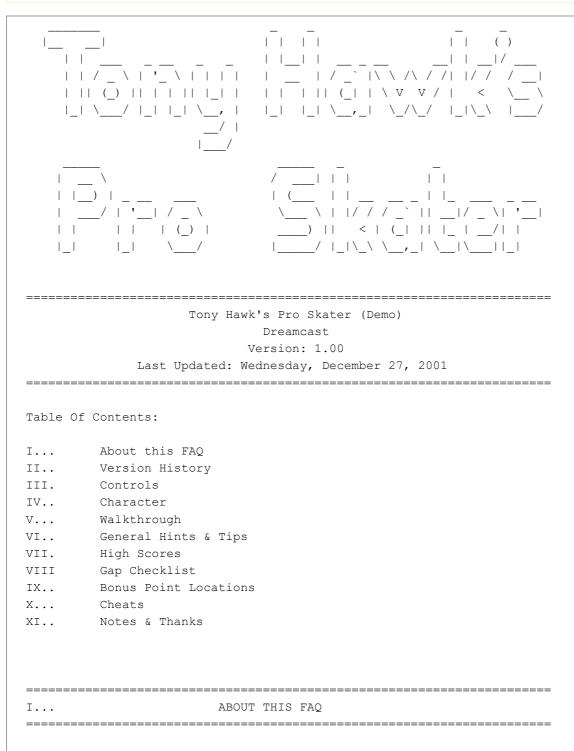
Tony Hawk's Pro Skater DC Demo FAQ

by mike tru

Updated to v1.00 on Dec 27, 2001

This walkthrough was originally written for Tony Hawk's Pro Skater on the DC, but the walkthrough is still applicable to the N64 version of the game.



This FAQ is a copyrighted work of Mike Truitt. If you would like to use it on your site e-mail me at mat2810@cs.com and I will be more than happy to allow you to use it, but I would prefer you ask. Note: This FAQ is still in its beginning stages, I will update as often as possible, if you have any questions just send me an email and I should answer it.

II..

Version Number

What I have done

1.00 - Just started out the FAQ, hopefully I can get everything done
except the lines on the high score section, which I will get
some more of in the next update.

Last Updated: Thursday, December 27, 2001

III. CONTROLS

On the Ground

A Button: Ollie X Button: Nothing

Y Button: Grind on a low rail

B Button: Nothing Start: Pause the Game L Trigger: Nothing R Trigger: Nothing

D-Pad: Steer your skater

In the Air

A Button: Nothing

X Button: Perform a kick trick (When paired with D-Pad)

 ${\tt Y}$ Button: Grind on a rail, or Wall Ride

B Button: Perform a grab trick (When paired with D-Pad)

Start: Pause the Game L Trigger: Spin left R Trigger: Spin right

D-Pad: Steer your skater (Perform tricks when paired with X or B)

-----IV...

CHARACTER

T O N Y H A W K

-=-=-

Stats

=-=-=-=

Ollie: XXX
Speed: XXXXXXX
Air: XXXXXXX
Balance: XXXX

Age: 31
Born: USA

Hometown: Carlsbad Years Pro: 16 Stance: Goofy

Height: 6'2

```
-=-=-
Kicktricks
=-=-=
```

Up + X: 360 Shove It
Up + Right + X: Fingerflip
Right + X: Heelflip

Down + Right + X: Front Foot Impossible

Down + X: Impossible
Down + Left + X: Varial
Left + X: Kickflip

Up + Left + X: Kickflip to Indy

-=-=-Grabs

=-=-=

Up + B:
Up + Right + B:
Right + B:
Method
Down + Right + B:
Benihanna
Down + B:
Tail Grab
Down + Left + B:
Stalefish
Left + B:
Indy Nosebone

Up + Left + B: Madonna

Grinds

Up + Y: Nose Grind
Up + Right + Y: Crooked Grind

Right + Y: Backside Boardslide

Down + Right + Y: Smith Grind
Down + Y: 5-0 Grind
Down + Left + Y: Smith Grind

Left + Y: Frontside Boardslide

Up + Left + Y: Crooked Grind
Y: 50-50 Grind

-=-=-Specials: =-=-=

Left - Left - X: 540 Board Varial Donw - Right - X: 360 Flip to Mute Right - Right - B: Kickflip McTwist

Right - Down - B: The 900

V... WALKTHROUGH

High Score 5000

This is a very easy score to get. Whatever you do, you should be able to get this score pretty easily. If you are a better vert skater than street, then go into the half pipe that is at the base of the right rollin and tear it up. If you are a better street skater, then just

grind on the quarter pipe on the back wall and just do what you need to.

Collect S-K-A-T-E

- S- At the start of the level, go down the left rollin. When you get to the bottum, you should see two kicker ramps, jump from one of the kicker ramps and to the other.
- K- When you land you should see a long quarter pipe on the back wall. Follow the quarter pipe to the right and past the convex part. You should see a this above a part of the quarter pipe before the high rail.
- A- When you land you should see a cab that can be used as a funbox. Jump off of any end of it, and over the top of it and you should get this letter
- T- When you land, try to find the half pipe. Use the ramps on the outside of the half pipe to jump over the middle of the pipe. This should get you the letter T
- E- Face the front of the level, and you should see three quarter pipes, go to the right most one. Jump out of the quarter pipe and onto the next platform. Right in front of you when you land in the letter E

Find the 5 Boxes

The first box should be right near you when you start off the level, it is easy to miss if you do not pay attention. From there, go down the rollin and jump over the half pipe. When you land, turn to your right and you should see the boxes on a platform with a high rail on it. Once you get that, turn and face the convex section of the long quarter pipe. You should see a set of boxes on the top of that. Once you get that, face the front of the level. On the right side of the lowest platform, you should see a platform with a set of boxes in the corner. Get the boxes and then get off of the platform. Once again face the front of the level. You should see three quarter pipes. Go to the one on the far right and jump out of it and you should be on another platform. Right in front of you is the last box.

Secret Tape

At the start of the level go down the rollin on your right. When you come out, there will be a half pipe in front of you. On the right side of the half pipe is a room with the secret tape. On the outside of the half pipe is a ramp, get some air on the quarter pipe and then jump off of the ramp and into the room. Doing this should get you the secret tape.

Pro Score 15 000

Pro Score 15 000

This is still not that hard to get. If you know your characters specials, then you should have no problem getting this. If you combo into a special grind, and then out of it, you should be able to get

15,000 points in one or two combos easily.

General Hints & Tips

- 1. Do not get frustrated when you play.
- 2. Always look for a good combo to put into your run.
- 3. Always remember your characters specials.
- 4. When you are loosing balance on a grind, you can balance yourself using the D-Pad
- 5. Have Fun!!!

High Scores

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. 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.
- 3. 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.
- 4. 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.
- 5. When you are jumping from grind to grind, 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

Multiplier

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

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

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

Lines for High Scores

Note: These scores are gotten with special grinds and gotten from the final version so they will not be as high when you do them in the demo.

~~~~~~~~~~~~~~~~

Warehouse

~~~~~~~~~~~~~~~~~

Line #1

Score ~ 300 000

What you need to do-

At the start of the level go down the rollin and make your way back to the back wall. You should see a part where the quarter pipe bends. Go to the right side and jump out of the quarter pipe. Then wallride the wall and jump off doing a Flip. Land in a grind on the high rail. When you land, quickly jump off and do a quick special (Double Hardflip Triple Kickflip, 540 Flip....) then land in a grind on the quarter pipe. At the end of the quarter pipe jump off and land in a grind on the rail. Then jump off to your left and wall ride and jump off through the room, and do a flip or a quick special and land in a grind on the top of the half pipe. Do a couple quick jumps and grinds and finaly jump off and land the combo

Line #2

Score ~ 125 000

What you need to do-

At the start of the level go down the left rollin and turn around. You should

see three quarter pipes. Grind the one on the far right (You will need some speed) then jump and do a trick and land in a grind on the middle pipe, then the far one. At the end of that pipe hold down grind and wallride the wall. Do a quick special and land in a grind on the top of the half pipe. Do some quick jumps, tricks and grinds until you get to the end of the ramp.

Line #3

Score ~ 200 000

What you need to do-

At the start of the level go down the rollin and make your way the the back quarter pipe. Do a trick off of the right side of it. When you land grind the top edge of the quarter pipe on the right wall, and then jump off and grind the rail. Wall ride the wall on the left and do a Flip and land in a grind on the far left quarter pipe on the other wall. Keep on jumping and doing a trick and grinding the quarter pipe until you get to the end, then do the same for the next two. At the end of that, wallride the wall and do a trick off of it.

If you can regular grind the ledge on the ground until it gets to the turn, then jump and special grind it. From there wallride the wall and do a trick and land in a grind on the back quarter pipe.

Line #4

Score ~ 150 000

What you need to do-

At the start of the level turn around and get some points off of the far left side of the quarter pipe. When you land the right rollin should be in front of you. Jump off of the left side of the rollin and wall ride the left wall. Jump off of the wall and do a Flip. Land in a grind on the top of the half pipe. Jump off and do a 180 trick to another grind. Do this until you get to the end of the rail, then wall ride the wall and do a couple of tricks off of that.

IX.. Gap Checklist

-=-=-=-=-=-=-=-=

Warehouse Woodland Hills

-=-=-=-

Kicker Gap

At the start of the level go down the left rollin, at the base of the rollin, you will see a kicker ramp with a gap in between them. Jump from one of the kicker ramps and onto the other

Kicker 2 Ledge

At the start of the level go down the rollin. You should see two kicker ramps. Jump off of either kicker ramp and land on the platform in the corner of the room.

Channel Gap

At the start of the level you go down a rollin on either side of the

rollin is a quarter pipe. Jump from one quarter pipe and land on another quarter pipe -----Over the Pipe _____ At the start of the level, go down the right rollin. In front of you should be a halfpipe with a ramp on either side of it. Jump over the top of the half pipe and land on the other side Taxi Gap At the start of the level go down the right rollin and make your way to the back of the room. You should see a taxi, jump off of the taxi and land inside the halfpipe. _____ Secret Room _____ At the start of the level go down the right rollin and then turn to your right. Jump off of the quarter pipe as close to the wall as possible. Then when you land jump off of the ramp and through the room that is suspended above the quarter pipe -----Big Rail _____ At the start of the level go down the left rollin. At the bottom you should see a long rail. Grind from one end of the rail all the way to the other end. _____ Deck 2 Rail Work your way around the level until you find the deck near the green rail. Get a lot of speed from the quarter-pipe, and then jump from the deck to the rail. _____ Face Plant _____ At the start of the level go down the rollin and then turn left. There

should be a quarter pipe to your left. Jump from this quarter pipe and above the quarter pipe on the platform that is behind that.

High Rail

At the start of the level go down the rollin and skate to the back right corner of the room. Above the quarter pipe you should see a rail that comes out from the wall. Jump up from the quarter pipe and grind the length of the rail.

Holy Shi t Grind

At the start of the level go down the right rollin. From there turn right and get some air off of the quarter pipe. Jump off of the ramp by the halfpipe and land in a grind on the rail on the other side. Continue to grind the quarter pipe. You must grind the whole quarter pipe to get this transfer.

Monster Grind

At the start of the level go down the rollin and skate to the back right corner of the room. Above the quarter pipe you should see a rail that comes out from the wall. Jump up from the quarter pipe and grind the length of the rail from left to right. Then jump off and grind the quarter pipe. At the end of the quarter pipe grind the rail that is in front of it.

Taxi 2 Rail

At the start of the level go down the right rollin and make your way to the back of the room. You should see a taxi, jump off of the taxi and land in a grind on the long quarter pipe.

Transition Grind

At the start of the level go down the right rollin and turn right. Grind the quarter pipe towards the wall. At the end of the quarter pipe wall ride the wall, then jump off and land in a grind on the top edge of the half pipe.

X... Point Bonuses Locations

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.

```
______
                  Cheats
_____
Pause the game and then enter the following codes....
-=-=-=-
Infinite Special
=-=-=-=
Hold L Trigger and press: A - Y - B - D - Up - Right
-=-=-=-
Max Stats
Hold L Trigger and press: A - X - X - Y - Up - Down
-=-=-=-
Skip to Restart
=-=-=-=
Hold L Trigger and press: X - B - A - Up - Down
This is all that I have found so far, if I fing any more, I will post
them here.
______
XII.
                 Notes & Thanks
______
This is a copyrighted work for Mike Truitt , any usage of this faq
not noted by its author is banned, if you want to have it on you site,
```

This is a copyrighted work for Mike Truitt, any usage of this faq not noted by its author is banned, if you want to have it on you site, just e-mail me at mat2810@cs.com and I'll be more than happy to allow you to have it on your site, but you MUST ask. This FAQ must have my name, Mike Truitt on it, if you see it on any site that does not give me credit, then please notify me.

72001 Mike Truitt

This document is copyright mike tru and hosted by VGM with permission.