

\*<vball81@csrlink.net>\*

I'd like to report my new high schore of 266,220. I got it with Elissa  
in the Warehouse... WITHOUT THE CHEATS! Don't post those damn fake  
scores where they use slow-mo... anyone can break 1,000,000 usin em.  
-----

\*HotRod911@aol.com \*

I decided I would send this since I didn't see very many high scores in  
Downhill Jam. This is totally without any codes.

Best Combo: 91,341

I got this in the last part of the level near the letter E. I only got  
this game two weeks ago so I will get higher scores later on.  
-----

\*HAMMER088@AOL.COM\*

937,063 pts. - Warehouse  
255,000 pts.- Highest Combo  
-----

Hi there

I love your Tony Hawk FAQ. Not as much as I love the game, of course,  
but you've helped me and my housemate discover loads of things we  
otherwise wouldn't :)

Anyway, I have a high score for you to include, if you're still  
updating. Not the best out there, but respectable I feel.

Character: Elissa Steamer

Level: Warehouse

Single Session: 455,263

Single Trick: 198,385

360 Fastplant + (Over the Pipe) + (Secret Room) + \*Backflip\* + 50-50  
grind + \*Primo Grind\* + (Holy Shit) + Wall Ride + Sex Change + Sex  
Change

Goes without saying that this is without slow motion, gameshark etc.

I'll send in scores for other levels when I top 300k :)

Regards,  
Aaron Gunstone

---

\*SPIKE\*

Spike's back and he has a new score! This one totally kills my other one: (No cheating, by the way)

Nollie - Over the Pipe - Secret Room - Backflip - 50/50 Grind - 360  
Shove it - Prima Grind - Impossible - Prima Grind - Holy Sh... - Wall  
Ride (By the way, this was with Elissa Steamer)  
For a grand total of....

154,987 pts.!!

Ha, that one combo probably beat my old total score. And my final score for the warehouse is : 505,120!

---

\*HAMMER088@AOL.COM\*

I now have 95 thousand on the warehouse. I used Bob and do a backflip over the pipe land w/ a special grind then Ollie w/ a 360 impossible land w/ a special grind then go around the corner and Ollie and do a 360(360 shove it). From then on i balance carefully and as I get close to the end I hold down "x" and "triangle" and right when I hit the wall i let go of "x" (this will cause you to do a high wall ride) then quickly hold "x" again and as soon as I get to the top of the wall ride i release "x" and do a spin trick. That's usually worth 230-260 thousand. I just repeat it by going to the quarter pipe that is to the right of the half pipe (if you are facing the open end of the half pipe) and doing a trick and then I do the whole thing over from there because that trick gives you enough speed to make it over the pipe and it is much easier to aim. You must also jump off of the combo where the quarter pipe comes out of the wall one time so you have enough time to get off the big combo at the last second. Make sure that you don't do channel gaps on your return trip or you won't have enough time to get the last combo in.

---

Hey, my name's Derek. I just got done reading your FAQ on gamefaqs.com for Tony Hawk: Pro Skater. You did a great job on it. I also wanted to send in my personal high score, for the next revision of your FAQ. My best combo was in the Warehouse. I went down the first ramp you face at the beginning, kept going straight until I came to the quarter pipe along the back. Then, I Ollied into a Hardflip+Darkslide across the High Rail, spun a 360 360 Flip+Darkslide along the lip of the quarter pipe. Then, I nailed a Sex Change+Darkslide across the rail on the sub box, and dismounted into the halfpipe with a 360 Kickflip to Indy. This trick nets at least 95,000 points, depending on how long you hold your grinds.

Well, thanks for your time and keep up the good work!

Derek Patterson

-----  
Hi there

Just wanted to give you my high scores

One Trick = 111342 - 540 Fastplant + Over The Pipe + Secret Room +  
Frontflip + Nosgrind + 360 Shove It + One Footed Nosegrind + Impossible  
+ One Footed Nosegrind + Heelflip + Kickflip  
Highest Score = 350 000 at the warehouse

Ryan Bennet  
-----

\*Elemntsk8ter@aol.com\*

Skater: Private Carrera

Course: Warehouse

Cheating: none

Best Combo: 98,560 points

Overall High: 425,784 points  
-----

A little message from another reader:

to all you bulls\*\*\*\*\* with the fake 6hundred thousand points, better  
back up. there is no way u can ge tthat, if u did explain where fools,  
where i found to be the prime spot is in chicago, u can hit that really  
small rail n ghet straight, get speed and jump over the rail and pipe  
and land on the rail on the othwer side of the pipe, u can do specials  
over this and u can rake up some huge points, grind it all the way down,  
u hav to jump the first pilar that will knock u off but the second one  
will get u into the pool to grind that until u decide to jump out or  
fall, ive got about 240,000 or so, legit, no crappyu ass codes, its not  
hard to get like 100,000 pts. but over 5 would probably be impossible or  
your usin a code, or your god( i doubt it)

peace out yall

-muddy

muddy\_1@email.com  
-----

\*tieg logie <im\_a\_cliche@yahoo.com>\*

My friend got stuck somewhere in the Downhill Jam, did  
a lot of tricks, then landed it, and it gave him a  
high score of 1,080,000 or around there. It was on  
his memory card (the score) so I believe him. He  
didn't specify exactly where it happened (and doesn't  
have the replay saved). It happened to me once in  
Minnesota, I got stuck landing on one of the outer  
ramps, around the fountain. You just sort of hang  
there, if it's never happened to you. I did tricks  
forever (spinning, kick flipping, grabbing) but time  
ran out and I never landed it. Good FAQ as well.  
-----

\*Bernard Doherty\*

My high scores are:

Burnside- 412,876 One combo - 163,321 All with Elissa Steamer.

Warehouse- 377,234 One combo- 111,785

School - 355,214 One combo 108,487  
Chicago- 166,842 One combo 42,517  
No cheats

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.....  
XI. SECRETS/CODES  
.....

CHEAT MODE  
-----

Pause the game, then hold L1 and press Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. If you entered the code correctly, the pause screen will shake. Then all levels, FMV sequences, tapes, full stats, and Officer Dick will be unlocked.  
-From: Blitzkrieg@PlaystationFan.com

LEVEL SELECT  
-----

Pause the game, then hold L1 and press Triangle, Right, Up, Square, Triangle, Left, Up, Square, Triangle. If you entered the code correctly, the pause screen will shake.

SPECIAL METER ALWAYS FULL  
-----

Pause the game, then hold L1 and press X, Triangle, Circle, Down, Up, Right. If you entered the code correctly, the pause screen will shake. -  
From: slateman666@hotmail.com

RAISE STATS TO 10  
-----

Pause the game, then hold L1 and press Square, Triangle, Up, Down. If you entered the code correctly, the pause screen will shake. Then your skater's attributes will be 10. -From: slateman666@hotmail.com

RAISE STATS TO 13  
-----

Pause the game, then hold L1 and press X, Square(2), Triangle, Up, Down. If you entered the code correctly, the pause screen will shake. Then your skater's attributes will be 13. -From: slateman666@hotmail.com

BIG HEAD MODE  
-----

Pause the game, then hold L1 and press Square, Circle, Up, Left(2). If you entered the code correctly, the pause screen will shake. Then, quit the current level and start another game for all characters to have a big head. -From: slateman666@hotmail.com

SLOW-MOTION MODE  
-----

Pause the game, then hold L1 and press Square, Left, Up, Square, Left.  
If you entered the code correctly, the pause screen will shake.

#### RANDOM START LOCATIONS

---

Pause the game, then hold L1 and press Square, Circle, X, Up, Down. If  
you entered the code correctly, the pause screen will shake. -From:  
Blitzkrieg@PlaystationFan.com and slateman666@hotmail.com

#### PLAY AS OFFICER DICK

---

Collect all thirty tapes with any character in career mode to unlock  
Officer Dick as a playable character. -From: slateman666@hotmail.com

#### VIEW CHARACTER'S ENDING SEQUENCE

---

Use a character to get the gold in all three competitions. Then, select  
the "View Replay" option to view that skater's ending sequence.

#### NEVERSOFT BAILS FMV SEQUENCE

---

Unlock Officer Dick as a playable character, then use him to get the  
gold in all three competitions. The Neversoft Bails FMV features the  
game's developers trying to skate.

#### ROSWELL SPECIAL COMPETITION

---

To unlock Roswell, complete with UFOs and hidden Aliens, just get 26  
tapes to unlock it as the last competition.

#### PRIVATE CARRERA SKATER

---

A new secret character! It's a chick, who wears hot pants and a tight  
tank top. Here's how you get her:

Turn on your game (duh), and go into something. (freeskate for  
example..) Now pick Officer Dick, your skate, and go into any level.  
Now once you are in the level, pause the game and enter this code:  
HOLD L1, triangle, up, triangle, up, circle, up, left, triangle.  
The screen WON'T shake. Now go down to "end run". Then pick "Quit".  
You should be at the main title screen now.. Start a game (freeskate,  
career, etc..) And you will have Private Carrera instead of Officer  
dick!! Her stats are at max..

Here are her special moves: left, down, circle  
left right square  
left, up + triangle.

The first two might be the opposite (ex: right left square instead of  
left right) because I can't really remember. And the last one is a  
special handplant. -From: Greg Lee Dawson

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Small new semi-section. If you have any other glitches that I don't have, e-mail me with the glitch, and I'll post it on my next update.

As you do, I love tony hawks pro skater. I was playing it the other day and discovered something pretty obviouse, but haven't seen read anything about the possiblilities with it. When you enter the slow motion code when you do move and preform tricks they are all slow too, but I started a level with the code on and just before I went to go off the edge of a half pipe, I turned the code on. I held in up to fly off the side and to go up and over the half pipe and as I did this I started spinning and held in O to do a grab much to my suprise after a few seconds I began to spin at a normal spin rate but yet I fell at the slow motion rate. This gave me to spin around 15 times with a grab. My high score with using this trick was around 80,000 points by turning the code and off while jumping grinding jumping.

SN: Swizbeatz16@aol.com

I found this one on accident. You need a gameshark for this one and any gameshark type peripheral. You trun the code for infinite time on. The code is 80025556 2400. Once that is entered start any mode with any skater. Then go to a half pipe or a quarter pipe. Be going up it at a slow speed. Just enough to make it to the top. Then ollie. When you land it wont think you landed so you "float" on the ground. The cool part about this is that you can still do tricks and spins endlessly. I once left my playstation on overnight with a holding spin trick on. Woke up and had 10 billion points! It is hard to get out of the glitch so it thinks you landed. It ya hit something right you can land it. Thought this would be fun when ya get a little bored with the game.

From: gogeta55@hotmail.com

In the downhill jam, near the bottom where there is two parallel rails with the piller in the middle, go just past this and there is a slight decline, right on the left is a dark looking spot on the wall right above the ledge. Now go down the decline and turn around, get some speed and ollie up onto (over) the ledge and you should get caught in the glitch. Now you should be floating, do as many tricks as possible (for as long as you want), now the tricky part, getting out of the glitch. You just have to move around with the direction pad for a while and you should eventually fall out (sometimes on your head). You can get about any amount of points using this.

From: "jay skoglund" <skogie56@rockford.com>

When you enter the code to get Private Carrerra instead of exiting choose continue you can play as Officer Dick and do Private Carrerra special moves plus when you fall you scream like a girl. :)

From: XCheechx@aol.com

\*tieg logie <im\_a\_cliche@yahoo.com>\*

My friend got stuck somewhere in the Downhill Jam, did a lot of tricks, then landed it, and it gave him a high score of 1,080,000 or around there. It was on his memory card (the score) so I believe him. He

didn't specify exactly where it happened (and doesn't have the replay saved). It happened to me once in Minnesota, I got stuck landing on one of the outer ramps, around the fountain. You just sort of hang there, if it's never happened to you. I did tricks forever (spinning, kick flipping, grabbing) but time ran out and I never landed it. Good FAQ as well.

hey this game is the best game i ever played. I was in the streets of san francisco and time was running out so i figured i might as well get one last grind in. I started grinding on a ledge on the ground and then i hit a wall. i was tony hawks and after he hit the wall he stayed crouched down. the grind wasnt over. i started pressing r2 and he just kept spinning and the multiplier thing just kept going. i couldve kept pressin the button but i stopped at 1000 and my score for the 1 trick was 180,180. it was pretty weird. let me know if you saw it.

~david

My glitch is on Burnside. When you grind to the end of the bridge, and drop down to the mini half pipe grind on that and jump of right before you hit the fence. You will be stuck in the half pipe and can keep spinning until you ollie out. Be careful cause you might fall.

-From: Bernard Doherty

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## XII. CREDITS

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GameSages <[www.gamesages.com](http://www.gamesages.com)>- For the Special Tricks.

Tony Hawk's Pro Skater Instuction Manual- For the Skater Profiles and Game Options sections.

Cheat Codes Central <[www.cheatcc.com](http://www.cheatcc.com)>- For the codes and secrets

Everyone who sends in their high scores- Couldn't have made a High Scores section without you. \*Sniff\*

Ryan Fields, Payton Boswell, and Alan Hall- For their tips on how and where to pull off the 900.

Carl Wilkinson <[carlwilk@hotmail.com](mailto:carlwilk@hotmail.com)>- For the HOW TO GET OUT OF ROSWELL tip.

SwizBeatz@aol.com- For the glitch.

Greg Dawson <[gdawson@angelfire.com](mailto:gdawson@angelfire.com)>- For the high scores, and the Private Carrera trick. Thanks!

Tristan Barlow <[tristanawati@hotmail.com](mailto:tristanawati@hotmail.com)>- For the rest of Tony Hawk's Specials. Thanks!

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XIII. CONTACT INFO  
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Shameless Self-Promotion: Other FAQs by me:  
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PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Gran Turismo 2
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage

NINTENDO 64:

- NBA Live 2000
- Mario Party 2

DREAMCAST:

- Carrier
- Crazy Taxi
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica (Coming soon!!!)

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E-MAIL RULES:  
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Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- High Scores
- Glitches
- Any moves that I might have missed
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ

Types I will NOT accept:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer



- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details. NO MEANS NO!

~End of Document~

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