

# 720° FAQ/Walkthrough

by THayes

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FAQ/Walkthrough for  
720  
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GUIDE INFORMATION  
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CONTENTS  
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1. Introduction
2. Tips
3. Walkthrough
  - 3.1. Main Park
  - 3.2. Downhill
  - 3.3. Jump
  - 3.4. Ramp
  - 3.5. Slalom
4. Copyright Information

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

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1. Introduction  
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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.

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## 2. Tips

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- 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.

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## 3. Walkthrough

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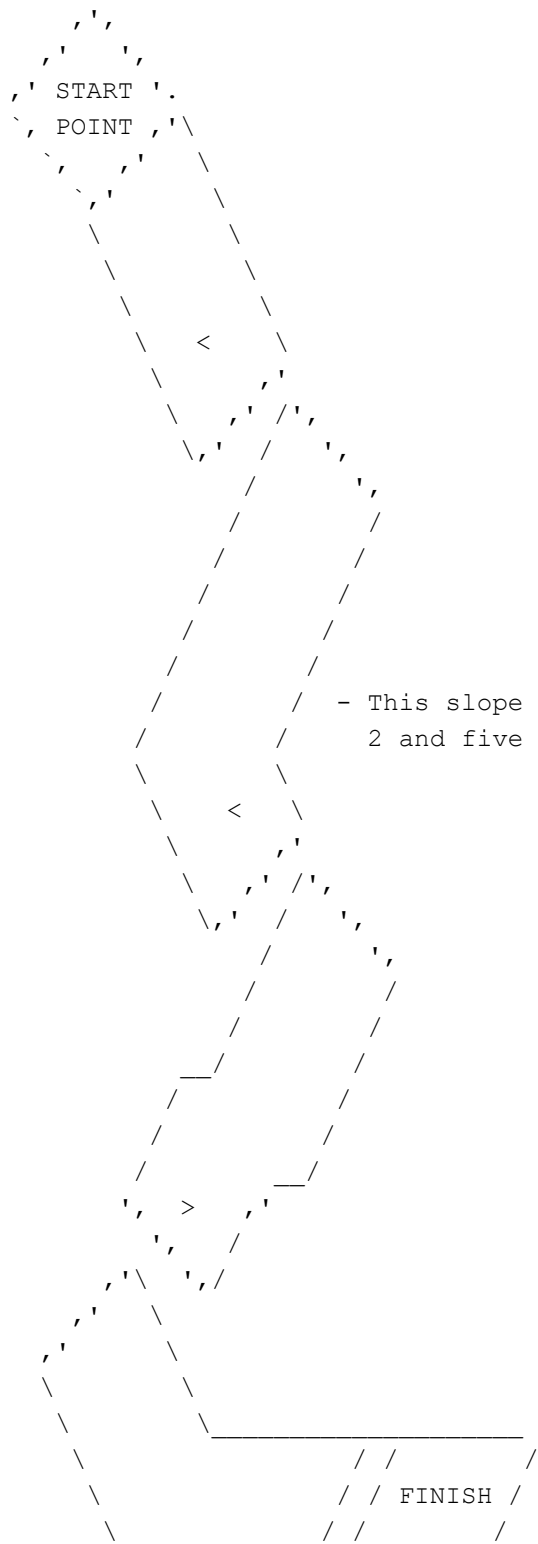
### 3.1. Main Park

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Welcome to the main park, the starting area for each class in the game. Shown

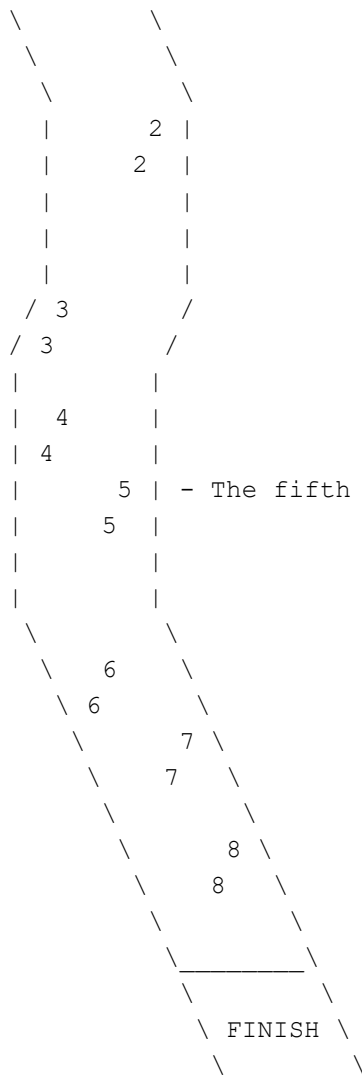


The downhill event consists of a series of slopes that the skater must ride diagonally down without falling off into the water at the side. This is one of the easiest events to get a gold medal in, but it can be quite difficult to make it down the slopes without falling off. The arrows on the slopes 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.



- This slope appears once in class 1, three times in class 2 and five times in class 3 and class 4.





5 - The fifth slalom flags appear only in class three and four.

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4. Copyright Information

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