720° FAQ/Walkthrough

by THayes

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FAQ/Walkthrough for 720

GUIDE INFORMATION

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VERSION HISTORY

- 1.1: 4th January, 2008 (Format update)
- 1.0: 18th June, 2004 (First version)

Introduction

720 is a simple skateboarding game on the NES which features a young skater's journey to gain medals in sixteen events. Unfortunately however, he is for some reason stopped on this journey by maniac car drivers, mad motorcyclists, thugs who curiously just keep kicking and frisbee throwers who have decided to use the skater as a target. As if that's not enough, if the poor skater doesn't get to an event in time he will be chased by a swarm of bees who obviously hold some sort of grudge against this skater, as they soon transform into a hammer and even a skull as they give chase in an attempt to knock him off his board.

It's a shame really that with all the action happening in the main area (named
Main Park), that the actual events will hold little of anything interesting at
all. There are sixteen events in the game divided over four classes, but each
event is repeated every class with only slight differences, so really there are
only four completely different events: Downhill, jump, slalom and ramp. Despite
my negative feelings for this game, I've enjoyed writing this guide for it and
I hope it helps any readers who decide to play this game in the future.

2. Tips

- 1: If you fail to enter an event before the time bar at the top-left corner of the screen runs out, the words SKATE OR DIE will appear and a swarm of bees will appear which slowly follows the skater. After a few seconds these will change to a hammer, which soon after changes to a skull. If you see the skull, make sure to rush to the nearest event quickly to avoid it.
- 2: Spins are important in the game for scoring extra points, and can be vital especially in the main park for when a few extra points are needed to gain access to an event when the skull is chasing the skater. In class 1, a full spin (360) is worth 100 points, two spins (720) are worth 200 points, three spins (1080) are worth 300 points and four spins (1440) are worth 400 points. 100 points are added to successful spins for each new class, so for example in class 4, four spins would be worth 800 points.
- 3: The d-pad will move the skater in any of the eight directions that it is held. Pressing A will make the skater jump, and holding either left or right on the D-pad while in the air will make the skater spin in that direction.
- 4: A small panel is shown at the top-left corner of the screen that displays the points that have been currently achieved and the points required to buy a ticket to compete in the next event. The amount of cash that has been rewarded so far (by completing events) is shown below the points, and the number of tickets that the skater has is shown below the cash.
- 5: There is actually no way of completing the game. Once you reach the end of class 4, the game will automatically return to the start of class 4. A simple congratulation message would have been nice, but unfortunately there is no such thing. Getting gold in all events and getting all of the skating items from the shops in the game also results in nothing.

B. Walkthrough

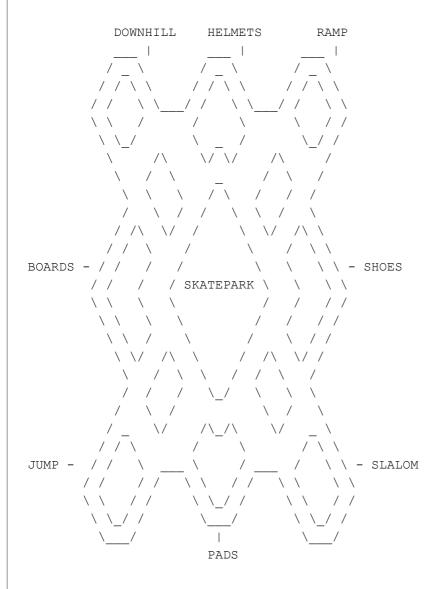
3.1. Main Park

at the bottom of this section is the map for the main park, which can also be found by bumping into the map icons in the park. The skatepark in the middle of the main park is a great way to practice jumping or spinning on the various ramps. Bonus points are given for jumping over the grass and the water.

Events shown at the corners of the map (downhill, jump, slalom and ramp) are the places to go when you see the swarm of bees. If you don't have the required number of points to buy a ticket, then either avoid the bees for as long as you can until you do, or just let the bees run into you. You will get a certain number of lives in the game, and even if you die you can just select continue from the main screen to return to the class that you were previously on.

The shops shown at the points of the map (boards, helmets, pads and shoes) are used to buy new items for the skater providing that you have enough money. Remember that money is earned by completing events or by collecting the various dollar icons that are strewn around the map, so try not to ride toward any shop when the timer bar is getting low. It is also important to buy items from shops at each class, as when an item is bought for the first time a quarter of a pie is shown, which means that the statistics have increased for that item. One item can be bought per class, but when the item has been bought four times, a full pie is shown and the skater will have maxiumum statistics for that item.

There are four items that can be purchased from the shops in all. The helmet item will make the skater stand up quicker from falls. The pad item will reduce the chance of the skater falling over. The shoe item will let the skater ride much faster in the main park and the skateboard item will allow the skater to jump much higher so that more spins can be performed while in the air.



3.2. Downhill

The downhill event consists of a series of slopes that the skater must ride diagonally down without falling off into the water at the side. This is one of the easiest events to get a gold medal in, but it can be quite difficult to make it down the slopes without falling off. The arrows on the slopes in the map below refer to the direction of the next slope, and the skater should always be facing straight down when he lands to reduce the chance of falling.

```
START '
                  - This slope appears once in class 1, three times in class
                    2 and five times in class 3 and class 4.
                  / / FINISH /
```

This event starts off on a platform much like the downhill event, and like the downhill event this also requires the skater to ride diagonally down the slopes. Depending on the class, there are usually one or two big jumps over water and various slopes to ride down. To score gold, spin from the big jumps but also make sure to jump and spin on the flat as well as down the slopes, as the points count at any part of the event, not just the jump.

3.4. Ramp

This is the one event where you don't have to skate diagonally. Start by moving right to ride up the right side of the half pipe ramp, then hold left after landing to ride up the left side. Now that the skater has got moving, you can start to implement some tricks into the run. Spins can be used, but it is difficult to gain enough height to do them well. Hold B in the air to spin.

There is unfortunately only one grind in this game. The skater can grind on the coping (the bar on the top of the ramp). To do this, approach either side of the ramp and hold away from the platform (left on the right side of the ramp and right on the left side of the ramp) and A to stall. Next tap up or down on the d-pad to move on the grind. To get off the grind, hold away from the platform on the d-pad and tap A to drop back into the ramp.

The skater can handplant on the coping, which is done by holding the d-pad in the direction of the platform and holding the A button. Hold on for a few seconds, and let go before the skater falls to score big points. You can also handstand in the middle of the ramp by holding the d-pad in the direction that the skater is travelling and tapping A. To get back on the board, tap the opposite direction to the one you just pressed and tap A. Use the handplant and handstand combinations frequently to easily win this event.

3.5. Slalom

Similar to the downhill and jump events, this event has the skater racing diagonally downhill but now adds flags that the skate must pass through along the way. The event is extremely easy to get a gold medal in, and even missing two flags will still result in a gold medal. Shown below is a map with the locations of the flags in the event. In classes 3 and 4 a fifth flag is added at the right side of the long section near the end of the track.



```
2 |
        2 |
/ 3
/ 3
  4
       5 \mid - The fifth slalom flags appear only in class three and four.
      5 I
      6
   \ 6
            \ FINISH \
```

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