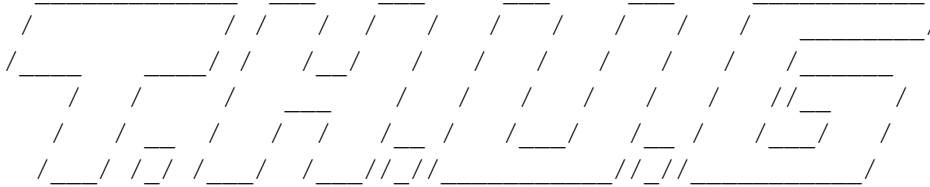


Tony Hawk's Underground FAQ/Walkthrough

by Noodle Neck

Updated to v1.10 on Dec 3, 2003

This walkthrough was originally written for Tony Hawk's Underground on the GC, but the walkthrough is still applicable to the PS2 version of the game.



Tony Hawk Underground FAQ/Walkthrough
(c)2003 Noodle Neck
Gamecube Version - 1.10

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- =1. Version History= -
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- 1.10 12/01/03 - Walkthrough; Chapter 7 - 13 Completed
- Move List Worked on; Section A)Grab and B)Flip
- Bad Letter Codes Removed
- 50KB

- 1.00 11/29/03 - First Version of FAQ
- Walkthrough; Chapter 1 - 6 completed
- Secret tapes completed
- Stat Challenges worked on; still need Am and Pro challenges
- Other Secrets worked on; I'm not sure if it's complete
- Scoring Tips worked on; I'll be adding more later
- Bonus Levels worked on; still trying to unlock Hangar
- 27.6KB

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- =2. Introduction= -
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Tony Hawk Underground (THUG) is like no other Tony Hawk game. Activision freshened up the series, by throwing in many new twists. Twists like not being able to choose your favorite skater in story mode (Which I admit, mad me a little mad at the start), but having to make your own and work your way up the rankings of the skating world from Unknown Wannabe to Skating Idol, getting of your board and walking, jumping and climbing around, driving cars, and creating your own tricks. The list goes on and on. I've beat story mode many times already, and I'm still having fun on it.

Enough describing the game. Let's talk about this FAQ. First off, I want everyone to know that I am NOT making a Gaps list. Maybe in a version FAR off in the future, but right now I don't feel like spending the time to find every gap in the game, writing them down, and typing them up on the computer. If you would like to suggest anything (such as a new section), email me with the title "THUG FAQ" please, as your email will most likely end up in my junk mail folder, (You'd need to be in my address book for it not to) and I will delete it without looking at it.

Listed below are the basic controls needed to complete the game.

A Button - Ollie, Jump (Off Board), Accelerate (Vehicle), Run (Off Board, holding Control Pad)

B Button - Flip Trick, Reverse (Vehicle)

X Button - Grab Trick

Y Button - Grind, Lip Trick (Straight at a lip)

Z Button - Get off of board

R Button - Revert, Switch, Grab (Off Board), Engine Brake (Vehicle)

L Button - Pressure, Nollie (x2)

Control Pad - Direct skater, Walk (Off Board), Direct Car (Vehicle)

Control Stick - Direct Skater, Run (Off Board), Direct Car (Vehicle)

C-Stick - Control Camera

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-                               =3. Walkthrough=                               -
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This section is the main part of this FAQ. To find a certain goal, press CTRL+F, and enter the name of the goal your are looking for. I will try my best to keep the correct spelling of the goal, for easy navigation.

Note: All goals are done on Normal difficulty. Some score challenges will vary from other difficulties.

a) New Jersey - Chapter 1: Hometown Hijinx

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In this chapter, you will learn the basics, as well as getting some tips from Chad Muska himself to getting sponsored.

--Help Eric-- Jump over the fence and grab onto the roof. (R) Now pull yourself up by pressing Up. Grab the part and keep going straight. Jump and pull yourself up again and grab the other part. Look to where the arrow is pointing and jump to the next roof. You should be able to clear it this time. Once you have the next part, run straight and the last piece should be right in front of you.

Now the game wants to train you. Get off of your board (Z), and jump over the two barriers. Now a long rail will appear. Run up to it, and jump and grind (Y). You should automatically get on your board and do a Caveman.

--Walk Charles-- This one is short and easy. Go up behind the dog, Charles, and press Up. You will now start to Skitch. Keep the arrow on the meter in the middle as best as you can for 20 seconds, and you will complete the mission.

--Eric's Challenge-- Start off by doing a Melon. (Left + X) Now do another Melon, but this time you have to Revert at the end. So do a Melon, and then hit R as soon as you hit the ground. This will make you do a Revert.

Now you have to compete with Eric and beat his score. Not too hard, as long as you stay ahead of his score at all times. This is a good time to practice some Revert combos. Also try to do some Lip Tricks (Go straight at the ramp, and hit Y), and a Special Trick wouldn't hurt either. A McTwist (Right, Down + X) will get you 5000 points. Stay ahead for a minute, and you'll complete the goal.

--Get In Tight With the Street Warriors-- This goal is pretty straightforward. Race around the cones in a souped up car. As long as you use the engine break (R) to skid around the corners, you should be fine.

--Flyer for the Muska Demo-- Chad Muska is coming to you ghetto skatepark, and it's your job to hang up flyers for it. Go around the town and post up 8 flyers wherever you see a green hand hovering. There's more than 8 spots, so don't worry about going on a search for them.

--Impress Muska-- Head to the Quarter Pipe or the Bowl in the playground and rack up a score of 30,000 in 2 minutes. Use a combo of Lip Tricks, Reverts, Manuals and Special Tricks to get an easy 30,000. After that, Muska will give you a new deck. (It won't make a huge difference in the game)

Chapter 2: Impressing the Locals

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After your chat with Chad, you go out to impress the skaters sponsored by the local skateshop, known as "Peralta's Team".

--Impress Shawn-- Go up the Quarter pipe and hit Z + Left, and you will get off of your board on the roof. Now gain some speed and go at either of the quarter pipes and go diagonally across to the other roof with a quarter pipe. Now you're back on the ground. Go up the Quarter Pipe and do a Spine Transfer (L + R) to complete the goal.

--Demo the New Playground Setup-- If you had no problems impressing Chad Muska, then you gonna wet yourself laughing at how easy this is. Get 20,000 points in 2 minutes, and you'll complete this goal.

--Impress Joey-- To impress Joey, you'll have to show him your Spine Transfer skills, and some tricks. First go over the trash and Spine Transfer. This time Spine Transfer again, but do a Kickflip (Left + B) this time. Once you've done that, Joey will call out some tricks for you to do. These are fairly easy, and you can do 2 at a time if you want to.

--Do Chris' Best Lines-- Your job here is to grind all of the flashing objects. Hit the rail in front of your first, then quickly ollie to the fence, and then ollie back to the rail. Ollie off of the rail at the end and grind the fence ahead of you. Keep going around and ollie off of the fence onto the flashing cement rails. You've completed one of the lines.

Now for the second. This one isn't much harder. Grind the flashing cement down

the steet, and then ollie onto the chainlinkfence that goes around the building. Now grind the flashing sides and you're finished.

--Get the Stolen Items Back from the Dealers-- The skateboard hating dealers have taken your friends decks, and it's your job to get them back. You'll have to climb over their hangout without getting spotted to do it. Starting off, run to the end of the building with the pillars, and jump and grab the ledge above. Run to the corner and grab the power line. Climb all the way across, and drop down when you see the deck. Easy. Now watch Eric set the dealers car on fire.

Chapter 3: Getting Outta Dodge

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Now the dealers are out to get Eric after he set their SUV on fire. Eric wants you to get him some train tickets to Manhattan before the kill him.

--Get the Scrapmetal for the Tombstone Maker-- If you want to get to the train station you'll need a way to get over the bridge. The tombstone maker has agreed to make a ramp to get over the bridge if you get him the scrapmetal. Head down the street and into the alley. The first house on the left has a piece on it's garage. Jump up and grab it. Now if you look to the other roof behind you, there is another piece. Jump across and grab it. Look around again to see another one on the roof. Jump and grab it. Now run straight down the rooftops to find another one. To the left of you is another one. The last one is across the street, on a roof.

--Get Access to the Train Station-- Now that the ramp is built, you need to get some speed to jump it. Skitch the back of the car (Up) and go all the way around the block. When they tell you to let go, press down, and go off of the ramp. It may take you a few tries to get the angling right.

Now that you're across the bridge, you need to get in the train station, but the overwieght security guard won't let you in. Grind around the circular rail 3 times and he will fall down. You're in!

--Impress the Bratty Kid-- Getting 25,000 points without touching the street. Sounds difficult, right? Not if you flatland it on the grass. Manual right where you start, and to some freestyle tricks. Now you got the Train tickets. Or if you don't want to do that, you can always do...

--Catch Ollie's House-- Ollie's house has blown away, and is scattered all around the train tracks. He agrees to give you train tickets to Manhattan if you get his house back. You'll have to grind around the tracks in one combo while getting the pieces. Fairly easy, even without good rail stats.

--Rescue Eric-- You got the tickets... But not Eric. The dealers have taken him, and you need to get him back. Follow him on your board across the bridge and down Elm Street. Once you get to the end of Elm Street, the Street Warriors will give you their car to chase them. Catch up to the dealers car, and hit the back to get Eric back.

--Special Trick Slot #1-- Look for Mike Vallely skating around Elm Street. Talk to him and he will bring you to the sewer area. Get special and then do a Flamingo (Left, Right + X)

b) Manhattan - Chapter 4: Skate the Big Apple

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Now you're in the Big Apple. It's the perfect place to shoot your video (and get away from those druggies).

--High Score-- Those construction workers are pretty bored. Give them a little something to watch, will ya? Head down to the small Quarter Pipes and rack up a score of 45,000 in 2 minutes. Very easy.

--Hold-Grind Combos-- This goal can get a little confusing. It's easy to make the mistake thinking that you just need to grind the benches, when you actually have to do one grind, then without ollieing, grind again. Complete the list, and you're good to go.

--Help the Student-- Some thugs have taken away a students purse, and spread everything all over the place. This goal will take you all around the city. First grind the ledge to the right of you and ramp off of the end and grab the item above. Now keep going straight until you get to The Banks (You should see it) and hit the Quarter Pipe to grab it. Then turn and head towards the ocean. You should see another item up ahead on a wire above. Head to the Quarter Pipe on the other side and grab it. The next one is on the glass building. Hit the Quarter Pipe and get off of your board. Once you get it, skate into the street branching off of the main street that is in front of the glass building. If you can see you you know that you need to ramp up, and grind the rail above to get it.

--Kill 5 Famous Skatespots-- The first spot is at the Pyramid Ledges. Rack up an easy 2500 to get to 78 Water. A score of 5000 is required. Next up is the Waterfront; 6000 points will take you to the Memorial. Get 7000 points and then head down to the final skatespot, The Banks. Score 8000 points to complete the goal.

--Nut Vendors Unite-- One of the nut vendors is getting bullied into sharing his space with the others. Help him by destroying the other vendors with his old beater. You have an arrow to guide you, but I'll list all of the locations. The first one is straight down the street. Now turn right into the Banks to find another vendor. Go back up to the street and turn up into the red brick road. Destroy that one and head back down to the street. The next one will be on your right. Do yet another right and into the alley. There's another one. Before you hit the end of the alley, there's another vendor in the smallest, darkest alley. Weird, huh? Destroy that one anyway, and hit the last one close to your spot.

Chapter 5: Skating with the Locals

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If you want to get some footage, you're going to need a camera. Impres some of the locals, and they'll let you borrow their cam.

--Film the Local-- Can it get any easier than this? Film the skater doing some grinds. That's it. Keep up with him to complete the goal.

--Hit the Killer Banks Line-- One of the locals wants to see you tear up a line in the banks in one combo. And it's easy to tear up. Grind the cars and manual when you land. Then grind up onto the ledge and then ollie and grind in the ledge on the other side. Ollie off and manual. Grind the benches, manual again and go off of the quarter pipe. No problem.

--Crash and Burn the Car-- This guy needs some money badly. Luckily, he's got his car insured. Did I mention it's ready to blow? Yup, insurance fraud. Drive the car until it's temperature get's to 300 and the engine starts on fire. Drive it off of one of the flashing kickers into the water.

--Help the Local Skater-- One of the locals is saying that there are some killer spots in a building that is guarded heavily. But the guards do have a soft spot for hot nuts. Go in the direction that the arrow points you to the nuts, and bring them back hot. And notice how they say "Go get some nuts!" in the top right corner? Not very nice...

Now that you're in, the local will tell you to do a Nutbuster. Basically, it's an altered Sacktap. Get special by doing some grinds, then do a Nutbuster (Left, Right + X) off of the Quarter Pipe.

--Gap the Burning Taxi-- Finally, you have a place to get some killer footage; a burning taxi. And you're gonna to tricks over it. Eric will call out the flip and grab tricks, and you're going to do the over the taxi. Sweet!

Chapter 6: Favors for a Ride

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Peralta's put you on the team, and you're going to the Tampa Am! But you need a ride... Mr. Peralta will lend you his van if you do some favors for him.

--Help Stacy's Relative-- Mr. Peralta's reletive's son is on the Peralta team, and he never seems to show up for work. You'll need to show him that skating isn't all that bad. Rack up a score of 50,000 in 2 minutes to impress him.

--Old School Skating Technique-- Who knew a Chinese Chef would know how to skate? Well this one does. He'll ask you to do 5 No Comply's(Up + A). Next, he wants you to do a No Comply and manual onto a bench, and then do a Flip trick out.

Now onto the Boneless (Up, Up + A), which is basically an upgraded No Comply. Do a Boneless 5 times, and then boneless over the barrier. Now the chef wants you to get some huge air off of a quarter pipe with a boneless. Go up to it, Boneless, and you're finished you're Chinese training.

--Find the Stolen Skateshop Goods-- Some punks have stolen the new shipment of decks that the Manhattan skateshop was receiving. They move around randomly and can be annoying to catch. Grinding is a good way to catch up to them, as you grind faster than them. Catch 5 of them to complete the goal.

--Special Trick Slot #2-- Chad Muska is hanging around the waterfront. He will teach you how to do the Moonwalk Five-0, while grinding on the rails over the water. First, ollie up to the bridge above. Now go through the gap inbetween the broken cement gaurd rails. Hit grind when you hit the rail and get special. When you do, ollie and hit Down, Left + Y. Make it all the way to the end, and get a new special trick slot.

c) Tampa - Chapter 7: With Syrup of Jelly

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You've been having a little trouble with the cops lately. And having Eric around doesn't help much either. With his big mouth, he's landed himself in jail. Being the good friend you are, you're going to help him get out.

--Remove All of the Stickers-- The mayor is getting PO'd about all of the skating stickers that have been appearing on the walls. Do the law a favor by wallriding them down. If you you don't know how to wallride, go up to a wall on an angle, ollie and hit grind.

So right off of the start, go off of the kicker and wallride down the sticker. Straight down the street on the left side is another sticker that is reached using a

kicker. Get that one done and turn around and head to the Strip Club (That will be used to make many references in Tampa). In the left side of it is another sticker that need to come down. Hit it, and the make a loop around the club. Turn left once you come out from behind and go straight until you see a turn off to the right. It's fairly small so you will know which one it is. Wallride that one and go straight. You should see a long and thin Quicksilver sticker in the distance. Bring that one down for a total of 5 stickers.

--Get the Best Donuts-- Right now, the cops aren't liking you that much. Maybe that will change once you get them the best donuts in town... which happen to be on the street. Sick! The first of twelve donuts is in the middle of two recycling bins and a quarter pipe made up of cardboard. The second is up on a plank that goes to the top of a fence that leads to the Vert Park. Grind up it and into the Vert Park. The third and fourth are on the lip of the vert ramps. The fifth is in the parking lot and the sixth is across the street.

Whew! Half way there! You should still have 30-40 seconds left. Now keep going straight towards the large park and you should see a donut on the cement blocks. Now go into the park to see one on the corner of the roof of the bathroom. (You know it's a bathroom when you hear a guy gagging inside) Now go left and grind on the wooden logs. Keep going straight and grind on the benches. The eleventh one is on a roof, so go up the quarter pipe and get off of your board onto the roof. The last one is on the boat, so get on your board, drop onto the boat, and grab the donut by hitting the quarter pipe.

--The Skateboarding Bandit-- A skateboarding bandit has stolen some stuff, and has dropped a lot of money doing it. You only have 5 seconds to catch him. (That's not doing a combo) Start off by grinding on the rail on the right and snagging the money as you go. Go around the curved part and out the window. DO NOT ollie out of the window if you want to make it easy. Instead, just wing it and hit grind as soon as you hit the ledge. Grab the two pieces of money, and ollie down to the benches and grind them too. Ollie off of the benches and manual up the vert ramp, and grab the last note.

--Help the Private Eye-- The private needs you to help him find a cheating couple doing "it", prove that a business man is faking a bad back, and help him deliver some dry cleaning. Let's start with the cheating couple. Head to the grassy spot near the Strip Club, and you should see a car. When you grind it, it will make a moaning sound. (Gee, I wonder what that is) Do that 5 times to move on to the next goal.

Next, is the business man. He's skipping work saying he has a bad back to go to a Strip Club. To prove that he's faking it, transfer over the awning of the Strip Club (That's 3 times I've said it this goal) and do a Kickflip (Left + B).

The last is hardest (to explain at least) is the dry cleaning. Ok, so take a left turn and follow the arrow. When you get to the right set of stairs, and should be pointing directly to the right. Grind up the stairs, and skate the the person. Now head back down and keep following your arrow. When it's pointing mostly to the left, grind up the stairs. Give the person their dry cleaned clothing. Still next to the second dry clean person, go left around the corner and ollie over the edge at the end. Under the awning where you land is another person. Deliver it to the person and head to the Strip Club (Again...!). This person is at the end of it. Now head left and straight down the street into the park. Head to the washrooms for the last person.

--Revenge!!!-- Good, you got Eric out of jail. Now he want his revenge. Mayor Jed is running for reelection, and you don't want him to win. Grind down his signs in dramatic fashion (They literally blow up). First is in the middle of a transfer right in front of you. Grind the lip and make it explode. Make a left at the next street, and go to the kicker just before that next sign. Go up it and don't hit grind until you reach the rail or else you will wallride, and lose time by having to go back. The next

is in the grassy field by the Strip Club. Make it explode and head to the park. It's on the edge of the park, when you turn left on the road. Go straight down the road now and you should see the last sign on the left on the distance. Grind it and...

Mayor Jed will send the cops after you. Good thing Eric stole a Police Cruiser. Drive around the city, following the arrows, occasional dodging the cop cars the will try to ram you into buildings and poles. When you go around the Strip Club corner, the second time, the cops have the road partially blocked. You have two options. A) Head into the ditch or you can take the more fun way which is B) Going off of the jump into the ditch. Once you get close to the waterfront, go off the kicker and ditch the car.

Chapter 8: Grease the Pros

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It's your worst nightmare. You get all ready for a competition that will turn you Am, and the list is full when you get there. Now you'll need to suck up to the pros so they can get you in. This is a very easy chapter.

--Party Boat Skate-Tricks-- Bam Margera is throwing a party on a boat. But it's dead. So he wants you to livin' in up a little. Nail the tricks he calls out, while trying to do two or three at a time. You only need to do about 20 tricks.

--Wallplant Combo-- This goal will show you how to do Wallplants and how to put them into a combo. First, ollie into the risen bridge and Wallplant (Down + A), when you land, Manual all the way down through three sets of cones.

--Beat Andrew's Best Combos-- Andrew Reynolds, eh? Think you can beat his combos? If you can land three 10,000 point combos, then yes you can! Basically, 5 different flatland tricks can complete this goal for you. If you want to try something slightly harder, use the quarter pipes.

--Bowl Grind-- Looks like you've found a local who can give the people at the comp a good word about you. All you have to do is grind down the bottles in the bowl. You only have to hold it for about 10 seconds.

--Prove Yourself-- Now the word is starting to spread about you. First, land a 360 plus any trick. Now, things get a little trickier. Land a 540 plus any trick, and then a Revert (R). Not too much harder, but you might need to attempt it a few times.

--Impress Tony Hawk-- Finally a goal that is remotely difficult in this chapter. Tony Hawk's hanging around the Vert Park, so a local is going to help you get noticed. It's like any other "You call 'em, I do 'em" goal, except this one has spins added into it. Once you have Tony's attention, he'll ask you to skate with him. Beat his score with a variety of Flip, Grab, Lip, and Special tricks and link them together with Reverts and Manuals. Do that, and you can easily score 300,000+ while Tony only scores around 50,000.

Chapter 9: Kill the Comp

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So Tony Hawk has gotten you into the Tampa Am. Show him he didn't make a mistake by getting into and winning the trick contest.

--Place in Street Contest-- The street and vert contests are very easy(What's with all the easy goals lately?). Any score over 100,000 will almost always get you an average of 99 unless you bail. Flatlanding it will easily win you this competition.

--Place in Vert Contest-- This is no harder that the street contest. Lip Tricks +

Revert / Manual combos will tear up the competition.

--Get onto the Roof Spot-- Jump and grab onto the roof, which is right in front of you at the start. Head to the left where the awning is and get onto that. Climb up the ladder which is on the awning and get onto the roof. Once you're on, you'll have 2 minutes to get 30,000 points in tricks. Not very hard, as long as you stay on the roof. Don't forget to avoid the sunroof in the middle, because you will fall through.

--Win Best Trick Contest-- Quite a self explanatory title. Every 30 seconds, the skater with the lowest score will be dropped out. Last 2 minutes, staying out of last place, and it will be you and Eric in the final. As long as you score 100,000+, you should be fine. Once you beat it, all of the major sponserers will be after you.

Chapter 10: Join a Team

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The only goal in this chapter is choosing your sponser. The only effect it has in the game is your clothing and which logo is displayed in the pause menu and in cutscenes.

The sponserers are:

Birdhouse
Element
Flip
Girl
Zero

--Special Trick Slot #3-- Eric Koston will be waiting for you at the top of the bowl in the park. He will teach you how to do a Yeah Right! manual. To do this hit Down, Left + Y. Now, do a quick flatland trick to get special. Ollie, and do the Yeah Right! down through the cones. Once you get to the end, you'll have to skitch a car for about 15 seconds, and then do another Yeah Right! through another set of cones. Do that for another trick slot.

d) San Diego - Chapter 11 - Prove Yourself Worthy

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You're finally sponsered by a big name. Now you need some publicity. Go around San Diego and get some shots of you in a magazine.

--Flip the Big Stairs-- You've all seen magazines with pictures of people doing flip tricks over a bunch of stairs right? Now it's your turn. The first trick, the reporter just wants you to do a kickflip. Land it, and he'll kick it up a notch. Do a Double Kickflip. Impressed, he'll make you do a Double Impossible which, contrary to it's name, is possible. The final trick is a 360 Flip (LeftDown + BB).

--Daredevil High Line-- What do you get when you cross flower pots and a high ledge? Fun! Grind around the ledge, knocking down 10 flower pots to do the ground. When you hit 5, take a break in the middle to reset your balance meter and then finish the job.

--Air Out the Atrium-- This magazine reporter has you set up doing tricks over an atrium. If you don't have good ollie stats, you might have to do a No Comply. The first trick you have to do is a Melon. He'll then tell you to do a Stiffy (Right + XX). When he sees you nail that, you'll have to do a Rocket Air (Up + XX). The last trick is a One Foot Tailgrab (Down + XX).

--Rooftop Technician-- A magazine reporter wants you to combo a small obstacle like course. Manual through the cones, do a flip trick over the traffic barrier, and then land with a manual.

--See a Man About a Horse-- The final goal will have you Spine Transferring over a statue of a horse, while doing a variety of grab and flip tricks. As long as you're keeping an eye on what tricks to do, you can easily do 2 or 3 tricks at a time.

Chapter 12 - Party! Party! Party!

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To celebrate you getting your pictures in a magazine, the team is throwing a party. Too bad you have to round up the "Supplies".

--Let's Get This Party Started-- You want this to be a big party, so your manager, Todd, gives you some flyers to hang up. To hang them up, wallplant on a green spot on a wall. You have to hang up 5. The first one is right to the left of you. For the next one, go up the stairs and to the back right wall. Now head back past the starting point and to the atrium doors. There's the third one. Now go through the intersection to the underpass. The fourth is on the left wall of it. Take a left out of the underpass, and then a right, and the last one should be on the right wall.

--No Band...No Party. Bummer!-- The band has arrived for your party. But their instruments haven't. If you can't get them, they can't play for you so you better get them fast. Head straight down until you see the Guitar. Grab it and turn left. The microphone is on top of the back quarter pipe where the party is. Now go under the underpass and go to the school area. Go up the curved on-ramp and get off of your board. If you look up, you should see the bass guitar on one of the roofs. Jump up onto it, and go to the other side where you should be able to see the drum sticks.

--No One Likes a Dude Festival-- All guy parties suck don't they? Well, you're in that same predicament, so round up some girls in your pimpin' gardening cart! You have an arrow to guide you, so head to the school area where the first girl is. Land a 10,000 point combo, and get in the cart. Follow your arrow and get the next girl. Do the flatland tricks she calls out, and she'll get in. Now go all the way around, to find the last girl. Get 40,000 points, and bring the chicks back to the party.

--Acid Drop the Two Towers-- One of the guys drank too much and claimed that he could acid drop off of the high tower. Well now he's up there, and he won't come down. Show him how it's done and climb up the ladder to the tower. Get on your board and Acid Drop (L + R) into the quarter pipe. To get back up, go up the quarter pipe you dropped into, and get off of your board at the highest point. Climb up the ladder again, and repeat the process, only this time you have to do it off of the other tower.

--All We Need is a System and Some Rims-- You like Go-Karts? Good, then you'll like this goal. You have 1:15 to race through the course. You don't even have to go through the cones, you can hit them (which I always do) and it will still count. Have Fun!

Chapter 13 - Demo Time

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It's time for the big demo. You've got a hangover and the demo starts in an hour. Get everything together before it starts.

--Get Your Gear Back From the Fuzz-- The police have taken all of your gear, and they've set up so that you have a hard time getting it back. Skitch the back of their cart, and hold on for a minute. But there's a twist. There's tons of cops standing around waiting to clothesline you, so you'll have to constantly be switching sides to avoid the cops. It follows on big pattern, except for a few cops. It goes right, left, right, left etc. Just keep your balance and switch at almost every cop.

--Round Up the Posse for the Demo-- Most of the guys last night got drunk and wandered off. You gotta go find them before Todd finds out. At the start turn left, and hit the first quarter pipe on the left. Get off of your board at the top and run along the white stone ledge to the centre. There's #1. Get off and head to the intersection and turn left and into the building on the right side. The second is in the back behind the half bowl. Head outside and turn right and go up the stairs. Do a U-Turn at the top of the stairs, and then hit the quarter pipe on your left. The third is at the top of it. Now head back to the towers, and get on the second one for #4. The last one is in the bushes on the right side of the loop, going clockwise.

--3 is No Crowd, Find More Kids-- You need more kids for your demo and you've found a kid with connections. Land a 15,000 point combo in front of him, and he'll tell his friends to come to the demo with him.

--The Kids Love Those Free Stickers-- The delivery truck driver delivering you're stickers claims that the box of stickers opened while he was driving, and they flew all over the place. Todd wants you to round all 30 of em up. You have got 30 seconds, but luckily they're fairly close together. You'll have to put a few grinds together to get them quickly.

--Tear it Up at the Demo-- It's Demo Time! The kids will ask you to do some grinds on a high rail. As long as you land all of the tricks, you'll have enough time to do them all. It's nearly impossible to do 2 different grinds at a time on that short rail(I've never done it). Next, some newspaper reporters want to see you get some big points. Get 45,000 points to satisfy their needs. The last thing you have to do is a Russian Boneless(Left, Right + Y) on some speakers. Get special, do it, complete it.

--Special Trick Slot #4-- Paul Rodriguez is going to teach you the 540 Flip. But you're going to do it while doing an Acid Drop over the Horse Statue. Get special, go off the kicker and do the 540 Flip(Left, Down + X) quickly, and then pop the Acid Drop.

e) Hawaii - Chapter 15:

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f) Vancouver - *Soon to be completed*

g) Slam City Jam - *Soon to be completed*

h) Moscow - *Soon to be completed*

i) New Jersey (II) - *Soon to be completed*

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- =4. Secret Tapes= -

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a) New Jersey - Definately the easiest tape to get in the game, head to the bridge area and get off of your board. Head down underneath the bridge, and grab the tape.

b) Manhattan - Right where your skater spawns at the beginning, take a left, and go straight until you see a billboard. Get off of your board and climb up the ladder, and grab the tape.

c) Tampa - At the starting point go straight until you see some planks setup against a building on the left side. Ramp up the planks and get off of your board. Head to the other side of the roof, and look for the tape in between a gap of a building. There's a wire that's connecting the roof you're on, to the one where the tape is. Climb up the wire to the other roof, and head to the space. You can grab the tape safely by dangling off of the side.

d) San Diego - Head straight from the start until you reach the road. Turn left at the first intersection and keep going straight up some stairs. To get a better idea of where you need to go, look for the tape in the middle part of the overpass type thing. Get up to the quarter pipe on the top, and simply ramp up and grab it.

e) Hawaii - On the beach, there is a huge hotel. Go to the area of the beach with the two pools (one small and one big pool), and go through the walkway in the middle of the hotel. Turn right and go off of the quarter pipe against the hotel. Get off of your board when you reach the ledge, and go around the corner, and you should see a ladder. Climb to the top, and turn right again to find a wire. Grab it and climb to the top. You can see the tape on another wire now. Simply slide down it and grab it.

f) Vancouver - This tape is above one of the glass domes on one side of the hotel. Go on either side and look up for it. Find the side, and then find glass structure that leads underground. You're going to need to ramp off of it to grab the tape, but first you need to Skitch on a car. Go back a bit and grab onto a car. Let go as soon as you get to the glass structure and ramp up, spine transfer and ollie off of the second ramp. You'll know what I mean when you look at it. It may take you a few tries to get the direction right.

g) Slam City Jam - This tape is hidden in the scoreboard in the center of the stadium. Head straight down the ramp at the starting point, and get to the middle. Find the ramps that will ramp you up to the spotlights above. Once you do, grind around the spotlight until you go through the scoreboard. Inside is the tape.

h) Moscow - Head to the big palace place, straight ahead of the starting point. Climb up it, and once you get to the point where you can't jump to anymore levels, look for a rail on the side of one of the structures. Jump on it and then quickly jump to the right onto a slanted roof. Look up and you will see a catwalk. Double jump onto it, and turn right. The tape should be right there.

i) Hotter Than Hell - The tape is up on a catwalk in the middle of the level. To get up to the catwalk, get on the side of the stage where KISS is setup. At the bottom middle part of the stage there are a few doors. Go through the right one, and you will be on the catwalk, and the tape is behind you. Get some speed and do a boneless to get the tape.

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- =5. Move List= -
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Need to know a certain move? You're at the right place. I will try my best to

get every single trick in here. Diagonals will be expressed as LeftDown or RightUp.

Note: Tricks listed with a button combo "Assign Button" are tricks that have to be assigned to a button combo. EX: If you want a Cannonball instead of an Indy, go to the tricks menu and select Indy, and then select Cannonball. Now if you want to do a Cannonball, hit Right + X. Easy!

a) Grabs

Trick Name	-	Button Combo
Melon	-	Left + X
Nosegrab	-	Up + X
Indy	-	Right + X
Tailgrab	-	Down + X
Benihana	-	LeftDown + X
Japan	-	LeftUp + X
Madonna	-	RightUp + X
Airwalk	-	RightDown + X
Method	-	Left + XX
Stiffy	-	Right + XX
Sacktap	-	LeftDown + XX
Christ Air	-	RightDown + XX
One Foot Japan	-	LeftUp + XX
Judo	-	RightUp + XX
Rocket Air	-	Up + XX
One Foot Tailgrab	-	Down + XX
Cannonball	-	Assign Button
Fingerflip Cannonball	-	Assign Button
Crail Grab	-	Assign Button
Tuckknee	-	Assign Button
Crossbone	-	Assign Button
Crookedcop	-	Assign Button
FS Shifty	-	Assign Button
BS Shifty	-	Assign Button
Indy Nosebone	-	Assign Button
Del Mar Indy	-	Assign Button
Mute	-	Assign Button
Seatbelt Air	-	Assign Button
Wrap Around	-	Assign Button
Body Wrap	-	Assign Button
Stalefish	-	Assign Button
Stalefish Tweak	-	Assign Button

b) Flips

Trick Name	-	Button Combo
Kickflip	-	Left + B
Impossible	-	Up + B
Heelflip	-	Right + B
Pop Shove-It	-	Down + B
Hardflip	-	LeftUp + B
Inward Heelflip	-	RightUp + B
Varial Heelflip	-	RightDown + B
Varial Kickflip	-	LeftDown + B
Double Kickflip	-	Left + BB
Double Impossible	-	Up + BB

Double Heelflip	-	Right + BB
360 Hardflip	-	LeftUp + BB
360 Shove-It	-	Down + BB
360 Flip	-	LeftDown + BB
360 Heelflip	-	RightDown + BB
360 InwardHeelflip	-	RightUp + BB
Triple Kickflip	-	Left + BBB
Triple Impossible	-	Up + BBB
Triple Heelflip	-	Right + BBB
540 Shove-It	-	Down + BBB
Front Foot Impossible	-	Assign Button
DoubleFrontFootImpos.	-	Assign Button
180 Varial	-	Assign Button
360 Varial	-	Assign Button
Back Foot Heelflip	-	Assign Button
DbleBackFootHeelflip	-	Assign Button
Back Foot Kickflip	-	Assign Button
DbleBackFootKickflip	-	Assign Button
Back Foot Shove-It	-	Assign Button
DbleBackFootShove-It	-	Assign Button
Bigspin Flip	-	Assign Button
FS Bigspin	-	Assign Button
BS Flip	-	Assign Button
Fingerflip	-	Assign Button
Double Fingerflip	-	Assign Button
BS Bigspin	-	Assign Button
FS Flip	-	Assign Button
FS Shove-It	-	Assign Button
360 FS Shove-It	-	Assign Button
Heelflip Varial Lien	-	Assign Button
Old Skool Kickflip	-	Assign Button
Ollie Airwalk	-	Assign Button
OlliArwLkLateShove-It	-	Assign Button
Ollie North	-	Assign Button
OlliNrthBackFootFlip	-	Assign Button
Sal Flip	-	Assign Button
360 Sal Flip	-	Assign Button

c) Grinds

d) Lips

e) Manuals

f) Special

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- =6. Scoring Tips= -

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Please send me YOUR scoring tips. You will get FULL credit.

-Manuals and Reverts are ESSENTIAL when doing high scoring challenges.

-Freestyle/Flatland Tricks rack up tons of points. Manual, and use a combination of the B, X, Y, -> and <- buttons.

Note: These also work with Lip Tricks

-When coming down from a Vert Trick ALWAYS Revert. If you're on a scoring challenge, it comes in handy when you can link your tricks together by

reverting, then manualing to the other quarter pipe and adding to your point multiplier.

-Manualing after a combo of grinds and grinding on another is a good way to turn a short rail into a high scoring rail.

-Going over a gap will add one more point to your trick multiplier.

-Switching to Pressure (R once) and Nollie (R twice) will net you more points than a regular Ollie.

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- =7. Stat Challenges= -
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Having good stats is an important thing in THUG. Doing the following things below will raise the specified stat one point. 6 of the 9 stats challenges on each stat will require you to turn Pro and/or Amaturer.

Air - Air Transfer 20 Feet
Air Transfer 30 Feet
Air Transfer 40 Feet
More to come...

Lip - Hold a Liptrick for 2 seconds
Hold a Liptrick for 3 seconds
Hold a Liptrick for 4 seconds
More to come...

Run - Caveman 2 times in one combo
Caveman 3 times in one combo
Caveman 4 times in one combo
More to come...

Flip - Do 3 Fliptricks in one combo
Do 4 Fliptricks in one combo
Double Kickflip 2 times in one combo
More to come...

Rail - Grind for 5 seconds
Grind for 10 seconds
Grind for 15 seconds
More to come...

Spin - Land a 540 Grab or Flip trick in a halfpipe
Land a 720 Grab or Flip trick in a halfpipe
Land a 900 Grab or Flip trick in a halfpipe
More to come...

Ollie - Ollie 10 feet
Ollie 15 feet
Ollie 20 feet
More to come...

Speed - Land a 10,000 point combo
Land a 20,000 point combo
Land a 30,000 point combo
More to come...

Switch - Land a 4 trick combo
Land a 5 trick combo
Land a 6 trick combo
More to come...

Manual - Manual for 4 seconds
Manual for 6 seconds
Manual for 4 seconds
More to come...

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- =8. Bonus Levels= -

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a) Hotter Than Hell - A level placed in an desert like area in Australia. It is setup as a KISS concert, and you can even get KISS to come onto the stage and play if you light up the letters K-I-S-S that are all around the stage. One thing of interest is the Dune Buggy. Get outside the concert area and find the Dune Buggy. If you go off the huge ramp, and gap the whole stage area, you can get 10,000 points for finding the gap "Above All".

b) School II - The only thing different about the THUG version from the THPS2 version, are the graphics. Everything is the same, all the gaps are in the same spots too.

c) Hanger - Still trying to unlock the damn thing.

d) Venice - My favorite level from THPS2, it has Ollie the Bum (also my favorite character) in it. Like the other two levels from THPS2, everything is the same except for the graphics.

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- =9. Other Secrets= -

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This section will include secrets that you can unlock by playing the game or using cheats in the cheat menu. (In options)

Unlockables

Secret Characters:

Get Iron Man - Beat the game on Beginner
Get Gene Simmons - Beat the game on Normal
Get T.H.U.D - Beat the game on Sick
Get Pedestrians - Complete every gap in the game

Alternate Ending:

Beat the game twice on any difficulty

Hidden Levels:

Hotter Than Hell - Complete story mode on any difficulty

School II - Head to the New Jersey train station area, and get up to the large ledge/roof of the hospital. Go around to the area to where the ramps

are (we're still on the ledge), and there should be a small red floating square with the THPS2 logo on it bouncing up and down like a secret tape. Grab and you will unlock the Schooll II from THPS2.

Hanger

Venice - In Hawaii, head to the part of the level which is farthest from the beach (So if the beach was South, this part would be North), and along the road with it's back against a building, there is an evil tiki statue. Ollie into it, and go down the tunnel. Try to bail half way through so you don't bail when you're supposed to ollie. (Trust me, you WILL bail) When you reach the end, ollie and grab the THPS2 Logo thing. This will unlock Venice from THPS2.

Movies:

Bails 1 - Collect 3 Secret Tapes to unlock Bails 1.

Bails 2 - Collect 6 Secret Tapes to unlock Bails 2.

Always Hard - Collect all Secret Tapes to unlock Always Hard.

Other:

Create-a-Deck Mode - In story mode, complete Slamma Jamma. You will now be able to create your own decks.

KISS Show - In Hotter Than Hell, light up the letters K-I-S-S, and KISS will come on stage and play. K and I are in the corners S is reached by spine transferring over the fun box, and the other S is through the rings of fire.

Unlock all Cheats - Complete all of the goals in Story Mode.

Letter Cheats:

noforce - Moon Physics; No Gravity

keepitsteady - Perfect balance on Manuals

letitslide - Perfect balance on Rails

sweetbalance - Perfect Rails

digivid - Unlock all videos

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- =10. Contact/Legal Stuff= -

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If you would like to contact me, email me at longnoodlyneck@hotmail.com. As stated in the introduction, please title it THUG FAQ, or I will overlook it and delete it. If you would like to email any Scoring Tips, PLEASE DO!!! You will get full credit. Also, if you notice any spelling or grammar errors, please email me as well.

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- =11. Credits= -

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CJayC - For posting this FAQ and all the other great FAQ's out on GameFAQs.

Activision - For making THUG and the other Tony Hawk games.

You - For reading this FAQ. Without you, I would have never would have wanted to write this.

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