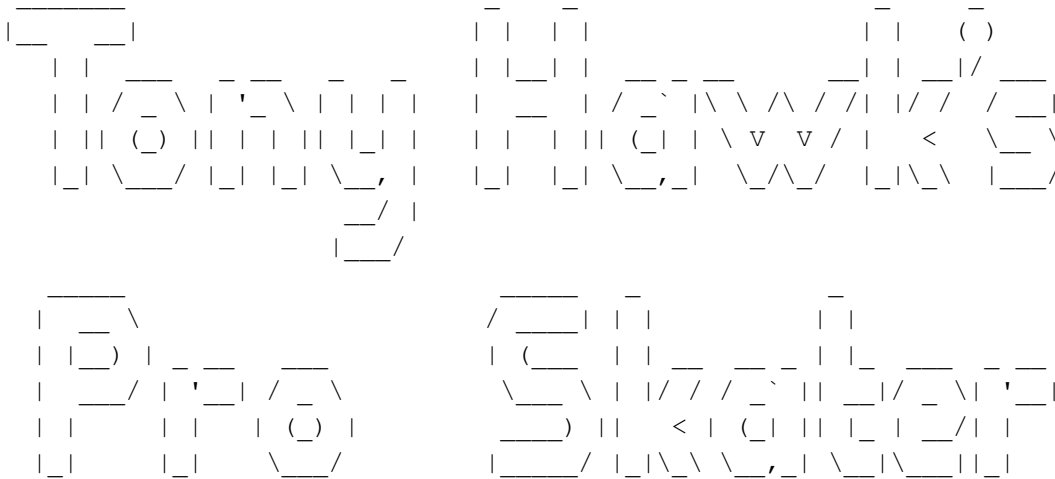


Tony Hawk's Pro Skater FAQ/Walkthrough

by mike tru

Updated to vFinal on Apr 23, 2002



=====
Tony Hawk's Pro Skater
FAQ / Walkthrough
Nintendo 64
Final Version
Mike Truitt
Monday, April 22, 2002
=====

Contents:

1. About this FAQ
2. Version History
3. Controls
4. Characters
5. Warehouse, Woodland Hills
6. School, Miami
7. Mall, New York
8. Skatepark, Chicago
9. Downtown
10. Downhill Jam
11. Burnside, Portland
12. San Francisco
13. Roswell, Arizona
14. General Hints & Tips
15. High Scores
16. Extras
17. Frequently Asked Questions
18. Notes & Thanks

=====
About FAQ
=====

=====
Legal Notice
=====

.....
.....

.....
.....
..... This FAQ is copywritten work of its author Mike Truitt. Any
..... usage not noted by its author in this FAQ is strictly
..... forbidden. If you would like to have my FAQ posted on your
..... site then simply send me an e-mail asking permission to use
..... the FAQ, as well as a link or adress to your website. Send
..... any and all e-mails about this game / FAQ to mat2810@cs.com
..... with the subject line "Tony Hawk FAQ" anything else might
..... not be read.
.....

=====
Version History
=====

Version 1.0: Got everything completed, still have some info to put
in, but it is all but done.

Version 1.1: Updated the format of all of the sections. Did not
really change much from previous versions.

Last Updated Tuesday, April 23, 2002

=====
Controls
=====

On the Ground

- X Button: Ollie
- S Button: Nothing
- T Button: Grind on a low rail
- O Button: Nothing
- Start: Pause the Game
- Select: Change View
- L1: Nothing
- L2: Nothing
- R1: Nothing
- R2: Nothing
- D-Pad: Steer your skater

In the Air

- X Button: Nothing
- S Button: Perform a kick trick (When paired with D-Pad)
- T Button: Grind on a rail, or Wall Ride
- O Button: Perform a grab trick (When paired with D-Pad)
- Start: Pause the Game

Select: Change View
 L1: Spin left
 L2: 180 degree turn
 R1: Spin right
 R2: 180 degree turn
 D-Pad: Steer your skater (Perform tricks when paired with S or O)

=====
 Characters
 =====

I I I

CHARACTERS
 =====

 TONY HAWK

Ollie: XXX
 Speed: XXXXXXXX
 Air: XXXXXXXX
 Balance: XXXX
 Age: 31
 Born: USA
 Hometown: Carlsbad
 Years Pro: 16
 Stance: Goofy
 Height: 6'2

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Fingerflip
Right + C-left	Heelflip
Down + Right + C-left	Front Foot Impossible
Down + C-left	Impossible
Down + Left + C-left	Varial
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air

Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Left - Left - S	540 Board Varial
Donw - Right - S	360 Flip to Mute
Right - Right + C-right	Kickflip McTwist
Right - Down + C-right	The 900

 Bob Burnquist

Ollie: XXXX
 Speed: XXXXXX
 Air: XXXXXX
 Balance: XXXX

Age: 22 Born: Brazil
Hometown: Encinitas
Years Pro: 7
Stance: Regular
Height: 5'11

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Fingerflip
Right + C-left	Heelflip
Down + Right + C-left	Front Foot Impossible
Down + C-left	Impossible
Down + Left + C-left	Varial
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind

Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Up - Down + C-right	Backflip
Left - Up - L	Burntwist
Right - Right + C-up	One Footed Smith Grind

Kareem Campell

Ollie: XXXXXXXX
Speed: XXXX
Air: XXXX
Balance: XXXXXX
Born: USA
Hometown: Los Angeles
Years Pro: 6
Stance: Regular
Height: 6'0

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Hardflip
Right + C-left	Heelflip
Down + Right + C-left	360 Flip
Down + C-left	Impossible
Down + Left + C-left	Sex Change
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Down - Up + C-right	Frontflip
Left - Right - S	Kickflip Underflip
Up - Down + C-up	Casper Slide

Rune Glifberg

Ollie: XXXX

Speed: XXXXXXXX
Air: XXXXXXXX
Balance: XXX
Age: 25
Born: Denmark
Hometown: Costa Mesa
Years Pro: 7
Stance: Regular
Height: 5'11

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Fingerflip
Right + C-left	Heelflip
Down + Right + C-left	Front Foot Impossible
Down + C-left	Impossible
Down + Left + C-left	Varial
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind

Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Right - Right + C-right	Kickflip McTwist
Left - Right + C-right	Christ Air
Up - Down - S	Front-Back Kickflip

 Buckey Lasek

Ollie: XXXXX
 Speed: XXXXXXXXX
 Air: XXXXXXX
 Balance: XXX
 Age: 26
 Born: USA
 Hometown: Carlsbad
 Years Pro: 9
 Stance: Regular
 Height: 5'11

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Hardflip
Right + C-left	Heelflip
Down + Right + C-left	360 Flip
Down + C-left	Impossible
Down + Left + C-left	Sex Change
Left + C-left	Kickflip

```
•-----+-----•
| Up + Left + C-left | Kickflip to Indy |
•-----+-----•
```

```
•-----+-----•
| Grab Combination | Grab Name |
•-----+-----•
```

```
| Up + C-right | Japan Air |
•-----+-----•
```

```
| Up + Right + C-right | Rocket Air |
•-----+-----•
```

```
| Right + C-right | Method |
•-----+-----•
```

```
| Down + Right + C-right | Benihanna |
•-----+-----•
```

```
| Down + C-right | Tail Grab |
•-----+-----•
```

```
| Down + Left + C-right | Stalefish |
•-----+-----•
```

```
| Left + C-right | Indy Nosebone |
•-----+-----•
```

```
| Up + Left + C-right | Madonna |
•-----+-----•
```

```
•-----+-----•
| Grind Combination | Grind Name |
•-----+-----•
```

```
| Up + C-up | Nose Grind |
•-----+-----•
```

```
| Up + Right + C-up | Crooked Grind |
•-----+-----•
```

```
| Right + C-up | Backside Boardslide |
•-----+-----•
```

```
| Down + Right + C-up | Smith Grind |
•-----+-----•
```

```
| Down + C-up | 5-0 Grind |
•-----+-----•
```

```
| Down + Left + C-up | Smith Grind |
•-----+-----•
```

```
| Left + C-up | Frontside Boardslide |
•-----+-----•
```

```
| Up + Left + C-up | Crooked Grind |
•-----+-----•
```

```
| C-up | 50-50 Grind |
•-----+-----•
```

```
•-----+-----•
| Special Combination | Special Name |
•-----+-----•
```

```
| Left - Right + C-right | Fingerflip Airwalk |
•-----+-----•
```

```
| Down - Up - S | Varial Heelflip Judo |
•-----+-----•
```

```
| Right - Right + C-right | Kickflip McTwist |
•-----+-----•
```

Chad Muska

Ollie: XXXXXX
Speed: XXXX
Air: XXXX
Balance: XXXXXXXX
Age: 22
Born: USA
Hometown: Los Angelos
Years Pro: 5
Stance: Regular
Height: 5'10

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Hardflip
Right + C-left	Heelflip
Down + Right + C-left	360 Flip
Down + C-left	Impossible
Down + Left + C-left	Sex Change
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Down - Up + C-right	Frontflip
Right - Right - S	360 Shove It-Rewind
Right - Down + C-up	One Footed 5-0

 Andrew Reynolds

Ollie: XXXXXX
 Speed: XXXXXX
 Air: XXX
 Balance: XXXXXXXX
 Age: 20
 Born: USA
 Hometown: Huntington Beach
 Years Pro: 3
 Stance: Regular Height: 6'2

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Hardflip
Right + C-left	Heelflip
Down + Right + C-left	360 Flip

Down + C-left	Impossible
Down + Left + C-left	Sex Change
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Up - Down + C-right	Backflip
Left - Left - S	Triple Kickflip

Down - Down + C-up	Heelflip to Bluntslide
--------------------	------------------------

 Geoff Rowley

Ollie: XXXXXXXX
 Speed: XXXXX
 Air: XXX
 Balance: XXXXXX
 Age: 23
 Born: UK
 Hometown: Huntington Beach
 Years Pro: 5
 Stance: Regular
 Height: 5'8

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Hardflip
Right + C-left	Heelflip
Down + Right + C-left	360 Flip
Down + C-left	Impossible
Down + Left + C-left	Sex Change
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone

Up + Left + C-right	Madonna
Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Up - Down + C-right	Backflip
Right - Down - S	Double Hardflip
Left - Right + C-up	Darkslide

 Jamie Thomas

Ollie: XXXXX
 Speed: XXXXX
 Air: XXXX
 Balance: XXXXXXXX
 Age: 24
 Born: USA
 Hometown: Encinitas
 Years Pro: 6
 Stance: Regular
 Height: 5'10

Flip Combination	Flip Name
Up + C-left	360 Shove It

Up + Right + C-left	Hardflip
Right + C-left	Heelflip
Down + Right + C-left	360 Flip
Down + C-left	Impossible
Down + Left + C-left	Sex Change
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Down - Up + C-right	Frontflip
Left - Down - S	540 Flip
Up - Up + C-up	One Footed Nose Grind

 Elisa Steamer

Ollie: XXXXXX
 Speed: XXXX
 Air: XXXXX
 Balance: XXXXXX
 Age: Undisclosed
 Born: USA
 Hometown: Fort Myers
 Years Pro: 1
 Stance: Regular
 Height: 5'4

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Hardflip
Right + C-left	Heelflip
Down + Right + C-left	360 Flip
Down + C-left	Impossible
Down + Left + C-left	Sex Change
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna

Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide
Up + Left + C-up	Crooked Grind
C-up	50-50 Grind

Special Combination	Special Name
Up - Down + C-right	Backflip
Left - Down + C-right	Judo Madonna
Left - Left + C-up	Primo Grind

 Officer Dick

Ollie: XXXXX
 Speed: XXXXX
 Air: XXXXX
 Balance: XXXXX
 Age: 43
 Born: USA
 Hometown: Mallwood
 Years Pro: 25
 Stance: Regular
 Hieght: 5'11

Flip Combination	Flip Name
Up + C-left	360 Shove It
Up + Right + C-left	Hardflip
Right + C-left	Heelflip
Down + Right + C-left	360 Flip
Down + C-left	Impossible
Down + Left + C-left	Sex Change
Left + C-left	Kickflip
Up + Left + C-left	Kickflip to Indy

Grab Combination	Grab Name
Up + C-right	Japan Air
Up + Right + C-right	Rocket Air
Right + C-right	Method
Down + Right + C-right	Benihanna
Down + C-right	Tail Grab
Down + Left + C-right	Stalefish
Left + C-right	Indy Nosebone
Up + Left + C-right	Madonna

Grind Combination	Grind Name
Up + C-up	Nose Grind
Up + Right + C-up	Crooked Grind
Right + C-up	Backside Boardslide
Down + Right + C-up	Smith Grind
Down + C-up	5-0 Grind
Down + Left + C-up	Smith Grind
Left + C-up	Frontside Boardslide

Up + Left + C-up	Crooked Grind
C-up	50-50 Grind
Special Combination	Special Name
Down - Up + C-right	Yeehaw Frontflip
Left - Left + C-right	Assume the Position
Left - Right + C-up	Neckbreak Grind

Warehouse, Woodland Hills

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

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.

=====
School, Miami
=====

High Score 10 000

This should not be too hard no matter what your skill level, all you should really do is just try to get the other goals, and while you are doing this, just jump off of the ramps and do tricks and throw in some grinds.

Find the 5 Tables

At the start of the level, jump off of the awning to the left that you are on. When you land, you should see the first table in front of you. >From there, follow the path that you are on until you get to where steps go down to your left. Go down the steps, and at the bottom, turn left, the second table should be in front of you. From that point skate forward until you get to a canal. Jump over that canal and the next table should be in front of you. Turn to your right and you should see a long half pipe. Go to the beginning of the far end of the half pipe and the next pipe should be in front of you. Follow the left side of the

half pipe until the end. If you take a sharp turn left, there should be a wall. At the end of the wall in the last table.

Collect S-K-A-T-E

S- Skate down the platform until the end, then jump off to the left. In front of you should be some steps with a rail on the left side of them. Grind that rail, and about half way down you should get it.

K- At the base of the steps is a kicker ramp, jump off of the middle of the kicker ramp, and you should get this letter.

A- When you land, turn to the right a little bit. You should be able to see a wall that is not really connected to anything. Right before that wall is a low, curved rail. Grind that rail and you should get this letter.

T- From there skate into the long halfpipe. Stay on the right quarter pipe. When you get near the end of the quarter pipe you should see the letter T above the quarter pipe. Jump off from underneath it and you should get this letter.

E- When you land you should see two pools with a rail in between them. Grind that rail and you should get this letter.

Hidden Tape

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. If you turn left you should see a kicker ramp that leads up to a smaller roof. Jump onto that roof. When you are on the roof, you should see a long pole leading to an awning. Grind that pole onto the awning. When you get on the awning follow it down to the end. Jump off of the middle of the ramp and you should get this tape.

Pro Score 25 000

This will be a little bit more difficult to do. You should start to learn how to do your specials and linking together combos. Once you learn how to do that, you should not have a problem getting this high score and many other ones in the game.

=====
Mall, New York
=====

High Score 10 000

This is the first time where you will need to get used to performing street tricks. You probably will not need them too much here, but if you do use one or two, you will get the 10 000 score in almost no time.

Break the Glass

At the start of the level, follow the ramps down hill until you get to the bottom. From there, you should see an escalator in front of you. Skate up the escalator, and the first glass directory should be in front of you. After you break it, down to the bottom level. From there, keep on skating until you get to a second escalator that goes up. Ride the escalator up, and then turn around and skate to the beginning of the platform. The second directory should be in front of you. After breaking the glass, go to the other end of the platform and jump down to where the pond is. Go to the left side and follow the path to the two escalators. Right before the escalator is the third directory. From there travel down the escalators and follow the path until you get to this part with two weird looking rails. In front of the rails is the fourth directory. From there, skate outside. At the far end of this area is the last directory.

Find S-K-A-T-E

S- At the start of the level, go down the ramps. On the bottom one, there will be a rail on the left side. Grind that rail and you should get the letter S

K- From there, turn right and follow the path. On the right side of the room is a planter. Grind the left edge of the planter and you should get this letter.

A- Follow the path until you get to an area with an escalator, go left of it and jump down the path leading to the left. At the bottom there should be a pond with two rails over it. Grind the left rail and you should get the letter A

T- When you get to the escalator take the path down and you should get to an area with a few weird rails, grind one of the rails and about half way down you should get this letter.

E- After the rails, you will go outside. Stay in the center of the area, and about half way through you should get to a kicker ramp. Jump off of the kicker ramp and over hte area. This should get you the letter E

Hidden Tape

At the start of the level go down the ramp, when you get to the escalator, go right and follow the path down until you get to the area with the escalator. To the right of the escalator is a platform. On the left side of the platform is a rail. Grind the rail until you get to the end of it. Then jump off and land in a grind on the light rail. Keep grinding that rail until you get to the end of it. Then jump off and you should have the hidden tape.

This is the first challenge that some people begin to have problems with. You should just do a few combos into a special grind and then out of it. As long as you know your characters specials, you should have no problem with this tape.

=====
Skatepark Chicago
=====

This is the first time that you will come across a competition level. There are a few things that you need to do to win. Get a high score, and try not to bail. As long as you do your specials and some decent combos you should not have any real problem with getting the gold.

=====
Downtown
=====

High Score 15 000

There is not too much of a challenge for this, if you are a street skater, then you can easily get combos that beat this. If you are vert, there is still not too much of a challenge, there are plenty of quarter pipes and even a pool for you to skate in.

Find the 5 Signs

At the start of the level go down the street until you get to and intersection. You should see a path that leads to the left. In the middle of the path is the first sign. Then, follow the path down into the fountain area. Turn to the left and you should see another path, go up the path and in the middle of the path is the second sign. From there you should see a quarter pipe on the other side of the street. Jump out of the quarter pipe and onto the triangular platform. In the center of the platform is the third pipe. Turn and face the building, and you should see a street on the right side. Follow the street down, make sure you stay on the right side. After a little bit, you should come to an area where the building goes in a little. There should be a sign in this section. Follow the street, past where it turns. You should see an office to your right. In front of the office is the last sign.

Find S-K-A-T-E

Note: I am doing the letters out of order because it is easier to get them in this order.

S- At the start of the level, there is a platform to your right. Grind the left edge of it. At the end of the ledge, jump off to the right and land in a grind on the rail that is next to the screen. At the end of the rail jump off and you should get this letter.

K- When you land, turn to the left and follow the path that you took to

get the first sign. You should see a fountain in front of you. Jump over the center of the fountain and you should get this letter.

E- When you land turn left and go up the path with the second sign on it. Skate on the street that you got the fourth sign on, but this time stay on the left side. When you get to the end of the first building, wallride the wall and then jump up and land in a grind on the rail that is in between the two buildings. About half of the way to the end, you will get this letter.

A- Follow the street down to the end, in front of you when the street turns left is a quarter pipe with the letter A above it, jump off of the quarter pipe and get this letter.

T- When you land you should see a truck to your left. Get on the truck and use it for a ramp to jump into the hole in the building. You should land in a hallway. At the end of the hall is the last letter.

Secret Tape

At the start of the level there should be a platform to your right, jump up onto that platform then turn around and jump up onto the street. From there turn left and travel up that street until you get to the truck. Jump off of the truck and land in the hallway. Follow the hallway until you get to the roof. On the roof is a set of quarter pipes shaped like a bowl. Get into it, and get some air off of the right side. Then jump off of the kicker ramp towards the second roof. You should get the secret tape.

=====
Downhill Jam
=====

High Score 20 000

This will be a bit of a challenge, but stick to the special grinds mixed with a combo and you should have no time getting this score.

Find the 5 Valves

When you first start off the level, you should see two elevated rails in front of you. Jump off of the ramp near them and land in a grind on either one. At the end you should get the first valve. Jump off to your left and you should see a few kicker ramps near you. One of the ramps will have a valve on it. Jump off of the center of the ramp to get it. When you land, stay to the left until you get to a kicker ramp that will lead up to a rail that goes over the half pipe. In the middle of the rail is the third valve. When you get to the next platform jump off and follow the path down. Stay in the middle until you get to a ramp that leads to a platform with a sign in front of it. Jump up to the platform and you should get this valve. Keep following the path until you get to where it splits. Go left and then wall ride the right wall. You should get the last letter.

Find S-K-A-T-E

S- When you first start the level, travel down the path until you get to a set of kicker ramps. Jump off of the one on the far left and you should get this letter

K- Follow the path down, and stay on the right side until you get to a kicker ramp that leads to two elevated rails. Jump off of the kicker ramp and land in a grind on one of the elevated rail. At the end of the rail you will get K.

A- After the rails, you will get into a half pipe. Jump off of the right side and onto the platform. On the back end of the platform is a quarter pipe. Jump off of the quarter pipe and you will get this letter.

T- Jump off of the platform and down to the main level. Follow the level until you get to a ramp that leads to the platform with the sign on it. Jump onto the platform and go down the ramp on the other side. You will go under ground and then jump off of the ramp and get this letter.

E- Follow the path down until you get to where it splits. Go to the right side and there should be a quarter pipe next to the wall. Jump off of the quarter pipe to the left and land in a grind along the wall. Grinding most of the rail will get you the last letter.

Hidden Tape

At the start of the level level, go down the path and stay on the left side. Stay there until you get to a kicker ramp that goes over a half pipe. Jump off of the ramp and land in a grind on the rail. Once on the platform, go to the other end and grind the rail that leads to a second platform. When you are there, jump over to the next platform. When you are there, jump up onto the rock platform. Skate to th other end of the platform and land on the next platform. At the end of the platform there is a kicker ramp. Jump off of the kicker ramp and onto the large stone pillar. The hidden tape is on top of that pillar.

Pro Score 40 000

This should not be too much trouble to get as long as you stick to your specials and form a decent multiplier and you can get this in just a few times.

=====
Burnside, Portland
=====

The second competiton you come across, is much more challenging that the other two. Make sure that you are getting some good combos in and stay balanced. If you are having trouble, check out the High Scores Section.

=====
=====S

trees, San Francisco

=====

High Score 25 000

You will definatly need to learn how to skate street if you have not learned how to already. For the street skaters you should have absolutly no problem getting this score

Find 5 Cop Cars

As soon as you start the level turn to the left, and you should see the first car. Then travel down the street. When you get to the break in the street, turn to the right and there should be a car right in front of you. Then go the other way and follow the street, if you stay on the left side you will come to a curved quarter pipe, before the pipe is the third car. Keep on following the street down, and after a while, you will come to two cars that are right next to each other.

Find S-K-A-T-E

Note: I am doing these out of order because they are easier to get in this order.

K- At the start of the level, go up the ramp and go down a couple of levels. Then turn to the right. You should be in a building with the letter K

A- Jump into the street and follow it down until it splits, go to the right. At the top of the street there is two quarter pipes with a gap in between them. Jump the gap and you will get this game.

T- Follow the street down, staying on the right side until you get to a planter. Jump off of the planter and land on the platform by the wall. Follow the platform into the building. Inside the building is the letter T

E- Go outside the building and get back onto the street. If you stay on the right side you will see a ramp that leads into a building. Jump into that building and go into the bowl that is in there. In the back end of the bowl jump up and get this letter.

S- Get back onto the street and follow it down until you get to an area with steps that lead up to a platform. Go up that plaform and then turn to the right and go up to the next platform. The letter S should be right there.

Hidden Tape

At the start of the level, go down the street and take a left at the bottom. When the street turns right for the second time, skate into the main area. There is a path in front of thr ramp leading to that area.

Jump onto that path and then jump onto the level that is above the sidewalk. Follow the level and then jump off to the next one. From there follow the path to the top of the roof. You should see a giant ramp. Jump off of the ramp and into the giant poganda in the middle of the level. Doing this will get you the secret tape.

Pro Score 75 000

This should be a bit of a challenge for vret skaters, all you need to do is get your special grinds down and then create a long combo with them. If you can get that down this should not be too hard.

Roswell, New Mexico

This is the last level of competition, this is more for a vert skater. You will need to pack together all of your specials to win this competition. You can put in a couple of longer grinds, but mostly it is a vert skaters dream park.

=====
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

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	Multiplier
------------	------	---	----	------------

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

Degree of Spin	Higher Your MP
180	1
360	2
540	3
720	4
900	5
1080	6
1260	7

into the grind, because the higher degree of the spin the more your multiplier (MP) will go up. This chart I hope will explain how spinning adds to your multiplier. If you do a larger spin the more your multiplier will get up, and in this game you will need to get a huge multiply, since your base 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 multiplier. 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 multiplier and a low base score. You should do the grab trick if you already have a high base score and need your multiplier up a little bit.

=====
EXTRAS
=====

~~~~~  
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.

School - Miami

Garbage Ollie

At the start of the level jump off of the awning to your right. Continue to skate forward until you get to the giant gym door. Enter the door and skate to the back of the gym where the garbage is. Jump over the garbage to get this gap.

Kicker Gap

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom there is a kicker ramp. Jump off of the kicker ramp and onto the one right in front of it.

Ditch Slap

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom turn to your left and skate forward. You will get to a ditch. You will need to jump completely over the ditch to get this gap.

Mini Gap

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward until you get to the rail that had the letter A on it. Use the angle of that rail as a ramp and then land on another ramp near it.

Mini Gap

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. All along the outside of the roof is a quarter pipe. In one part there is a gap in between them. Jump from the quarter pipe on one side of the gap and land on the other side.

Park Gap

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward and a little to the right until you get to a part where there are two quarter pipes with a gap between them. Jump from one quarter pipe and land on the other one.

Roof To Roof Gap

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. Go to the back left corner of the roof. You should be able to see another roof with some point bonuses on it. Jump from the roof that you are on to that roof.

Over The Air Conditioner

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. In the center of the roof is a big air conditioner with a kicker ramp on either side of it. Jump from one side of the air conditioner and land on the other side.

Roof To Awning Gap

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. Skate over to where there is a rail that comes off of the air conditioner. Jump from the quarter pipe by that rail and onto the awning that is connected to it.

Over The Footbridge

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom turn to your left and skate forward. You will get into the ditch. On either side of the bridge going over it is a ramp. Jump from one side of the bridge and land on the other side.

Swim Team Gap

At the start of the level jump off of the rollin to the left and then turn to the left. You should come to a hill, go down the hill until you get to an area with two pools. Get into one of the pools and land in the other pools.

Dumpster Rail Gap

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel to the right of the ramp. Follow the path until you get to a spot with a dumpster. Jump from the ramp near that and land in a grind on the dumpster.

Funbox To Rail Transfer

At the start of the level jump off of the rollin to the left and then turn to the left. You should come to a hill, go down the hill until you come to a ramp on the bottom. Jump from the ramp and land in a grind on the rail that is near the ramp.

Funbox To Rail Transfer

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward and a little to the right until you get to a large funbox. Jump from the funbox and land in a grind on the quarter pipe that is connected to the wall.

Funbox To Table Transfer

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward and a little to the right until you get to a large funbox. Jump from the funbox and land in a grind on the picnic table.

Gimme Gap

At the start of the level jump off to the left, you should see a bunch of planters. Jump from one planter and land on another.

Hall Pass Gap

At the start of the level turn around and jump into the grass planter. Turn to your right, there should be a rail coming out of the ground. Grind that rail, and then about halfway through jump off and land in a grind on the edge of the planter.

Handicap Ramp Rail

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Next

to the steps is a rail. Grind the length of the rail to get this gap.

Long Ass Rail

At the start of the level turn left and then jump off of the planter. You should see a path with a planter on the right side of it, grind the whole length of the planter to get this gap.

Playground Rail

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward until you get to the giant sign. Jump to the top of the sign and grind it to get this gap

Rail To Rail Transfer

At the start of the level turn left and then jump off of the planter. You should see a path with a planter on the left side of it. Grind the side of the planter, and when it turns jump off and land in a grind on the other planter.

=====

Mall - New York

=====

Planter Gap

At the start of the level skate down the ramps. When the path splits go right. After a little bit, you will come to three planters. Grind one planter then land in a grind on another one of the planters.

The Flying Leap

At the start of the level go down the ramps. When the path splits, go left. Follow the path until you get to the first escalator. Go up the escalator, and at the top, jump over the ledge that is right in front of you.

Fountain Gap

At the start of the level skate down the ramps. When the path splits go right. Follow the path down until you get to where there is a platform with a car. At the end of the platform is a ramp. Jump off of this ramp and into the fountain.

Going Down Gap

At the start of the level go down the ramps and then follow the left path until you get ot the steps. Jump down the steps and then go into the area to the left. You should see an elevator on the left side. Jump from the quarter pipe on one side of the elevator and land on the quarter pipe on the other side.

Going Up Gap

At the start of the level go down the ramps and then follow the left path until you get ot the steps. Jump down the steps and then go into the area to the left. You should see an elevator on the right side. Jump from the quarter pipe on one side of the elevator and land on the quarter pipe on the other side.

Over A 16 Stair Set

At the start of the level go down the ramps and then follow the left path until you get ot the steps. Jump down the steps to get this gap.

Skater Escalator Gap

At the start of the level go down the ramps and then follow the left path until you get ot the steps. Jump down the steps and continue to follow the path until you get to the part where there is two escalators. Jump over all of the escalator to get this gap.

Over A Huge 32 Stair Gap

At the end of the level you will have a huge set of steps. Jump from the top of the steps to the bottom of the steps without touching any of the steps.

32 Steps Off A Mezzanine

At the end of the level you will have a huge set of steps. Right before you get to the steps you will come to a ramp that leads up to another platform. Jump from the end of the platform and down all of the steps to get this gap.

Coffee Grind

At the start of the level go down the ramps and then take the left path. In the first main room you will see a long rail with a bend in it. Grind from the beginning of the rail to the end of the rail to get this gap.

For The Whole Atrium

At the start of the level go down the ramps and then take any path you want until you get outside. Once you are outside you will see two long curved quarter pipes. Grind from the beginning of either quarter pipe to the end of the quarter pipe to get this gap.

Rail Combo

At the start of the level go down the ramps and then take the escalator up to the next platform. On the left side of the circular platform is a pole sticking out. Grind that pole and then jump off and land in a grind on the long bent rail that is below it.

Skate Park, Chicago

Over The Box

At the start of the level turn a little to the left. You should see a funbox in between two quarter pipes. Jump from one end of the funbox and land on the other end without touching it.

Wall Gap

At the start of the level skate forward until you come to a ledge that has two levels. One is higher than the other. Jump over the higher end to get this gap.

Transfer

At the start of the level skate forward and a little to the left until you get to a large quarter pipe. Jump from the quarter pipe and over the platform and land in the half pipe to get this gap.

HP Transfer

At the start of the level skate forward until you get to the wall. There should be a small quarter pipe next to the half pipe. Jump from the quarter pipe over the gap and into the half pipe.

Pool Hip

At the start of the level skate forward and to the right until you get into the pool. Get some air on the outside edge, and then jump out of

the pool and over the platform and back into the pool to get this gap.

Pool 2 Walkway

At the start of the level skate into the pool. Get into the far end of the pool. You should see a platform that is by the wall. Jump from the pool and land on the platform.

Whoop Gap

At the start of the level turn right. You should see a kicker ramp and two rails that lead to another kicker ramp. Jump from one of the kicker ramps over the gap and onto the other to get this gap.

Acid Drop

All you will need to do is the "Pool 2 Walkway" gap backwards

Light Grind

At the start of the level skate forward and to the left until you get to the large quarter pipe. Jump out of the quarter pipe and land in a grind on the light that is connected to the rafters.

Over The Pipe

At the start of the level skate forward and to the left until you get to the large quarter pipe. Jump out of the quarter pipe, over the rafters and land on the other side of the half pipe to get this gap.

Over The Rafters

At the start of the level skate forward and to the left until you get to the large quarter pipe. Jump out of the quarter pipe and over the rafters to get this gap.

Pipe 2 Box Grind

At the start of the level skate forward and into the half pipe. Get some air on the back end of the half pipe and then land in a grind on the rail that is on the funbox in the middle of the level.

Pool Rail Transfer

At the start of the level skate into the pool. Get some air on the near side of the hip. Then jump out of the pool and land in a grind on one of the two rails between the kicker ramps where you get the "Whoop Gap"

Rafter Rail

At the start of the level skate forward and to the left until you get to the large quarter pipe. Jump out of the quarter pipe and land in a grind on the rafters.

Walkway Rail Transfer

At the start of the level turn to your right. Keep on skating until you get to a small quarter pipe. Jump off of the right quarter pipe and land on the platform. Skate on the platform for a bit, then jump off to the right and land in a grind on one of the two rails.

=====

Downtown - Minneapolis

=====

Cheesy Deck Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a quarter pipe. Jump off of the far end of the quarter pipe, and over the platform to get this gap.

Car Ollie

Scattered throughout the level are a bunch of cars. All you have to do is jump over the large end of the car to get this gap.

Kicker 2 Ledge

At the start of the level there should be a kicker ramp in front of you. Jump off of the kicker ramp and land on the platform that is to your right.

Kicker Gap

At the start of the level there should be a kicker ramp in front of you. Jump off of the kicker ramp and over the gap and land on the kicker ramp in front of you.

Transfer

At the start of the level skate forward until you get to where the street splits, go right and follow the street until it turns. To your right is a long curved quarter pipe. Jump off of the end that is perpendicular to the street and land on the other side by that long curved quarter pipe.

Deck Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a quarter pipe. Jump off of the middle of the quarter pipe, and over the platform and on the quarter pipe to get this gap.

Truck Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a quarter pipe. When the street splits go to your right. To your left should be a truck with a kicker ramp before it. Jump from the kicker ramp and over the truck to get this gap.

Wimpy Gap

At the start of the level skate down the street and follow the path where the first sign is. In the center area you will see two paths. On either side of the path is two large ramps. Jump from the ramp and land on the path.

BS Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until there is a bus stop to your right. On either side of the bus stop is a kicker ramp. Jump from one of the kickr ramps over the stop and land on the other one.

Secret Tunnel Entrance

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a large ramp and a walkway. Jump off of the ramp and onto the walkway to get this gap.

T 2 T Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway to get this gap.

Glass Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. Keep following the street until you get to an area with two platforms and an office building. Jump from the second platform and land in the office building.

Tunnel Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a large ramp and a walkway. Jump off of the ramp and over the walkway to get this gap.

Big Ass Glass Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. Keep following the street until you get to an area with two platforms and an office building. Jump from the first platform and land in the office building.

Sucky Room Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway. Follow the hallway until you get onto the roof. When you are on the roof turn to the left and you should see a kicker ramp. Jump from the kicker ramp and land inside the crevice in the building across the street.

Roof 2 Roof

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway. Follow the hallway until you get onto the roof. On the back end of this roof are a bunch of quarter pipes. Jump from one of the quarter pipes and land on the roof where the pool is.

Burly Deck Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a quarter pipe. Jump off of the beginning of the quarter pipe, and over the platform and on the quarter pipe to get this gap.

Billboard Grind

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway. Follow the hallway until you get onto the roof. On the back end of this roof are a bunch of quarter pipes. Jump from one of the quarter pipes on the back of the roof and land in a grind the rail that is below the screen.

BS Grind

At the start of the level skate forward and when the path splits, go to the left. Keep skating until there is a bus stop to your right. On either side of the bus stop is a kicker ramp. Jump from one of the kicker ramps and land in a grind on the bus stop.

Death Grind

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway. Follow the hallway until you get onto the roof. On the back end of this roof are a bunch of quarter pipes. Jump from one of the quarter pipes and land on the roof where the pool is. On this roof is a kicker ramp. Jump off of the kicker ramp and land in a grind on the rail that is by the first sign

Dirty Rail

At the start of the level skate down the street and then turn right. In front of you should be a large ramp. Jump off of this large ramp and land in a grind on the rail left of the first sign

Rail 2 Rail Transfer

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a part where there is a rail on your left side. Grind this rail and then jump off and land in a grind on the rail on the other side of the platform.

=====
Downhill Jam
=====

Huge Water Hazard Gap

At the start of the level skate down the path until you get to a part where there is a river on your right. Jump over the whole river without

landing on the rails.

25 - 50 - 75 - 100 - 125 - 150 Feet

At the start of level skate forward until you get to a part where there is a ramp that leads to a platform with a ramp on the other side. Jump onto the platform then follow the ramp down. You will go underground and then hit a ramp. Jump as far as you can to get this gap

Neversoft Elec Co Gap

Keep skating until you get to the end of the level. On either side of the level is a quarter pipe. Jump off of the right side and land in a grind on the high rail. Grind the length of the rail to get this gap.

Burnside, Portland

Vert Wall Gap

At the start of the level go down the ramp and into the pool. On one end of the pool is a large vert ramp. Jump out of the pool and over the ramp to get this gap.

Over Da Pool

At the start of the level go down the ramp. There should be a few ramps surrounding the pool. Jump off of one of these ramps and completely over the pool.

Bridge Gap

At the start of the level go down the ramp and then turn left. There should be a quarter pipe on the outside of the bowl. Get some air off of that, then when you land use the funbox to jump up and over the brige.

Bridge Grind

At the start of the level go down the ramp and then turn left. There should be a quarter pipe on the outside of the bowl. Get some air off of that, then when you land use the funbox to jump up and grind on the brige.

Twinkie Transfer

At the start of the level go down the ramp and skate forward and to the right. You should come to a spot with a large bump in the ground. Jump from this bump and land in the bowl.

=====
Streets, San Francisco
=====

Over The Seven

At the start of the level go down the street until you get to the street. Make your way into the main area with the redish ground. Skate over by the Poganda. Turn and face the fountain. On the right side of the screen you should see seven steps. Jump up all of the seven steps to get this gap.

Planter Gap

At the start of the level go down the street until you get to the street. Make your way into the main area with the redish ground. Skate over by the Poganda. Turn and face across the street. You should see two small planters. Jump over the length of either one of the planters to get this gap.

C Block Gap

At the start of the level go down the street until you get to the street. Make your way into the main area with the redish ground. Skate over by the Poganda turn and face the fountain. You should see an odd shaped structure with a kicker ramp near it. Jump over the block using the kicker ramp.

Oversized 8 Set

At the start of the level go down the street and turn to the right. You should come to a spot with two ramps with a quarter pipe in between them. Go up one of the ramps and then turn to the left. There should be a set of steps to your left. Jump down all of the steps with out landing on any of the steps to get this transfer.

Ramp 2 Ramp

At the start of the level go down the ramp and turn left. After the street turns right there should be a set of quarter pipes with a gap between them to your left. Jump off of one of the quarter pipes and land on the quarter pipes.

The Gonz Gap

At the start of the level go down the street until you get to the street. Make your way into the main area with the redish ground. Skate over by the Poganda. Turn and face the fountain. On the right side of the screen you should see a wall. Grind the wall to your left. When the wall turns to the right, jump off to the left and land on the platform above the two set.

Fountain Gap

At the start of the level, go down the street and take a left at the bottom. When the street turns right for the second time, skate into the main area. There is a path in front of thr ramp leading to that area. Jump onto that path, at the end of the path jump off of it and land on the platform above the sidewalk.

Hubba Gap

At the start of the level go down the street and then turn left. You should see a structure with a quarter pipe on its left. Jump out of that quarter pipe, over the platform and land on the other side.

Acid Drop-In

At the start of the level go down the street and then turn left. You should see a structure with a quarter pipe on its left. Jump out of that quarter pipe, over the platform and land on the platform

Handi Gap

At the start of the level go down the street and turn to the right. You should come to a spot with two ramps with a quarter pipe in between them. Jump off of the quarter pipe to your right, over the path and land on a quarter pipe that is on the other side of the path.

Pagoda Gap

At the start of the level, go down the street and take a left at the bottom. When the street turns right for the second time, skate into the main area. There is a path in front of thr ramp leading to that area. Jump onto that path and then jump onto the level that is above the sidewalk. Follow the level and then jump off to the next one. From there follow the path to the top of the roof. You should see a giant ramp. Jump off of the ramp and into the giant poganda in the middle of the level.

Spine Gap

At the start of the level go down the ramp and turn left. After the street turns right there should be a set of quarter pipes with a gap between them to your left. Jump off of the furthest quarter pipe, when you land there should be a kicker ramp across the street. Jump off of that kicker ramp and clear the platform to get this gap.

Lombard Gap

At the start of the level there is a street with a ramp in front of it. Jump off of the ramp, down the hill and make it to the main street without touching Lombard Street

Backwoods Ledge

At the start of the level go down the street and then turn right. When that street plits, turn left. On your right will be a planter. Use the planter to launch up to the platform by the wall. Grind the edge of the platform from one end to the other to get this gap.

Bendy's Lip

At the start of the level go down the street and then go left. When the street turns right, turn left and you should see a curved quarter pipe. Grind from one end of the quarter pipe all the way to the other end.

Down The Spiral

At the start of the level go down the street and then turn right. When that street plits, turn left. On your right will be a planter. Use the planter to launch up to the platform by the wall. Follow the platform inside. You should then go outside using the door. Grind the left edge of the path. Keep on grinding this until you get to the bottom of the platform to get this gap.

Hook Rail

At the start of the level go down the street and then turn left. You should see a structure with a quarter pipe on its left. Follow the path past the quarter pipe and up the ramp. Grind the rail that was to your right, and around the bend to get this gap.

Hubba Ledge

At the start of the level go down the street and then turn left. You should see a structure with a quarter pipe on its left. Follow the path past the quarter pipe and up the ramp. Then turn to your right and there should be a ledge on either side of a path. Grind either ledge to the end of the ledge.

Lombard Ledge

At the start of the level there will be a curved street with a ledge on either side. Grind the ledge from beginning to end to get the gap.

Rail 2 Rail

At the start of the level go down the street and then turn left. Follow the street down until you get to the spot where you get the letter S. On either side of the ramp there is a rail. Grind one of the rails and then transfer over to the other one to get this gap.

=====

Roswell - New Mexico

=====

Channel Gap

At the start of the level go down the rollin and then turn left. You should see a door leading to the pool area. Leading to that area is a path with a quarter pipe on either side. Jump from one side of the path and land on the other side of the path.

Low Deck Gap

At the start of the level turn to your right. There should be a smaller quarter pipe on one side. Use the quarter pipe in the middle to jump out of the quarter pipe and completely over the middle area.

High Deck Gap

At the start of the level go down the rollin. Jump off of the quarter pipe in front of you and go completely over the middle area.

Rollin Channel Gap

At the start of the level go down the rollin and turn slightly. When you come back from the other side jump off of the quarter pipe, over the rollin and land on the quarter pipe on the other side.

Deck Gap

At the start of the level go down the rollin and then jump onto the middle area. There should be a quarter pipe on the left and a rail on your right. Grind the rail, and then jump off of it and land in a grind

on the rail in front of it.

BHouse Rail

At the start of the level turn left and get on top of the platform. Keep on skating until you get to a rail. Grind the rail from beginning to end to get this gap.

ET Grind

At the start of the level go down the rollin and turn left. Keep following the path until you get into the room with the alien. Then go out the other door. You should be a rail in front of you. Grind that rail and then jump off and grind the next rail, and then the next to get this gap.

MB Emerson Grind

At the start of the level go down the rollin and then jump onto the middle area. There should be a quarter pipe on the left. Jump from this quarter pipe and land in a grind on the top of the quarter pipe on the outside of the level.

Pool Grind

At the start of the level go down the rollin and go left. Follow the path, and go inside the room with the pool. Grind from one end of the pool all the way to the other end of the pool to get this gap

=====
Frequently Asked Questions
=====

Q. How do I get high scores?

A. There are a couple different ways, check the High Score section of the FAQ to help you out.

Q. Are there any secret characters?

A. There are two secret characters, one Officer Dick who you get by beating the game with one of the skaters, and the other is Private Careera who you get by entering a code listed later on in this section.

Q. Are there any secret tracks?

A. No, there is no way to unlock a hidden track in this game.

Q. Are there any major glitches in this game?

A. Yes, there are many....

At San Francisco you can wall ride the wall by the spiral staircase and your skater will skate on the wall. Not a wallride though, he actually is skating on the wall.

At San Francisco there is a spot by Hubba's Hideout with a weird looking structure. If you can get on that structure, you will skate upside down.

At any time during the game you can do a special grind in the air. Just do the button combination and then press B + S at the same time.

You can also get out of Burnside and Roswell at times.

Q. What are the cheats for this game?

A. Yes, there are many, just check out gamefaqs.com and look in their cheats section of the page.

=====
Notes & Thanks
=====

Legal Notice

.....
.....
.....
.....
..... This FAQ is copywritten work of its author Mike Truitt. Any
..... usage not noted by its author in this FAQ is strictly
..... forbidden. If you would like to have my FAQ posted on your
..... site then simply send me an e-mail asking permission to use
..... the FAQ, as well as a link or address to your website. Send
..... any and all e-mails about this game / FAQ to mat2810@cs.com
..... with the subject line "Tony Hawk FAQ" anything else might
..... not be read.
.....
.....
.....
.....

(c)2002 Mike Truitt

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