


```
\\
\ 1. 5,000 Points      \
\ 2. Smash the Boxes  \
\ 3. Get S-K-A-T-E    \
\ 4. Hidden Tape      \
\ 5. 15,000 Points    \
\\
```

Difficulty: *----

A fairly easy one to start off with.

Immediately at the start, turn right and get the first box. Go down the rollin and jump the halfpipe, getting the tape from the secret room on the way. Try to land on the ledge with the second box on it to save time, grab the box and jump off to the left. The 'A' is on a taxi in front of you, grab it. Keep going straight ahead towards the hip and transfer over it, grabbing the box on the way.

Turn left and grab the 'S' on the way over the kicker gap. To the right is another ledge with a box on it, get that. Go over the quarterpipe at the end of the room and grab the 'E' and the final box. Get off the pipe and grind the 'big rail' towards the other side. Go off the quarter pipe and grab the 'K'.

With the speed you should have now, jump right over the halfpipe, grabbing the 'T' on the way, finishing the word and, hopefully by now, the level.

My best remaining time: 1:07
Best sent in time: Send 'em in!

3.2 School, Miami

```
\\
\School Tape Challenges: \
\\
\ 1. 7,500 Points      \
\ 2. Grind 5 Tables    \
\ 3. Get S-K-A-T-E    \
\ 4. Hidden Tape      \
\ 5. 25,000 Points    \
\\
```

Difficulty: **---

Still not too hard, but might take a few tries.

Turn left immediately at the start and trick off the side of the roof you're on. Go down the path in front of you, getting points on the way. When the path opens out into the big area, turn right and grind the first table. Grab the 'E' in the centre of the area and then leave the area in the direction of the long halfpipe. Jump off of the halfpipe and grab the 'T'.

Follow the pipe the whole way into another wide open area and turn right. Grind the table and then go just left of the exit of the halfpipe path. There's another table here. Grind the rail just near you

with the 'A' on it. Near the bottom of the stairs is a kicker gap with the 'K' between it, grab this.

Turn right as soon as you land the gap and grind the fourth table. Turn back and grind up the stairs, grabbing the 'S' on your way. Turn right at the top and grind the last table. Turn left and go up the covered ramp onto the rooftop area. To the left of where you enter the area is a big box you can get on.

From the top of this box, grind the wooden plank onto the metal awning and jump off the end of this to get the secret tape and finish the level.

My best remaining time: 0:06
Best sent in time: Your time here...

3.3 Mall, New York

```
\\
\\Mall Tape Challenges:  \
\\
\\ 1. 10,000 Points      \
\\ 2. Destroy 5 Directories \
\\ 3. Get S-K-A-T-E      \
\\ 4. Hidden Tape        \
\\ 5. 30,000 Points      \
\\
```

Difficulty: *----

Because the level is so linear, it's really quite easy.

Get the 'S' on the way down the rollins at the start. Go up the ramp in the middle and smash the directory at the top, keep going straight ahead, jup the ledges and gaps and skate through the next directory at the other end. Turn right, jump off and go backwards a little bit. Get the 'K' from the ledge and then turn back around and go forwards again. Stay to the right.

There is a section with a car that has a low wall at the left of it, grind this wall. Jump off at the end of the wall and land in a grind on one of the metal rails above the level, get the secret tape at the end and turn around. Get the directory just near you and the 'A' which is in the water a little bit back. Now turn around and go down the escalator. There's a ledge in the middle of the next area with a directory (smash it) and some rails (grind them to get the 'T').

Go out into the open area, grab the 'E' by jumping off the bump and smash the last directory at the end of the area.

My best remaining time: 0:32
Best sent in time: Send in please.

3.4 Downtown, Minneapolis

```
\\
```

```

\Downtown Tape Challenges: \
////////////////////////////////////
\ 1. 15,000 Points \
\ 2. Break 5 No Skating Signs \
\ 3. Get S-K-A-T-E \
\ 4. Hidden Tape \
\ 5. 40,000 Points \
////////////////////////////////////

```

Difficulty: ***--

Not really hard, but still kinda tricky.

Jump right off of the first ramp and up onto the ledge. Grind the rail and grab the 'S', grabbing as many points as possible on the way. Turn left when you get off the rail and go down the path towards the fountain, smashing down a No Skating sign on the way. NOTE: Look out for the taxis when on the roads!!! Ollie over the fountain to snatch the 'K' and then go left a little, up the path leading out of the area and breaking another sign on your way.

A little to the left from here is a giant triangular fun-box. Get on top and break your third sign. Jump off the other side and head down the street, once again avoiding the taxis, because they won't hesitate to run you down (however, it is fun to jump on them :-D). On the right hand side of the street is another sign, break it down and keep going. Up the quarterpipe at the end of the street is the 'A', you'll be wanting to get that.

On one of the ledges in this area is the last anti-skater sign. Destroy. Go back down the street you were just on. You'll see the 'T' in the glass passage above you. Ignore it for now, go off a ramp at the right side, grind the high rail, and get the 'E'. Turn back around and go up the ramp on the back of the truck, into the passage.

Get as many points in here as you can, because you need to have 40,000 pretty soon. Further along the concealed passage, here's the 'T' we saw before. This completes S-K-A-T-E. Keep going along. At the end of the passage there is a little ramp to the left leading up to a large bowl on top of the roof. Get going reaaaally fast and launch yourself from the ramp pointing towards that other roof. Halfway across the gap is the secret tape. You're done here.

My best remaining time: 0:14
 Best sent in time: Let me know!

 3.5 Downhill Jam, Phoenix

```

////////////////////////////////////
\Downhill Tape Challenges: \
////////////////////////////////////
\ 1. 20,000 Points \
\ 2. Open 5 Valves \
\ 3. Get S-K-A-T-E \
\ 4. Hidden Tape \
\ 5. 40,000 Points \
////////////////////////////////////

```

Difficulty: ****-

Ack! I find some of these tapes tricky by themselves, so getting all 5 in one run is quite a feat.

To the right at the bottom of the slope at the start is a bump you can use to get up onto some high rails, grind these to turn the valve. Go slightly left when you land and get the 'S' by jumping the ramp.

Quickly turn right to see another ramp with the second valve on it. Trick off this for big points, as the pro score is a bit tricky. I usually Nollie Backflip here, as that's a quick 8,000 or so.

When approaching the big halfpipe, stick to the right, jump off the ramp and grind the high rails to get the 'K'. Turn back to the start of the halfpipe area and go up the slope on the opposite side to the 'K'. Grind the rail above the halfpipe, getting the third valve as you go. The 'A' is just off the top of the quarterpipe in the area you land in. Grind the rail across the large chasm and onto another ledge on the other side.

Gap across the hole here using a vert transfer, then quickly fastplant (up, up, A) onto the dirt path. Another fastplant gets you across the next hole. One more fastplant off of the the edge of the very high ledge. Aim yourself at the pillar with four rails on top of it and grind one to get the secret tape. When you land, keep going downhill and, using the ramp, jump up onto the giant dirt slope, taking the next valve at the top of it.

Roll down this slope and launch from the ramp at the end to grab the 'T' in mid-air. At first roll through the large area with the vert ramps at the sides, wallriding down the slope to finish the valves off. Turn back up and get some good speed on the vert walls. Use this speed to launch yourself to the left and up onto the wall with the rail on it, grinding to get the 'E'. As long as you already have 40,000 points, you're finished. If you get this one, WELL DONE!

My best remaining time: 0:16

Best sent in time: Bragging rights up for grabs.

3.6 Streets, San Fransisco

\\
\\Streets Tape Challenges: \\
\\
\\ 1. 25,000 Points \\
\\ 2. Smash 5 Cop Cars \\
\\ 3. Get S-K-A-T-E \\
\\ 4. Hidden Tape \\
\\ 5. 50,000 Points \\
\\

Difficulty: *****(That's right. Six out of Five difficulty.)

After many, many attempts, I have been led to believe that it is completely impossible to get all 5 tapes on this level in one run. I can get four of them easily enough with about 25 seconds left over. The problem is that the one tape left is the hidden tape, the big, time consuming one. Failing all else, I'm still going to do a "5 tapes in 2

runs" guide for it; just for the sake of completion.

- - - - -

Run One - Four Tapes:

- - - - -

NOTE: Be sure to get as many points as you can on the way through this one, because the Pro Score of 50,000 takes some effort to get.

Behind you at the start is a police car, grind it. Turn back around and go up the ramp to the right. Drop down the several ledges, making sure not to fall off of the building. On the last one, turn right and grab the 'K'. Jump out of the window and grind the second cop car in front of the donut shop (hehehe).

Continue down the road to the right, past the building with all of the stairs in front of it, until you see car numbers 3 and 4, grind them. turn a little to the right and go up into the Chinatown section. Transfer between the two quarterpipes at the back of the area and you should pick up the 'A' on the way. Now head back to the two cars next to each other. Pass them and keep going in that direction.

You will soon see a ramp off to the right that you can use to jump up into a window, just through that window is the 'T'. Exit this room via the grated door (it will open for you) and ollie off the ledge right at the top. Turn right at the middle of the two rail/water objects and ollie up through another window. Use the bowl to get the air you need for the 'E' and get out of the room the way you came in.

Turn right on exiting and follow the road around until you can see the last cop car. You know what to do. Follow the road again for a little while longer, then turn right into the large grassed area with the ramps, stairs and ledges. Go up the ramp at the left of the area and grab the final objective of this run, the 'S'. If you worked on your score during that last run, you should get four tapes here.

- - - - -

Run Two - The Final Tape:

- - - - -

A bit of an anti-climax, this run. Head down towards the big fountain in the center of the level. Get a good run up and ollie up the small ledge onto it. Roll across the wavy path here and at the end launch yourself forwards across the gap onto the roof/ledge. Follow this path around, rolling up the ramps and being VERY careful not to go so fast as to fall off the side.

At the top, turn around and you should see a long wooden ramp. Roll up this one at top speed and, at the end of the platform, follow Toy Machine's advice and "JUMP OFF A BUILDING!". If you're lucky enough to get the hidden tape from the roof of the pagoda on the way down, well done! You're finished.

My best remaining time: 0:00

Best sent in time: HEEELP!

=====

4. CLOSING NOTE

=====

If you beat any of the times posted here, let the world know about it.

Email your fastest times (and PLEASE a strategy to beat Streets in one run.) to heelflipdarkslide@hotmail.com

Any other questions, comments, whatever can all go to the same address.

=====

5. THANKS TO...

=====

CJayC - for hosting my FAQs and for all of his work at GameFAQs.

Sega - for the Dreamcast (I'll never let mine rest in peace).

Neversoft and Treyarch - THANKYOU!!!!!!

Goldfinger - for the game's brilliant music.

All of the guys on the message boards - there's probably a good reason.

God - for many things.

=====

6. COPYRIGHT

=====

All copyrights for this game belong to Neversoft, Treyarch etc.

This FAQ is Copyright© 2003 Shaun Heenan (heelflipdarkslide). If you want to use this guide on your site, email me. Do not sell this guide for profit or try to pass it off as being your own.

This document is copyright heelflipdarkslide and hosted by VGM with permission.