

# Tony Hawk's Pro Skater 3 FAQ/Walkthrough

by Hyperactive

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This walkthrough was originally written for Tony Hawk's Pro Skater 3 on the PSX, but the walkthrough is still applicable to the PS2 version of the game.

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Version 1.0 of file  
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TONY HAWKS PRO SKATER 3, FOR THE PLAYSTATION

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BASICS

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0: CONTROLS:

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Cross:            Jump/Ollie  
Square:          Kickflip  
Circle:          Grab  
Triangle:        Grind  
R2:              Switch  
L1:              Nollie

L1:              Spin left (in air)  
R1:              Spin Right in air

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1: GAME MODES  
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Free Skate  
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Lets you skate freely around the levels. This will be best used for getting all the gaps that are left in the level, because of the no time-limit and the gaps do count when you get them in free skate. Also you might just want to have a good feel of the level and skate around finding secrets and that sort of stuff.

Single Session  
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A single seesion goes for 2 minutes, jsut like the career mode one. Try to bust big scores and get your name on the top of the list. All you are really going for is getting the big score, which can just be achieved in Career mode as well.

Career mode  
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The main mode of the game. This lets you do the pro skater career. You do challenges as well as collecting decks and stat points to build yourself up as a pro. There are 3 competition levels as well, which make it harder than just the challenges.

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2: CHARACTERS  
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Tony Hawk  
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Depending on whose house you were checking, Tony Hawk's been a household name for over twenty years. But it's really his last half decade of contest winning and 900 spinning that have tattooed HAWK on the foreheads of our youth. A trailblazer in the effort to bring skateboarding to the ends of the world, Tony has become an icon for a generation of kids sorely needed one. Through the invention of coutless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly moving self, Tony Hawk soars.

Steve Caballero  
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One of a select few, this "Godfather of Modern Skateboarding," help defined just what it means to be a professional skateboarder, pioneering this modern era of technical skating with innowvations like his namesake fakie ollie 360 - The Caballerial. With the energy of a teenager and the sophistication of a man who has made his own way, Cab is a year-round

skater who teaches by example. He rides every terrain - street, vert, and parks - with the skill and passion of a master.

Kareem Campbell

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An ideal combination of both East and West coast sensibilities, Kareem Campbell is not a bridge joining an equal-but-opposing geo-cultural issue, he's just an authentic skater. Born and raised in real cities, his skate-life come-up led Kareem to develop an urban foundation to his skateboarding. Not by design, but rather out of necessity, his metro-style is a well-honed version of what the rest of the world's street dwellers hope to someday attain: smart, real, and smoothed out - without the R&B.

Rune Glifberg

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An O.G. Dane enduring the climes of sunny So.Cal, Rune Glifberg's been known to phone home using ubiquitous digital technology. His extra-terrestrail power style has led him to the podium of many vert contest, but he's suprisingly well versed in all of the undisciplined disciplines of modern skating, parks, pools, streets, and, of course, whatever. Pinching bits and peices of experiences from all terrain has made Rune one of the mose veritile skaters of the day. Rune has shown that treet, vert, or otherwise, it is possible to be at home no matter where one may be in the world.

Eric Koston

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The clean bean ideal of an Everyskater, Eric Kosten has quietly become skateboarding's most influential front-row cheerleader for the Los Angelas Laders. Tirelessly supporting his home team to a donination NBA Championship two peat, Eric, has also managed to evelve his smooth, consistent, and innovative skateboarding skills to the point that young fans everywhere are abandoning their dreams of crossovers and three pointers in hopes of someday nailing fifteen-stair backside noseblunt slides, "Just like Kosten"

Bucky Lasek

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Bucky Lasek is an excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeding to destro any sitcom sidekickk preconceptions by cranking out his own style of beyond-the-boundries vert skating. Bucky carries along with him a wieghty satchel of trickness that includes above-the-lip flips and twist and a laundry list of tech coping sorcery.

Rodney Mullen

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Rodney Mullen birthed today's street tech. Period. An icon among idols, he's the man who freestyled many of the moves today's freshest pros use as a foundation for their own progressive skating. Flat ground ollies, 360 flips, and ollie impossibles were all made manifest by the critical thought and problem solving of this tenured Proof of skateboard conceptualism.

Chad Muska

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With a nod to the past manifested in Muska Style, be it his deck designs

or his daring 'dos, this heroic skater proudly represents today's new breed of renaissance professional skateboarders. This customized sled shredder is known not only for his breathtaking leaps and bounds on board, but his other-level self promotion - demoning, music making, and palm pressing like the tireless public figure he's built himself up to into. Still, Muska has and always will be respected for fearlessly testing the physical bounds of real deal street skating with the best very of them.

Andrew Reynolds

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Bringing a precise lank and stomp to the sometimes flailing world of big-drop street skating, Andrew Reynolds' "make it or break" it tendencies are powered by his willingness to throw his six-foot frame from heights that make limping crybabies out of lesser men. Powered by invisible springs and kept upright with hidden gyroscopes, Reynolds represents skateboarding's ultimate fighting machine -- declassified and unleashed on the planet in hopes of keeping our streets free of ticky-tack mediocrity.

Jamie Thomas

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Coming up quick on fifteen years of serious skateboarding, Jamie Thomas still wakes up everyday thinking, living, and breathing his leap-of-faith style skating and shows no sign of easing up any time soon. With a drive strong enough to motivate his mind over what really matters, Thomas can often be found speeding through immense handrail and gap situations leaving in his wake the shredded conceptions of where skateboarding can be shoved for the sake of "How far?" and "How high?"

Bam Magera

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Bam Margera is both lightning bolt and lightning rod -- snapping necks with his unrestrained Pennsylvania-grown skate style, and harnessing the energy of his own massive discharge by video taping literally every waking moment of his practical-joker lifestyle. For skaters, he's a hilariously talented breath of fresh air in the form of seriously non-serious, and for the rest of the planet who know him simply as "The jackass who skates," he's the bad example that everyone wants to follow.

Elissa Steamer

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Truly a skater's skater, Elissa Steamer hasn't made her name in professional skateboarding as a flag waving "first female," but as a no-nonsense skater with a sick desire to learn, progress, and rise above even her own preconceptions of what can be done on-board. Taking her lumps and paying her dues along with the rest of the pro field, she's altered the testosterone-soaked landscape of skateboarding by refusing to lower herself to the level of gender debates and instead choosing to just shut up and skate.

Geoff Rowley

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An explosion of over-the-top activity has elevated Geoff Rowley from excellent skater to skateboarding's par excellence. Consistently operating above the also-rans in the non-competitive competition that defines real skateboarding, this re-located Brit has paid his fair share of dues whilst unceremoniously being dubbed the official holder of the title, King Assassin of Unsuspecting Rails and Double Sets.

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### 3: MASSIVE SCORE ~ MUST READ

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Here is how to get a massive score, this will be your help getting the sick scores in most of the challenge levels and also help you get 99.9 in the competitions. Here I will show you how to get it:

\* Find yourself a Halfpipe. Just to clear things up, a halfpipe is two ramps that are opposite each other, but pretty close to each other as well. A quarter pipe is just one 4 part ramp, so find a halfpipe, one can be found in at least every level:

\* Here is a list of some halfpipes in each of the levels: Foundry: The one that you have to cannonball over. Los Angeles: Near the elevator Lobby section. Rio De janerio: All around the level. Suburbia: Keep going up from the start. Airport: Right at the back just down the last escallator. Skater Island: As you start. Canada: Jump into a bowl. TokyoL At the back of the level.

\* Go to this halfpipe and launch up it, pressing X at the lip so you will get alot of speed while your going up, which will help you in the long run of getting alot of points.

\* Once you are up in the air, pull off a grab trick (Anything + Cricle) and hold it (Hold Circle) and then spin it around, so you are pressing something like left + circle which will do a melon as well as spin you around.

\* When you are just about to land the trick, let go of doing the grab trick, and position yourself straight enough so that when you land, it will probably be perfect, not saying that your going to land this early.

\* Once you are about to hit the lip, press the R2 button and you will most likely do a revert. While you are doing the revert, press wither down, up or up, down and you will do a manual at the end of the revert.

\* That will keep the combo going. Go up the other side of the halfpipe and perform another grab trick, and then spin it and land it normally just with a revert.

\* All this will give you big score, a massive score.

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### 4: TRICK TYPES

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#### Ollie

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Ollie is a basic jump. To jump/ollie, press the X button. Hold down the X button and then let go to get more air. Ollie is the basic of all tricks. Press X neat to the lip to get good air on a half pipe.

#### Manual

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Manuels are designed really for keeping a trick alive to score more points for it. For example, if you do a great trick, then land, the manual will keep the trick going so you can find another rail or anything to go up again and continue the big score of the trick.

#### Grab

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Grab tricks are a great way to increase your trcik score. Do grab tricks by pressing and holding the O button down. The longer you hold the button down, the more points you score. You can also turn while doing grab tricks.

#### Flips

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These moves just basically make your board flip. They don't really score

more points than the grab, but still good for some extra combo points or just to make a combo look better.

#### Grinds

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A grind is where you basically move along a rail. To do a grind, approach a rail/edge and press the triangle button next to it, or jump onto it and press triangle. Pressing triangle and different directions can of course perform different grinds. You also need to balance a grind, so use the directional buttons to do that.

#### Plants

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Plants are basically a stationary trick on the edge of a lip. To do a plant or a lip trick as they are called, find a bowl/halfpipe, and perform like a grind. When you are near the lip, quicckly press triangle + direction to do a plant. the longer you hold it, the more points you get. Let go of triangle to exit the trick.

#### Reverts

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Reverts are just a trcik at the end of a combo to keep it going for extra points and score. A revert is a switch at the end of a combo. To do a revert, press R2 when you land to do a revert.

#### Before take-off tricks

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Before take off tricks are tricks thaty are perform before you take off from the lip, to get extra points. These are a No Comply, and a Boneless. To do a no comply, press up + x, be sure to do it at the right time, other wise you will roll over the ramp. Press up, up X to do a boneless.

#### Wallride

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To do a Wallride, get paralell to a wall, and then skate in towards it and press triangle. Your character will 'ride' on the wall. press X to jump higher.

#### Special

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Special tricks are perfromed by your character as their special move. These moves are better than any other, and look cool as well as score way more points than the other tricks.

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5: LANDING  
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#### Landing

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Of course, to get points, you need to land the trick. To land, stop doing all tricks and head to ground. its no good still doing a trick and trying to land, as you will stack the trick and loose all recognition for it, as well as those valuable points. There is 3 ways you can land, well, actually 3 types of ways that can score more.

#### Perfect Landing

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You landed absolutely perfect, the board was in exact line. Perfect tricks are easy to do, you just don't spin in the air, but do normal tricks, like flips, and you should land perfectly. But sometimes it doesn't always count it. Perfect gets you bonus points, not much, but

still good.

Normal

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The most common landing you will get. This is when you land your board slightly off line, not good enough to be a perfect, but not bad enough to be a sketchy landing, this will probably happen 1/2 of your landings. Still, you should strive for perfect, but when doing spin tricks, it is easier to just keep spinning and landing normal than to try and line it up perfectly.

Sketchy

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This happens when you land slightly on the side, or like that. The landing is not good enough to be normal, but not bad enough to be a complete failure and you stack it. But this is nearly stack, so watch your positions.

Stack

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This can commonly happen, you landed sideways, or you didn't finish the trick before you tried to land. You will lose all your points that you created in the air, and you will fall down. Press buttons to get back up quicker.

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6: GAME TIPS
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GAME WALKTHROUGH
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7: FOUNDRY
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##### HIGH SCORE #####
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Pretty much the same as all the other tony hawks, you have to get the set score. Because this is the first level, and the first goal even though you don't have to do them in order.

You have to get a score of 10,000. There is a halfpipe for all you vert ramps just down the hill from the start. This can be used for some great vert tricks. If you are more of a grinder, well there are still alot of places around the level for doing this.

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##### PRO SCORE #####
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Pro Score is basically the same challenge as above, as you have to get a specific score set for you. This time, the score happens to be a little harder than the last, but still easy peasy.

Use the same place as you did before doing the High Score challenge. That is a good place for all your vert needs. There are also alot of

grinding spaces around the place.

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##### SICK SCORE #####  
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Bah, I think you know what this is by now. The score this time is 75,00 and can be abit hard for the new comers to Tony Hawks 3. I'm not new to the series, but I tried about 4 times to get this.

This should be really easy though. Pull off air tricks and link them into reverts and then into manuals and go up the other side of the ramp and pull another big trick to get a good multipliyer. If you are still having trouble, try getting some stat points to increase your air and hangtime stats for more air and better scores to pull in that time.

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##### COLLECT S-K-A-T-E #####  
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They would never leave this out, the good old collect skate, it's in every Tony Hawks I know. In case you don't know what to do, you have to collect the letters skate in the one run.

From the start, move foward and transfer over the halfpipe (Doing a cannonball if possible, you will know why later on in the challenges, so don't argue and just do it, it will save you time.) and collect the S on your way over. Keep heading up and then grind the railing and grab the K as you go. The A is over to the left of this next part, go onto the walkway section and then grab it. Follow the section around the outside and grab the T by jumping off one of the rails. Then go to your right abit and go up the vert ramp and grab the last letter, the E.

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##### ACTIVATE THE PRESS #####  
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The press is that big thing in the middle that will lift up once you grind it's controls. To get it up, you have to actuall grind past that lever.

From the start go down the hill and over the halfpipe with a cannoball if possible. Then head to he right of that big machine. Grind along the edge and keep your balance and grind over the controls lever. Hit it and the press will lift up or whatever. This is needed to be done to get a stat point as well.

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##### CANNONBALL OVER THE HALFPIPE #####  
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lets just start with the basics. First off, the halfpipe is the big thing that you encounter as soon as you roll down the hill, and to do a cannonball, press right + circle, this should be right unless you have changed it.

Roll down the hill and launch off the ramp doing a cannonball as you go. You have to land on the other side for it to be classified as the challenge completed. If you are having trouble still, then get some better air stats or something.



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##### GRIND THE CONTROL BOOTH #####  
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First time I played, I had no \*\*\*\*ing idea where the control booth was. It is actually so small, you don't even realise it.

From the start, just roll down the hill to your left. Stroll down there normally, and then just go right to the end. When you are into the raised up section with all the vert ramps, grind one side and go all the way along. In this grind, you will probably go past the control booth and grind over it. Challenge completed, move onto the next.

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##### ACTIVATE VALVES #####  
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Valves are always found on the walls. I bet your saying, but I can't get up high? Well, they are actually close to the ground, in fact they are all on a wallrides easy distance.

Move down to the left and roll down the hill. Stick to the wall on your left and then easily wallride the first valve. Keep heading along, and miss those containers on your left. Just when you get to the raised up section side, wallride the wall to get the second one. Move around the other side, and then grind the next one. Move up to the pool area, the next one is there. The final one is all the way back near the halfpipe, which it would of been on your right from the start.

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##### FIND THE SECRET TAPE #####  
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Defenetly the hardest objective in this first level. The secret tape is hidden somewhere in this level, the only question is where?

Head to the veyr back of the Foundry. You will come to a raised up section. Perform massive amounts of tricks to get good air. Near where the control booth is, go up the ramp and grind the top, if you have the air and speed. Jump so you are on this high up section and then go up the vert ramp. Land and go off the ramp and try and grind that wire stuff and garb the secret tape.

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8: LOS ANGELES  
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##### HIGH SCORE #####  
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Well, the person that made this high score, must really suck. The score this time to beat is a measly 15,000 which many people can do this in one combo.

Doing all the challenges in the level and just doing tricks on the way is a great way to do this challenge. For example, try to find the secret tape and do other challenges just performing grinds and stuff, it's not worth giving this it's own seperate time to do it. If you want to make

this abit more challenging, try to do it all in one combo.

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##### PRO SCOREE #####  
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For this challenge, you can just do what you did before, if you don't know what I'm talking about, try going and doing other challenges and just performing tricks and grinds and all that on the way.

You have to score 40,000 this time. It can still be done very easily, just use vert or grind tricks into manuals, if you do that, you can probably get it in 2 or 3 combos, to make it harder, try to get this score in only 2 combos, yes, thats right, 2 combos!

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##### SICK SCORE #####  
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Ohh, this time it gets a little harder. it will require more skill (cough) to get this, and it may take a whole run to do it in. The score this time to beat is still poxy, but big for the level. It is 100,000.

There are many good vert spost around this level. Use these. The ones I can think of that are really good to use are the ones by the elevator place, there are 2 ramps opposite for easy reverts into manuals. Also another one is down by the carwash, there are plenty of ramps here, another one is as soon as you start.

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##### ELEVATOR GRIND #####  
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Hah, alot of people will read this guide just for this. I found this really complicated when I was first playing and doing challenge, I could not find the elevator (I didn't notice the button) let alone do the elevator grind.

From the start, head down the road to your right, and you will probably see the elevator now. Go into the lobby section and then grind the button on the wall. A bing will sound, and the elevator will open. Tale it up to the top. Turn to thr left corncer and you will see a wire, you have to grind that along all the way nearly. Jump straight at the corner and keep your balance grinding down. At the end of the wire, jump off and land safely on the ground and your done.

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##### KICKFLIP OVER THE ELEVATOR LOBBY #####  
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The lobby is the same place as you had to go to in the last challenge, the elevator section. You can perform a kickflip by pressing left plus square, I think.

Okay, head to the right down the road. Go to the elevator section, and just to the left and right of it are vert ramps. Go up these and perform tricks, just to get air. When you have enough air, get to the ramp that is closest to the actual elevator, not the button. Hold left to transfer over to the other side while kickflipping at the same time.

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##### COLLECT S-K-A-T-E #####  
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I'm sure you know the dirll, collect the letter S-K-A-T-E all in one run. If you forget what letters you picked up during the run, press the start button. Look to the right of screen and you will see the pciked up letters.

Skate foward down the start into the lobby area. Grind and garb the S in here and jump off the rails and keep going foward. You will see the K on top of the wall, use the ramp from behind the halfpipe to launch yourself up to get it. Head around the road to the car-wash. grab the A in the car-wash and grind the rail near here and go up and collect the T. The E is all the way back near the start, near one of the transformers.

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##### TRANSFORMER SHUTDOWN #####  
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The transformers are those things on the wall that flash every now and then. You will have at least seen one of these in your other runs. You have to wallride all 5 of these transformers.

From the start, head down the road on your right. You will then see one on your right, wallride it. The next one is on the side of the wall near the elevator lobby section, wallride that one. Move into the big area with the car wash near by, and you will find another transformer, you will need to wallride, then jump to hit it. Transformer #4 can be found in that big open spaced section near where you got the T from skate and the last one is where you found the E from skate, to get here, just go around the road abit.

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##### FIND THE SECRET TAPE #####  
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As the name suggests, the secret tape is always hidden in a hard to reach place that may require some skill to get it. This si true for this as well.

From the start, grind up that wire you see. If you are having trouble getting all the way to the top, get speed off the vert ramp behind you when you start or increase you grind stats. Once you are at the top, jump and grind that little stick hanging off and you will launch off the ramp as well. Jump the gap and grind that flap thingy and grab it at the end.

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##### GRIND THE ELECTRIC RAIL #####  
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A level change will occur after you do this challenge. it is nothing major, but still a little difference. Once you grind it, an earthquake will happen and the ground will have a little hole in it.

Head to the left as you start and then follow the road around the corner. Keep heading up and you will hear sparks from a wire, that is the one you have to grind, which is on your right. There is a ramp here,

so launch off of that and grind the electric rail all the way along and jump off.

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9: RIO DE-JANERIO

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his place is filled with vert spots, great for a vert fan. Pull massive tricks into and out of grinds if you do some, and make sure you explore the whole level and vary the tricks for more points. You get 3 runs, all of 1 minute and only the first 3 runs count.

Doing the same trick over is bad, very bad. There are 2 reasons for this: 1) You lose points every time you do the trick again, it actually de-deducts it from what the score should actually be, so avoid doing them twice. 2) The judges don't like it for some reason. Everyone likes to see a good mixture of tricks.

Do not bail. I know it's hard not to sometimes, but try not stack. This will lose all your current points in your combo, and the judges don't like it either. Always keep your balance on grinds and watch that meter. The most common trick I stack is the wrap around, it takes awhile to get from the wrap around position back to the normal position.

Mix combos always. What i mean is you can do some fresh stuff, such as grinds instead of vert tricks, because if the grind scores haven't been used yet, then there is a good way to rack up alot more points.

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The main trick to getting a great score with using vert tricks is this:

- 1) Go up a vert ramp
  - 2) Pull off a grab move and spin it around in the air
    - This will build your score up heaps
  - 3) When you are about to land, do a revert
  - 4) Do the revert into a manual
  - 5) Go up another side of the ramp (If it's a halfpipe)
    - This will give you heaps
  - 6) Pull another grab move, or get your multiplayer up by doing alot of flip tricks.
  - 7) Revert back into a manual and try to find something to grind
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10: SUBURBIA

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##### HIGH SCORE #####

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Bah, once again this is a pretty crappy score, but what do you expect for something labelled "High Score".

This I would reccomend not taking time out of the time limit to do just this challenge, this means, find another challenge to do, like the collect S-K-A-T-E, and then find the letters why you do some tricks in between, like some grinds and air tricks if possible. The score this time to get is just 20,000. To make it more challenging, try to get this in one whole combo. That should even be easy as well.

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##### PRO SCORE #####

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This time the score is bigger, not by much though, as it is 50,000 now.  
Should still be fairly easy.

This time you might want to have a full run for this. There are many  
places that you can get this score, but if you are a vert fan, here are  
afew good spots to get it:

- (1) From the big pool
- (2) Big Halfpipe from foward as you start
- (3) Behind where you start

There is also a great grinding track as you first enter the level, use  
this into manuals and things to get a good multiplier. This score is  
still piss weak, but they are getting higher each round.

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##### SICK SCORE #####  
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The tough one. Before you start, you might want to spend your stats  
points and get some air and speed up abit, you will need it farther on  
in the game as well, and IMO the most needed thing.

There are alot of places you can do this challenge, choose yourslef. If  
it was up to me, I would go to that big pool in the backyard byt the  
stat points and all. That is a great place to score all your points.  
But, my opinion will mean nothing, so choose your own preffered spot to  
go to.

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##### ICE THE ICE-CREAM MAN #####  
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Heh, this one took awhile to figure out what the heck I had to do. You  
have to do this challenge before you can get the secret tape, you will  
know why later on.

As soon as you start the level, head over to the left into the area.  
Start going up the ramps and you will notice a tranfer. DO this  
transfer and you will hit that big pole, tower thingy. You will knock  
this over, and it will fall down, and, well, splat the ice-cream man.  
FREE ICE-CREAM, although it may be abit dented.

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##### APPAL THE APPLIANCES #####  
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5 appliances are hidden in the level, and you have to "Appal" them. I'm  
only 14, so I don't even know what the hell Appal means, but I'm  
guessing it just means something like knock over.

From the start of the level, turn around. Roll over the ramp here and  
hit the first appliance in front of you. Turn to your left and grind the  
edge and hit the next appliance you see. Go back out the way you came  
and follow the starting route along, and go intot he massive halfpipe.  
At the top of this will be the next appliance. The next appliance is on  
top of one of those trailers in the middle of the level, near where you  
are now. The final one is at the big pool.

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##### 360 FLIP THE WEATHER VANE #####  
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This was the hardest challenge in the game for me, the reason is I did not know what the \*\*\*\* a 360 flip was then. I kept going over the wather vane doing a hellflip and doing a 360 spin at the same time, until I finally found out what to do.

To do a 360 flip, the default combination is down, down square. Keep that in mind if you don't know it already. Lets get to the weather vane first shall we. Turn to the right as you start, and grind the wooden parts and fall over into the backyard. On the left will be a ramp, go up this ramp and follow the roof around and grind the wire over to the house which is above where you start the level. You wil then see the weather vane once you are at the end. Go up to the end, and then come back and jump over the weather vane and perfrom a 360 flip.

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##### DISRESPECT THE DISHES #####  
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The dishes that you have to disrespect are the satellite "dishes." The dishes just basically look like normal satellites you see anywhere if someone has something like foxtell or whatever, but enough of that.

From the start, head up. Go into the section with the trailer on it, and the first satellittle dish will be on the first trailer you come to on your right. Go up and the ramp and just hit it. Head around the corner and go up the ramp onto the roof. Here you will see another satellite dish, hit this one and take the wire to the house just above where you start the level near the weather vane. The final dish is here.

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##### COLLECT S-K-A-T-E #####  
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You should know the drill by now if you are this far int he game, if you are that stupid, you have to collect the letters S-K-A-T-E in one run. Press start to see the letters you have already collected.

As soon as you start the level, jump across and grind the railing and grab yourslef the S. Keep heading up to the halfpipe with the appliance at the top and transfer from the halfpipe to the right. When you land, head to the left, to the area with all the graffiti on the ramp. Grab the A from here and keep going round into the backyard section. Find the T next to the pool and go up one of the ramps behind you to garb the E.

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##### FIND THE SECRET TAPE #####  
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Important note: This objective can only be accomplished after you have completed the challenge labelled: "Ice the Ice-cream man." The reason for this is the tower has fell down.

When I first played the level going for the tape, i couldn't think of a way to get it, but it became easier as I knocked down the tower :P From the start, head to the left. Transfer over the ramps and hit the tower if you need to, and once it has fallen down, then get a run up and grind the pole and jump off at the end grabbing yourself the tape.

=====

##### HIGH SCORE #####

40,000 is now your target to get this time. This score is still pretty piss weak and should be done really quickly.

40,000 in these levels are nothing. If you have updated your specials and tricks, then perform some of these tricks to easily get this score. Don't waste time actually getting this by itself, do other challenges while you are getting the score, because as I said, it is too easy.

##### PRO SCORE #####

The scores are starting to rise, not by much, but they are creeping up. This time the score rises up to 100,000 points. Equip some specials and better tricks for this.

Great Vert Places:

- Just at the end of the last elevator. By the airport sign is a great little helpipe section for big vert tricks.
- At the end of the level (The same place as before), there are some many vert ramps here.

Great Grind Lines:

- At the start there is a real good one. Grind that traveller rail, and then jump off at the end to the escalator onto the lights and keep grinding the lights. IF you keep going, you can get this in one combo. Try to land the big drop as well, it really helps.

##### SICK SCORE #####

The score now gets alot higher. Equip some special moves by going to the upgrades section in your menu, and go to tricks and edit the specials. Memorise the button combo(s) to do these tricks.

I have sussed out a few good places to get this score, both vert and grind routes around the level, lets start with the main vert place to get this score.

VERT: My favourite spot to get a good vert ramp score is near the end of the airport. Just after the elevator thing at the end, there are ramps to the left and right after that. Link you reverts into manuals and go up the other side.

GRIND: As you start, grind the traveller rails and use that as a grind route. At the end jump off and land on the traveller going down or jump to the lights. Go along this route for a sick score of about 200,000.

##### GRIND THE PLANE #####

I really had trouble with this the first time. At the end of the airport, I could see like planes outside but I couldn't get to them. It

took me awhile to work out where it was.

Roll down the fiersst travellator, and you will see two vert ramps with a ril at the top of them and a little plane above. Thats the plane you have to grind. Jump up the vert ramp, and grind, not Lip. Grind it all the way to the left/right until the gap comes up, then jump off and it will count. If you jump off too early, it will not count.

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##### COLLECT S-K-A-T-E #####  
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The skate letters have gone missing again, collect them all in the one run. If you forget whcih letters you have got, press the start button to bring up the pause menu, and then look to the right of screen.

The S is staright ahead of you on the travellator rail. Go dwon the next travellator and collect the K. The A is on the next lot of travellators. Keep going up and launch off the ramp on your left and grab the T as you go over the security section. Go down the travellator and to the left will be a vert ramp, go up that and collect the E.

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##### NOSEBLUNTSGLIDE THE AIRPORT SIGN #####  
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First things first. How to do a Nose bluntslide. To do a nosebluntslide, just before you are going to grind a rail, in the air, press: up, up triangle.

Go to the end of the airport. Just as you come down the last travellator, head to the vert ramp on the left. Pull massive tricks and get some air by going to the other ramp as well. On this same ramp when you come up it again, move over to the right in the air and when you reach the airport sign, nosebluntslide it. Jump down when you get the gap called: "Hey, get down."

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##### FIND THE SECRET TAPE #####  
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This is early in the challenges for this level, because I think it is very easy to get. When I first played this level ages ago, I found it first time nearly.

Go to the end of the airport, near where the security parts are that beep when you go through it. When you reach the escallators justy after this, grind the rail part. Then jump onto the lights. Keep grinding and when the light ends, jump onto the net light grinding to the left. Collect the secret tape.

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##### LOST LUGGAGE FOUND #####  
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First of all, the lugage is just a basic breifcase/suitcase, and to get the luggage, just bump into it.

First, head into the room in your left and at the end, hit the first baggage. Head down the escallator and hit the luggage down here by the



rails. Thats 2/5. Head to the next escallator at the end and hit the baggage just in front of you. Turn right and hit the next one by the two ramps and then turn back and jump on the bench thing and hit the last baggage.

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##### SNAG THE FLAGS #####  
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The flags are of differnet countries, and to grab the flag(s), you have to grind them. This will require some great grinding skill.

There are big rails going around the room at the end of the airport, go here, and use the ramps to grind the rails around the room grabbing all the flags as you go along. At times you will need to wallride and jump and then grind again on the next rail to get a flag up high, or jump down and grind the rail below to get the flag below you. Collect the all.

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12: COMPETITION: SKATER ISLAND  
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This place is filled with vert spots, great for a vert fan. Pull massive tricks intoand out of grinds if you do some, and make sure you explore the whole level and vary the tricks for more points. You get 3 runs, all of 1 minute and only the best 2 runs count.

Doing the same trick over is bad, very bad. There are 2 reasons for this: 1) You lose points every time you do the trick again, it actually de-deducts it from what the score should actually be, so avoid doing them twice. 2) The judges don't like it for some reason. Everyone likes to see a good mixture of tricks.

Do not bail. I know it's hard not to sometimes, but try not stack. This will lose all your current points in your combo, and the judges don't like it either. Always keep your balance on grinds and watch that meter. The most common trick I stack is the wrap around, it takes awhile to get from the wrap around position back to the normal position.

Mix combos always. What i mean is you van do some fresh stuff, such as grinds instead of vert tricks, because if the grind scores haven't been used yet, then there is a good way to rack up alot more points.

-----  
The main trick to getting a great score with using vert tricks is this:

- 1) Go up a vert ramp
  - 2) Pull off a grab move and spin it around in the air  
- This will build your score up heaps
  - 3) When you are about to land, do a revert
  - 4) Do the revert into a manual
  - 5) Go up another side of the ramp (If it's a halfpipe)  
- This will give you heaps
  - 6) Pull another grab move, or get your multiplayer up by doing alot of flip tricks.
  - 7) Revert back into a manual and try to find something to grind
- 

Okay, here are some great lines for Skater Island:

VERT LINES:

>Where you start is a great example of one, very easy to get to, and is a halfpipe so you can do the manual into a revert thing for a stack of

points.

>I prefer near the open area doorway. I duuno why, but the ramp is small and has one opposite and means that I can easily fit more tricks in before landing.

GRINDS:

>Defently the main line would be the rails around the outside or the level. There are many ways to get up here. Make sure you have good grind balance and land the big drop if it happens.

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13: CANADA  
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##### HIGH SCORE #####  
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Being the last challenge level and all, this is still very easy, but still very hard, if you get what I mean. If you don't, it looks a hard score to get, but it really isn't because you have progressed so far in the game and you should have better stats and all.

50,000 is the score you have to get now. Don't waste time doing it by itself. Go around doing different challenges, like skate for example, and on the way do grinds and go up the odd ramp for some extra points. This should be really easy and you will get it in a flash. If you can't get this, then your really going to have trouble getting the sick score, or the pro score.

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##### PRO SCORE #####  
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It starting to get harder, this time the score you want to get is 100,000. A big enough score, but is still easy enough to get. If you can't get this, then you wont even get near the sick score.

There are alot of places around the level for good routes. Here afew:  
- A big pool just as you start to the right is good for pool tricks, but the vert ramps are way too high so it limits you to end your garb tricks early or you will stack.  
- If you head right from the start over the fence, head to where the A is for skate, and on the way you will see a pool, this is a good spot.  
- Just go to the spot where the A is for skate, goo vert ramps and easy ways to good do specials.

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##### SICK SCORE #####  
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Uhh, the big mamma. This will test your skills and is the biggest challenge and maybe one of the hardest ones you face in the game. You will need good enough stat points for air and hang time stats as well as good specials.

Go to the pool that you have to ollie over, and try not to waste any time going to there. Just jump over the fecne to your right, and head to the pool. There will be abit where you have to ollie over it, go in the small bit here and perform your specials into reverts and manuals as

well as more tricks. Vary all tricks that you do, and try not to repeat some of them. Always hold the garb tricks and spin around for a big score. If you complete this, then you truly are great at Tony Hawks.

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##### BLOW UP THE TREE #####  
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Just a note: You have to do this every run before you want to nosegrind over the tree (Later challenge). Once you do this once, it counts it, but every run from then on, you have to do this to knock the tree down.

From the start, brake and turn around and go up the ramp onto those railroad tracks and the platform section. Hit the dynamite detonator and it will blow up the tree and it will be knocked down. Challenge, completed, easy.

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##### NOSEGRIND OVER THE TREE #####  
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The tree you have to Nosegrind over is the one that you knocked down in the last challenge.

First of all, turn around and go up the ramp. Hit the dynamite detonator here, and this has to be done every new run that starts. The tree will fall, Drop down to your left and go up and then turn around. To do a nosegrind, press up plus triangle. Do this to the tree most of the way along. When you get the tree gap, then you know it's time to jump off before your balance is ruined.

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##### COLLECT S-K-A-T-E #####  
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You know the drill, collect the letters s-k-a-t-e in one run. They can be gotten in any order, but the one I prefer is written in this guide. Okay, lets start:

Go forward from the start and launch off the ramp and grab the S while you are in the air. Stop here, and then turn right, and jump over the fence. Move to your upper right past the pool and jump the fence and grab the K. Use the ramp to transfer back over, it doesn't matter if you stack it, just make it over. The 'T' is out of the way for now, so lets grab the A. Jump into the water, yep thats right! When you come back, you will most likely be put back on the A. Move over to right and launch off the big ramp and hit the E. The T can be found if from the start, you turn around and then jump onto the top section and go through the tunnel.

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14: TOKYO  
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This place is filled with vert spots, great for a vert fan. Pull massive tricks into and out of grinds if you do some, and make sure you explore the whole level and vary the tricks for more points. You get 3 runs, all of 1 minute and only the two best runs count.

Doing the same trick over is bad, very bad. There are 2 reasons for this: 1) You lose points every time you do the trick again, it actually

de-ducts it from what the score should actually be, so avoid doing them twice. 2) The judges don't like it for some reason. Everyone likes to see a good mixture of tricks.

Do not bail. I know it's hard not to sometimes, but try not stack. This will lose all your current points in your combo, and the judges don't like it either. Always keep your balance on grinds and watch that meter. The most common trick I stack is the wrap around, it takes awhile to get from the wrap around position back to the normal position.

Mix combos always. What i mean is you van do some fresh stuff, such as grinds instead of vert tricks, because if the grind scores haven't been used yet, then there is a good way to rack up alot more points.

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The main trick to getting a great score with using vert tricks is this:

- 1) Go up a vert ramp
- 2) Pull off a grab move and spin it around in the air
  - This will build your score up heaps
- 3) When you are about to land, do a revert
- 4) Do the revert into a manual
- 5) Go up another side of the ramp (If it's a halfpipe)
  - This will give you heaps
- 6) Pull another grab move, or get your multiplayer up by doing alot of flip tricks.
- 7) Revert back into a manual and try to find something to grind

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OTHER GAME STUFF

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#### 15: Decks Walkthrough

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##### LEVEL 1: FOUNDRY

From the start, go up the ramp and land on the raised up section. Also on here is a few stat points, but look at the title, it says DECKS walkthrough. Anyway, once you are on, go around the catwalk stuff and then move to the area with the glass section. The deck will be in the middle of here.

##### LEVEL 2: LOS ANGELES

Oh, this one is abit hard. From the start, head to the left down the road by the rail. Follow the road along, and then you will see the electric rail on your right, you will also see a ramp. Launch off of that ramp onto the power lines, and then at the end, jump off to the area with the ramp ahead of you. Go up this ramp and grab the deck.

##### LEVEL 3: RIO DE JENERO

From the start, turn back around and then head to the right. Head up the road and at the end on your left will be a ramp, go up it and then turn left at the open area dn grab yourself the deck when you launch off the ramp.

##### LEVEL 4: SUBURBIA

This one is abit tricky as well. From the start, head to the left where the ice-cream truck is/was and where you had to launch off to get the secret tape, go in here. Go around to the left abit more and go up the vert ramp to get speed and launch off the big ramp onto the roof and grind the power-lines. When you are on, jump the the next power-lines going across from you and garb the deck on your way, grinding left.

LEVEL 5: AIRPORT

Easy this one, only if you know that there is a secret area. This can be done two ways, the easiest is the first. From the very start, head to your right. Go through the baggage handler thing and you will come out into a secret area, garb the deck at the end of this. Or you can go down the first escallator and then turn back and go into the secret area.

LEVEL 6: SKATER ISLAND

From the start, head over to the upper left, where a big skater sign is with a ramp next to it. Go up this vert ramp and you will see a deck, you can't reach it like this, but try to grind some of the rails around the island that leads to here and grab the deck from the top.

16: Gap Checklist

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See:

[http://db.gamefaqs.com/console/psx/file/tony\\_hawks\\_pro\\_skater\\_3\\_c.txt](http://db.gamefaqs.com/console/psx/file/tony_hawks_pro_skater_3_c.txt)

^ Has got all the gaps in it. I might write one to list here, after maybe. If I get the time.

17: Stat Points

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FOUNDRY

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STAT POINT #1:

From the start of the level, head to your right. Launch off the edge of the ramp and onto the rails at the side of the wall. Grind and grab the stat point as you are grinding the rail.

STAT POINT #2:

From the start head down the hill to press. Go to the right and hit the switch to get the press up. Now that that is done, launch off one of the ramps to the top and nab the stat point on top of the press. There is another way you can do it, go to where you get the deck and launch through the glass down onto the press grabbing it in the air. This is the original way I though you had to get it, but I was wrong.

STAT POINT #3:

Head to the back of the level, onto the raised up section near the hot bucket of liquiud. Now, you have to get up onto the ramp where you get the secret tape, kind of. Get speed and grind the top ledge to the left and grab the stat point at the end of the rails.

STAT POINT #4:

From the start, use the ramp to your left or right to get onto that raised up section dangling above the main foundry. Go to the left of this thing and run into the stat point. If you get close enough to it, it will automatically garb the stat point.

STAT POINT #5:

bah, this one is the easiest of all to obtain. Head to the back of the foundry sticking to the left wall mainly. Go around the outside by the control booth and you will easily see the stat point. Garb it.

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LOS ANGELES

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STAT POINT #1:

From the start, turn around and do a trick up the vert ramp. This will give you some speed. When you land, grind up the wire stuff ahead of you and get to the top. Then jump and grind that stick thing hanging out to get the point. Keep going and go up the ramp and onto the next building and you can get the secret tape.

STAT POINT #2:

From the start, head to the left by the transformers and where the E letter is or was. Follow the road along and go up the first vert ramp on your left to get it.

STAT POINT #3:

Okay, from the start head right down the road to the elevator lobby section. Grind the button to open the elevator and go in there. Take it up to the top and do the elevator grind thingy. When you can see the stat point below you, you need to jump off and hopefully get this stat point. You will probably have to try over and over to get it, so be patient. Timing is the key.

STAT POINT #4:

Okay, from the start, head left and follow the road as it goes along. Turn left into the section with all the rails above it. Go up the ramp at the back, and then land and launch of the ramp in the middle and grind the rail to the right up in the air. Keep grinding along and grab the stat point on this wire.

STAT POINT #5:

From the start, head right down the road. When you see the elevator lobby, turn left and you will probably see the stat point on the wire. You need to use the ramp that you can see on the other side. Go up this ramp but roll over it and grind the wire to the left.

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RIO DE JANERIO  
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STAT POINT #1:

From the start of the level, turn around and head right. Go up the ramp on your left and go up the top. When you reach the top, grind the ledge to the right and grind it all the way along and at the end you will grab the point.

STAT POINT #2:

From the start of the level, head to your upper right and you will find a vert ramp by a big sign. Go up this ramp and at the top you will grab the stat point. Wow, that was hard.

STAT POINT #3:

This one is abit tricky to get. Okay, from the start, head to the upper right where you see that sign with the vert ramp there as well. There are ramps around here, you need to launch off of one of these onto the power lines and then grind to the right and grab the stat points.

STAT POINT #4:

From the start of the level, head backwards (Turn around) and then head to the right. Go up to the end of the road and turn to your left and go up the ramp on the left. At the top, go up the vert ramp and land with speed. Jump and grind the wire you see through the window into a kin-of secret area. Search around the secret area and on one of the balconies to your right will be the point. This one took me awhile to find.

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SUBURBIA

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STAT POINT #1:

From the start, head to the right and grind those wooden things over into the backyard. Once on the backyard, take the ramp on your upper left onto the roof. Go around the other side and grind the wire onto the roof with the weather vane on it. On this roof will be a point.

STAT POINT #2:

From the start head right and grind the planks into the backyard. Head up the ramp to the roof and on your left you will see a vert ramp once up the top. Roll over the ramp and up top will be the stat point.

STAT POINT #3:

Once again, from the start, head to the right and the grind the wooden planks here and jump into the backyard where the pool is. On your upper left will be a ramp, take this ramp up to the top of the house and grind the power lines. On the power lines will be the point.

STAT POINT #4:

Once again, from the start, head to the right and the grind the wooden planks here and jump into the backyard where the pool is. On your upper left will be a ramp, take this ramp up to the top of the house and grind the power lines. Next, keep grinding all the way along and and you will collect two stat points on the way.

STAT POINT #5:

From the start of the level, head left into the area. Go up one of the vert ramps on the left and when you land, use the ramp and launch up top to the building's roof. Jump from here onto the power lines and keep going and trnasfer if needed to garb the next stat point.

18: Create a Skater

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Since there is already an In-Depth guide on gamefaqs for this, I will list a link to the Create a Skater FAQ by MTruitt:

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[http://db.gamefaqs.com/console/psx/file/tony\\_hakws\\_pro\\_skater\\_4\\_cas.txt](http://db.gamefaqs.com/console/psx/file/tony_hakws_pro_skater_4_cas.txt)  
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19: Secrets

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Follow this link to Slateman's secrets FAQ:

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[http://db.gamefaqs.com/console/psx/file/tony\\_hawks-pro\\_skater\\_3\\_secrets.txt](http://db.gamefaqs.com/console/psx/file/tony_hawks-pro_skater_3_secrets.txt)  
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20: Frequently Asked Questions

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Q: How come I can't do X goal?

A: Please look in the walkthrough. It contains all the information you will need to complete the goal you are looking for. If you are still having trouble, e-mail me.  
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Q: When was this game released?

A: Look in the "Game Information" section on GameFAQs.

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Q: Can I submit something to the guide?

A: Yes, feel free to. I may not be posted, but it's worth a try.

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Q: Do you have AIM/MSN, something like that?

A: I do have MSN, but I never use it. If you want to contact me, then do it via e-mail

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Q: Can I use this FAQ on my website?

A: Please look at the "Legal Disclamer."

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Q: I found an error in the FAQ.....

A: Only contact me if it is something to do with the game, not the spelling or grammar int he guide.

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Q: How do I edit my stats?

A: You must collect stat points, then go to upgrades ont he menu and use the points.

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Q: How come the Park Editor has a limited size?

A: Probably to save memory in the game.

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Q: What system is this guide for?

A: The Playstation 1! Not the Playstation 2.

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Q: Do you skate in real life?

A: No, I know jack shit about skating

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Q: Do you get anything for getting all the gaps in a level?

A: Dunno, I have never completed a level and got all the gaps, I am missing a few on each level, which I haven't been bothered to look for.  
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Q: Do you unlock someone if you complete every gap?

A: I think you unlock Wolverine or someone like that.  
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Q: Do you have any other games in this series?

A: Yes, I have played Tony Hawks 1, I have got Tony Hawks 2 (psx) Tony Hawks 3 (psx) and Tony Hawks 4 (ps2).  
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Q: Where can I find more of your work?

A: Go to this link:  
<http://www.gamefaqs.com/features/recognition/24572.html>  
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Q: My Playstation won't load the game?

A: Get someone to fix it.  
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Q: I e-mailed you, but I didn't get a response back from you, why not?

A: Because you probably didn't follow one of the e-mail rules.  
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Q: Can I download this file onto my Hard Drive.

A: Yes  
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ENDING STUFF  
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#####

21: Copyright  
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If your saying, "You didn't pay for the copyright, that means that you

can't copyright it" Then you obviously don't understand the copyright rules then do you?

- - -

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<http://www.gamefaqs.com>

<http://www.gamers-realm.com>

- - -

Thats it, no one else, unless I decide otherwise. Anywhere else will have to e-mail me first. I have the right to deny your website use of the guide because it is mine. All of the contents in this file were written by Aarn Baker, unless stated otherwise in the credits section at the end of the guide. Cheat Code Central is forbidden to use this guide. If any websites are using this guide without my permission, the appropriate steps will be taken to get the guide off the site.

- - -

The author of this document can be contacted via e-mail, which is: Wayalla1(at)yahoo.com.au! Monst questions will be asnwered unless the question is answered in the guide, the title doens't include the games title or something like that, and also no spam and stupid e-mails. You are allowed to download this file onto your hard drive, thats the whole point of the FAQ really, to print it because I doubt many people have the console and computer in the same room and no one will want to stay at the computer playing the game.

22: E-Mail policy

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THE RULES:

- Put the game name in the subject, or something to do with the game. I'm sick of getting e-mails with "No Subject." If I get any of these, then I will delete it and it wont be replied to.
- Use correct spelling. I hate getting e-mails such as "Do u no ne chetas." Please do not use abbreviations, it is annoying, and makes you loke ignorant and I will probably not reply to it.
- Do not send me spam. Not that anyone cares, i have enough of this in my inbox. Please, do not send me anymore. If I get anymore, I will just block you, or if I wish, send some back.
- Do not ask a question already in the guide. I will delete it. If you cn waste your life playing video games, you can waste some more time looking for an answer in the guide. Don't act like a n00b, ack like a newbie.
- You can submit comments about the guide. For example, the formatting, errors, etc.

### 23: Versions

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VERSION 1.0: First version, released to gamefaqs.

### 24: Contributions

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So far, I have got no contributors, as this is the first verasion. This list will grow as I get contributions, question and hate mail arriving in my inbox.

### 25: Personal Thanks

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Inferno - Me and Inferno were going to write a Grand theft Auto 3 guide, but then it didn't work out. I done all the work, and it was taken down. Sorry about that Inferno.

FCB - The FAQ Contributors board here at gamefaqs, great advise and tips and stuff on FAQ making.

Makers - For amking this great, addictive game. My fingers got very sore from playing it, so it had to be very good.

IF I HAVE MISSED ANYBODY, YOU NOW HAVE PERMISSION TO HATE ME :P

### 26: About The Author

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My name is Aaron Baker, I reside in Adeladie, South Australia, Australia. My hobbies include Writing Guides, Playing Sports, Video games and more.

### 27: Different Ways of Contacting the Author

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ON THE MESSAGE BOARDS:

My name is wayalla on the gamefaqs message boards

E-MAIL:

Email me at Wayallal(at)yahoo.com.au

CHAT:

I have no chat or anything, so pick one of the above