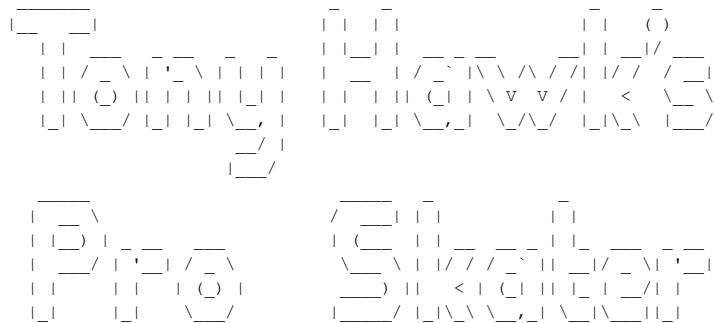


# Tony Hawk's Pro Skater 3 FAQ/Walkthrough

by mike tru

Updated to v2.0 on Dec 10, 2001

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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Tony Hawk's Pro Skater 3 (PSOne) FAQ / Walkthrough Version 2.0  
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## ===== About FAQ =====

I have noticed that many people have thought that this is a FAQ for the Playstation 2 version of the game. However, this is not for the Playstation 2, it is for the PSOne. I would not normally care, but from what I have gathered, there are quite a few discrepancies in both versions, so if it is used for Playstation 2 then it might not have all of the goals and levels or secrets listed.

This FAQ is a copyrighted work of Mike Truitt. If you would like to use it on your site e-mail me at mat2810@cs.com and I will be more than happy to allow you to use it, but I would prefer you ask. Note: This FAQ is still in its beginning stages, I will update as often as possible, if you have any questions just send me an email and I should answer it.

## ===== Version History =====

- 1.0 - Just started, I have a long way to go. I hope to get at least a little typed in for the next week or so. Once Thanksgiving break hits, there should be some major updates.
- 1.1 - Got all of the walkthrough in, as well as tricks (not specials yet) for all of the skaters. I should have the gap checklist up on the next update (names of the gaps, not the descriptions, but eventually, they will be in there)
- 1.2 - Finished all of the walkthrough (got in the icon and deck listings) and added some in the about this FAQ section.
- 1.3 - Finished the Create-A-Skater section finished
- 1.4 - Added the Soundtrack section of the FAQ. Started on the Gap Checklist section.
- 1.5 - Continued some work on the Gap Checklist section

1.6 - Finished Gap Checklist!!!!, Finished Characters section.

1.7/1.9 - I have had some confusion about what updates are what, so these were kind of just non-existent

2.0 - Worked real hard on updating most of the sections, added cheats and changes sections.

In my next update, there will definitely be large additions in the changes section of the FAQ, I also am planning on huge updates in the Create-A-Skater section. If you have any of your own created skaters or want any request on them, I will add them to the next update of my FAQ.

Last Updated: Monday, December 10, 2001

=====  
Controls  
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If you have played any of the other Tony Hawk's Pro Skater games on any system, the controls are basically the same as they were before.

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On the Ground  
-----

X Button: Ollie  
Circle Button: Nothing  
Triangle Button: Grind on a low rail  
Square: Nothing  
Start: Pause the Game  
Select: Change View  
L1: Nothing  
L2: Switch Nollie or Fakie stance  
R1: Nothing  
R2: Switch to regular or switch stance  
D-Pad: Steer your skater

-----  
In the Air  
-----

X Button: Nothing  
Square Button: Perform a kick trick (When paired with D-Pad)  
Triangle Button: Grind on a rail, or Wall Ride  
Circle Button: Perform a grab trick (When paired with D-Pad)  
Start: Pause the Game  
Select: Change View  
L1: Spin left  
L2: Nothing  
R1: Spin right  
R2: Revert (When you are landing)  
D-Pad: Steer your skater (Perform tricks when paired with Circle or Square)

=====  
Characters  
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-----  
Tony Hawk  
-----

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 countless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly moving self, Tony Hawk soars.

Stats:

Air time:: X X X X X X X  
Hang time: X X X X X  
Ollie:::: X X  
Speed:::: X X X X X X  
Spin::::: X X X X X X X X  
Landing:: X X X X X  
Switch::: X X X  
Rail Bal:: X X X  
Lip Bal::: X X X X X X  
Manuals:: X X X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
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.

Stats:

Air time:: X X X X X X  
Hang time: X X X X X  
Ollie:::: X X X X X  
Speed:::: X X X X X X  
Spin:::: X X X  
Landing:: X X X X X  
Switch:: X X X X X  
Rail Bal:: X X X X X X  
Lip Bal:: X X X X X  
Manuals:: X X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Kareem Campbell  
-----

An ideal combination of both East and West coast sensibilities, Kareem Campell 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.

Stats:

Air time:: X X X X X X X  
Hang time: X X  
Ollie:::: X X X X X X  
Speed:::: X X X X X  
Spin:::: X X X X X X X X  
Landing:: X X X X  
Switch:: X X X X X  
Rail Bal:: X X X X X X  
Lip Bal:: X X  
Manuals:: X X X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide

Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Rune Glifberg  
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An O.G. Dane enduring the climes of sunny So.Cal, Rune Glifburg'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.

Stats:  
  
Air time:: X X X X X X X  
Hang time: X X X X X X X  
Ollie:::: X X X X X  
Speed:::: X X X X X X  
Spin:::: X X X X X X  
Landing:: X X X  
Switch::: X X X X  
Rail Bal:: X X X X  
Lip Bal::: X X X X X X  
Manuals:: X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Eric Kosten  
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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"

Stats:  
  
Air time:: X X X X  
Hang time: X X X  
Ollie:::: X X X X X X X  
Speed:::: X X X X X X  
Spin:::: X X X X  
Landing:: X X X X  
Switch::: X X X X X X X  
Rail Bal:: X X X X X X X  
Lip Bal::: X X X  
Manuals:: X X X X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide

Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

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 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 caries along with him a wieghty satchel of trickness that includes above-the-lip flips and twist and a laundry list of tech coping sorcery.

Stats:

Air time:: X X X X X X X  
 Hang time: X X X X X X X  
 Ollie:::: X X X  
 Speed:::: X X X X X X X  
 Spin:::: X X X X X X X X  
 Landing:: X X X  
 Switch:: X X X X X X  
 Rail Bal:: X X X  
 Lip Bal:: X X X X X X X X  
 Manuals:: X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
 Rodney Mullen  
 -----

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 Prof. of skateboard conceptualism.

Stats:

Air time:: X X  
 Hang time: X X  
 Ollie:::: X X X X X X X  
 Speed:::: X X X X X  
 Spin:::: X X X X X X X X  
 Landing:: X X  
 Switch:: X X X X X X X X  
 Rail Bal:: X X X X X X X X  
 Lip Bal:: X X  
 Manuals:: X X X X X X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
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.

Stats:

Air time:: X X X X  
Hang time: X X X  
Ollie::::: X X X X X X X X  
Speed::::: X X X X X X  
Spin::::: X X X X  
Landing::: X X X X X X X  
Switch::::: X X X X X  
Rail Bal::: X X X X X X X X  
Lip Bal::: X X X  
Manuals::: X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Andrew Reynolds  
-----

Stats:

Air time:: X X X X  
Hang time: X X  
Ollie::::: X X X X X X X X  
Speed::::: X X X X  
Spin::::: X X X X X  
Landing::: X X X X X X X  
Switch::::: X X X X X  
Rail Bal::: X X X X X X X X  
Lip Bal::: X X X X  
Manuals::: X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Geoff Rowley  
-----

Stats:

Air time:: X X X X X X  
Hang time: X X  
Ollie::::: X X X X X X  
Speed::::: X X X X  
Spin::::: X X X X X

Landing::: X X X X X  
Switch::: X X X X  
Rail Bal::: X X X X X X X X  
Lip Bal::: X X X X X X X  
Manuals::: X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Elissa Steamer  
-----

Stats:

Air time:: X X X X X X  
Hang time: X X X X  
Ollie::: X X X X X  
Speed::: X X X X X  
Spin::: X X X X X  
Landing:: X X X X  
Switch::: X X X X X  
Rail Bal:: X X X X X X  
Lip Bal::: X X X X X  
Manuals::: X X X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Jamie Thomas  
-----

Stats:

Air time:: X X X X  
Hang time: X X X  
Ollie::: X X X X X X X  
Speed::: X X X X X X  
Spin::: X X X X  
Landing:: X X X X X X X X  
Switch::: X X X X  
Rail Bal:: X X X X X X X  
Lip Bal::: X X X X  
Manuals::: X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a

Down-Down..... 360 Flip      Tailgrab      Bluntslide  
Left-Left..... Varial      Benihanna      n/a

-----  
Bam Margera  
-----

Stats:

Air time:: X X X X  
Hang time: X X X  
Ollie::::: X X X X X X X  
Speed::::: X X X X X X  
Spin::::: X X X X  
Landing::: X X X X X X X X  
Switch::: X X X X  
Rail Bal:: X X X X X X X  
Lip Bal::: X X X X  
Manuals::: X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Officer Dick  
-----

Officer Dick is unlockable once you complete all of career mode with one player.

Stats:

Air time:: X X X X X X  
Hang time: X X X X X X  
Ollie::::: X X X X X  
Speed::::: X X X X X X X  
Spin::::: X X X X X  
Landing::: X X X X  
Switch::: X X X X X  
Rail Bal:: X X X X  
Lip Bal::: X X X X  
Manuals::: X X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

-----  
Wolverine  
-----

Wolverine is only unlockable once you complete all of the gaps in every level.

Stats:

Air time:: X X X X X  
Hang time: X X X X X  
Ollie::::: X X X X  
Speed::::: X X X X X  
Spin::::: X X X X  
Landing::: X X X X



Switch::: X X X X  
Rail Bal:: X X X X X X  
Lip Bal:: X X X X X X  
Manuals:: X X X X X

Controls:

	Square	Circle	Triangle
Up.....	Impossible	Nosegrab	Nosegrind
Up/Right.....	Inward Heelflip	Method	Crooked
Right.....	Heelflip	Cannonball	Board/Lip slide
Down/Right.....	Varial Heelflip	Del Mar Indy	Smith/Feeble
Down.....	Pop Shove It	Airwalk	5-0 Grind
Down/Left.....	Varial Kickflip	Stalefish	Smith/Feeble
Left.....	Kickflip	Melon	Board/Lip slide
Up/Left.....	Inward Kickflip	One Foot Japan	Crooked/Overcrook
Up-Up.....	Sal Flip	Rocket Air	Nosebluntslide
Right-Right.....	Fingerflip	Crossbone	n/a
Down-Down.....	360 Flip	Tailgrab	Bluntslide
Left-Left.....	Varial	Benihanna	n/a

=====  
Walkthrough  
=====

=====  
The Foundry  
=====

When you are not punching in and melting some steel, take a tour of this wonderful foundry, complete with big ramps, lofty rails, and hydraulic presses. This is the perfect place to practice some moves and get your basic skills ready for the next level.

-----  
High Score 10 000  
-----

This is a fairly easy thing to accomplish. All that is really needed to do is just put some combos into your run.

-----  
Pro Score 25 000  
-----

Although the score is higher, it is still quite easy. If you put a special trick into any combo you should get this by the time you are done with the combo.

-----  
Sick Score 75 000  
-----

This might be a little bit troubling if you have never played any Tony Hawk game before. If you have then just put together a decent combo or two, and you should get this in no time.

-----  
Collect SKATE  
-----

At the start of the level, go down the rollin that is in front of you. There should be a kicker ramp at the bottom of the hill. Jump over the halfpipe towards the hovering letter S.

When you land, there should be a rail in front of you. Grind on the rail, then jump over the platform and land in a grind on the next rail. Doing this should get you the letter K.

Turn to the left and you should see a ramp next to the wall. Go to the right of the ramp and there should be a ledge in front of you. Grind on the ledge and you should get the letter A.

At the end of the ledge jump off to the left and land in a grind on the rail that is coming downhill. At the end of the rail jump off and you should get the letter T.

When you land, you should see a quarter pipe to your right. Jump off of the middle of the quarter pipe and you should get the letter E.

-----  
Hit the Valves  
-----

At the start of the level, turn to your right and go down the rollin on the far right. At the bottom of the hill, you should see the first valve on your right.

On the other side of the half pipe is a ramp that leads to a platform. Once you get on the platform the second valve should be on your right. Go down the ramp on the other side of the valve, and you should see the third valve to your right. From there, turn left and go to the opposite side of the level. There should be a fourth valve just opposite of where the third was. From there, turn left and follow the path until you get to the half pipe. Go to the other side of the half pipe and you should see the final valve.

-----  
Activate Press  
-----

At the start of the level go down the rollin and go forward until you get to the half pipe. Jump over the half pipe, but aim a bit to the right. There should be a path to the right of the platform. Go down that path and grind the ledge on your left. Doing this should activate the press.

-----  
Cannonball the Halfpipe  
-----

At the start of the level go down the rollin and go forward until you get to the half pipe. Jump completely over the half pipe and do the Cannonball trick (Right + Circle)

-----  
Grind the Control Booth  
-----

Skate all of the way to the back of the level, and go to where you got the letter A. Grind the middle of the ledge and you should get the control booth.

-----  
Secret Tape  
-----

Skate to the back of the level, and go to the ramp to either the far left or the far right. Once you are about halfway up, wallride the wall and jump up and land in a grind on the pipe. At the end of the pipe wallride the wall again and jump up to the second level. Once you are on the second level, jump off of the quarter pipe in the center. When you land, jump off of the kicker ramp and onto one of the platforms. Grind the rail that is furthest away from the wall, and at the end of it, jump off and land in a grind on the hanging pipe. At the end of these pipes is the secret tape.

-----  
100% Goals and Icons  
-----

To get this you must get all of the goals listed above and all of the icons, all 5 stats and one deck icon.

-----  
Stat #1  
-----

As soon as you start the level, turn to your right and skate over to the quarter pipe. Jump out of the quarter pipe and to your left and land in a grind of the pole coming off of the wall.

-----  
Stat #2  
-----

At the start of the level turn a little to your left and then jump off of the kicker ramp and land on the walkway that is hovering in the air. Follow the path until the end of it and you should get the second icon.

-----  
Stat #3  
-----

After getting the "Activate the Press" you should see a platform rise up. At either end of the ledge that you grinded should be a large kicker ramp. Jump off of the ramp and land on the platform. In the middle of the platform is this icon

-----  
Stat #4  
-----

At the start of the level, skate down the far left rollin. Keep on skating until you get to the back of the level. There should be a platform all along the back that has a gap in it. Grind the platform towards the gap, and then jump over the gap and you should get this stat.

-----  
Stat #5  
-----

At the start of the level, skate down the far left rollin. Keep on skating until

you get to the back of the level until you get to the ramp with a pipe to the left of it. Wall ride the wall and then jump up and grind the pipe. At the end of the pipe jump up to the high platform. As soon as you land there should be an icon to your right.

-----  
Deck Icon  
-----

At the start of the level skate a little bit to your right and jump off of the kicker ramp and land on the hovering platform. Skate all of the way to the back of the platform, then turn to your left and you should see a room. Skate into that room and the deck icon should be in the middle of it.

-----  
Los Angeles  
-----

Ah yes, La-la land. The place where dreams are made and cars sit in traffic. This level offers only the best Los Angeles skate locations, complete with smog and earthquake damaged highways and buildings. It's post earthquake LA friend, so do you run, or do you skate?

-----  
High Score 10 000  
-----

This is a fairly easy objective to get, all you really need to do is skate around and pull of some simple combos and you should have this in no time.

-----  
Pro Score 40 000  
-----

This score is also a pretty simple score to get. If you are having some problems, make sure you know your characters specials and try to do it a few times.

-----  
Sick Score 100 000  
-----

100 000 is the first score that some people start to have problems with. Make sure you do a few specials used in a large combo and you should get this fairly easily.

-----  
Find SKATE  
-----

As soon as you start the level, skate forward and into the building. In front of you should be the letter S.

Once you get outside of the building, turn to your left and you should see the letter E right in front of you.

Once you get the letter E, go down the street. Once you are nearing the end, you should see a kicker ramp off to your right. Jump off of the kicker ramp and grind the wall that is to your left. Doing this should get you the letter K.

When you land, skate forward until you see a car wash in front of you. Go into the car wash and you should see the letter A.

After getting A, turn to the left out of the building and then turn left again. You should see to quarter pipes on your right. After the second quarter pipe, wallride the wall and jump up grinding the rail. Doing this should get you the letter T.

-----  
Transformers  
-----

At the start of the level, turn to your left. On the wall you should see the first transformer. Then skate away from the wall. After you get passed the grassy area, you should see the second valve to your right. When you get to the street, turn left. About halfway down the street, you should see the third transformer to the right on a wall. Keep going until you get to the car wash. Once there, go through it and you should see the fourth transformer on the wall in front of you. Then turn back around and go towards where you got the letter T. There should be a cavern to your right. Go into the cavern and you should see the last transformer on the left wall.

-----  
Grind the Electric Rail  
-----

>From the start of the level skate forward until you get to the cavern. There is a quarter pipe in the back of it. Jump out of the quarter pipe to the right and

land in a grind on the lower of the two pipes. Continue to grind this rail until you get to the end of it, this should get you the electric rail goal.

-----  
Elevator Grind  
-----

Once you start the level, skate down and to the right until you get down to where you can go under a roof. On one of the walls you should see a box. Run into the box and the elevator door should open up on the other side of the room. Get on the elevator until you get to the top of it. Then get out and turn to your left. You should see a wire coming off of the corner of the ledge. Grind this wire until you get to the bottom of it to get this goal.

-----  
Kickflip the Elevator Lobby  
-----

Skate down to where the elevator is. There should be a half pipe before you get to it. Get air on the side furthest from the edge of the level. Then when you are on the other side, jump off to the left, do a kickflip (Left + Square) and land on the quarter pipe on the other side of the lobby

-----  
Find the Secret Tape  
-----

At the start of the level you should see a rail leading up to a roof. Grind that rail until you get to the top. Once you are on the roof, jump off and land in a grind on the peice of rebar coming out of it. You should be on top of a platform now. Keep going until you get to the end of the platform, then jump over the gap and land on the next platform. As soon as you land, turn right and follow the path until the end of it. Then grind the pole and about halfway through it there is a secret tape.

-----  
100% Goals and Icons  
-----

Get all of the goals listed above and all of the stat icons and the deck icon.

-----  
Stat #1  
-----

At the start of the level you should see a rail leading up to a roof. Grind that rail until you get to the top. Once you are on the roof, jump off and land in a grind on the peice of rebar coming out of it. Doing this should get you this icon.

-----  
Stat #2  
-----

At the start of the level turn left and start to skate down the street. Once you get about halfway down the street, there should be an area to the left of it. Go into that area and there should be a quarter pipe. Jump off of the quarter pipe and you should get this icon.

-----  
Stat #3  
-----

>From the start of the level skate forward until you get to the cavern in the back of the level. There is a quarter pipe in the back of it. Jump out of the quarter pipe to the left and land in a grind on the pipe. Keep on grinding the pipe and you should eventually get to this icon.

-----  
Stat #4  
-----

At the start of the level skate forward and turn to your right. Follow the street to the left. You should see a quarter pipe with two wires coming out of it. Grind the wire that goes towards the start of the level. Get about 3/4 of the way up the wire and you should get this icon.

-----  
Stat #5  
-----

At the start of the level skate forward and turn to your right. Follow the street to the left. You should see a quarter pipe with two wires coming out of it. Before you get to the pipe, there is a building with a wire coming out of it. Wallride the wall and grind the wire. At the end of the wire is the last icon.

-----  
Deck Icon  
-----

After grinding the Electric Wire, a kicker ramp should come out of the ground in front of you. Jump off of the kicker ramp and land in a grind on the telephone wires. Jump off at the end of the wire and land on the platform with the quarter pipe on it. Get some air off of the quarter pipe to get this goal.

=====  
Rio De Janeiro  
=====

With its incredible views and precision skating, Rio de Janeiro offers some of the best "lines" in the business. Take a tour around the telephone cable or spend time on its relaxing ramps. Anyway you skate it, Rio is always a blast.

Since Rio is a competition, it is a pretty simple thing to do. Just score around 75 000 points in two runs and you should get the gold in no time.

-----  
Stat #1  
-----

At the start of the level go down the ramp and then turn to your left. You should see a quarter pipe with a sign above it. Jump off of the middle of the quarter pipe and you should get this icon.

-----  
Stat #2  
-----

Go down the ramp at start of the level and then turn left. You should see a planter to the right of the screen. Jump off of the planter to the left and land in a grind on the telephone wires. Doing this should get you this icon.

-----  
Stat #3  
-----

At the start of the level skate forward until you come to an area with two quarter pipes with a gap in between them. Jump off of either ones at an angle just to the right. Hold down triangle and land in a grind on the telephone wire. At the end of the wire is this icon.

-----  
Stat #4  
-----

As soon as you get down the ramp, turn to the right and skate to the corner of the level. Wall ride the wall on either side of the corner. Jump up and land in a grind on the pole that goes around the corner and you should get this icon.

-----  
Stat #5  
-----

At the start of the level, turn around and skate to the right corner of the level. Before you get to the corner, you should see a spiral ramp. Go up this ramp. At the top, turn around and wallride the wall and grind the wire. Keep on grinding until you get to the end. Then jump into the secret area. Skate along the ground until you get to where there is a quarter pipe on either side of you. Jump off of the right side and land in a grind on the lowest set of balconies. Make sure you are grinding to the left and you should get this icon.

-----  
Deck Icon  
-----

At the start of the level, turn around and skate to the right corner of the level. Before you get to the corner, you should see a spiral ramp. Go up this ramp. At the top, turn to the left and you should see the deck icon. Jump off of the kicker ramp in front of you and you should get this icon.

=====  
Suburbia  
=====

Did someone say Ice Cream? I certainly didn't! Take care of that truck and while you are at it check out some of the other skate environments Suburbia has to offer. Hit the rooftop ledge grinds and the trailer park vert ramps in an effort to advance you career as a pro skater. Who knows, if you are good enough, you may want to own one of these houses some day.

-----  
High Score 25 000  
-----

This is a pretty simple goal to accomplish. If you put a special into a combo you should get this before the end of the combo.

-----  
Pro Score 50 000  
-----

Just like the high score, 50 000 is not too tough of a goal. If you can not get this in one combo, you should be able to get this in two. This is not a hard task to accomplish.

-----  
Sick Score 150 000  
-----

This is a bit tough for some beginners. Make sure that you get a good sized spin with your specials and you get your combo stretched out for a while. Also make sure that you land perfect when you do land your combo.

-----  
Find SKATE  
-----

Skate forward until you get past the first rail and then grind the second rail and you should get the letter S.

Keep going forward until you get to the quarter pipe on the back of the level. Jump off to the right and over the rail and you should get the letter K.

Once you land on the next quarter pipe, turn to the left until you get to the next quarter pipe. Then grind the top of the quarter pipe going to the right and you should get the letter A.

After getting off of the quarter pipe, skate forward until you get to the backyard of the house. Right in the middle of the yard is the letter T.

Once you get the letter T, turn right and you should see a quarter pipe on the left side of the house. Jump off of the quarter pipe and you should get the letter E.

-----  
Apall the Appliances  
-----

>From the start of the level, skate forward until you get to the quarter pipe on the back of the level. Grind the top of it and you should get the first one. Once you land, turn slightly to the left. You should see the second one on the edge of a roof. Jump up and grind the edge and you should get the second one. Then when you land, turn left and go behind the house in front of you. On the edge of the pool in the backyard is the third appliance. In the back of the yard is a long quarter pipe. Jump out of the quarter pipe on the right edge of it and into their neighbors yard. You should see one appliance in front of you. Get that one and then skate on the top of the ledge until you get to the back of it and get the last one.

-----  
Get 3 Dishes  
-----

Go to where you got the last appliance. There should be a kicker ramp in front of you. Jump up onto the roof and you should land right near the first dish. Once you are there, turn to the right and get to the edge of the roof. There should be a wire leading to another roof. Grind that wire until you get to the next roof. On the back edge of this roof is the second dish. Jump off of the roof and onto the ground. You should see a building to your left. Get up onto the roof there and the third and final dish should be on the left side of it.

-----  
Ice the Icecream Man  
-----

As soon as you start the level turn to your left. Go forward and go in between the two quarter pipes with the pipe standing in the middle of it. Get some air off of the quarter pipe in the back of it, then jump from one of the quarter pipes, over the gap and land on the other one. This should get you this level goal.

-----  
360 Flip the Weathervane  
-----

At the start of the level, turn around and get onto the roof. Grind the top edge of the higher of the two roofs towards the chicken thing. Once you get near it, jump over it and do a 360 Flip (Down - Down - Square) and land in a grind on the top of the lower of the two roofs.

-----  
Find the Secret Tape  
-----

After doing the Ice the Icecream Man goal, the large pole should fall down. Grind the edge of the pole or skate down the middle of it, and once you get to the end of it, jump off and you should get the secret tape.

-----  
100% Goals and Icons  
-----

Get all of the goals listed above and all of the stat icons and the deck icon.

-----  
Stat #1  
-----

At the start of the level skate forward until you get to the back of the level, then turn right and skate to the quarter pipe on the back wall. Grind the quarter pipe going to the right and you should get the first icon.

-----  
Stat #2  
-----

Turn around at the start of the level, then skate to the back yard of the house that is on your left. Facing the house you should see a quarter pipe. Jump off of the quarter pipe to the right and land on the roof. There should be an icon above you. Wall ride the wall and you should get this icon.

-----  
Stat #3  
-----

Turn around at the start of the level, then skate to the back yard of the house that is on your left. Facing the house you should see a quarter pipe. Jump off of the quarter pipe to the right and land on the roof. When you get on the roof, face towards the satellite dish. There should be a wire coming off of the roof. By the end of the wire, you should have gotten this icon.

-----  
Stat #4  
-----

At the start of the level, turn around and get up onto the roof. Grind the top edge of the roof and you should get this gap.

-----  
Stat #5  
-----

At the start of the level turn around and get up to the roof. On the left side of the roof is a dish. There should also be a wire coming off of it there. Grind the wire, and about halfway down the wire, you should get this icon.

-----  
Deck Icon  
-----

Turn left as soon as you start and skate under the building that is in front of you. Behind the building is a quarter pipe. Get some air off of the quarter pipe, and when you land, jump off of the kicker ramp that is in front of you. When you land there should be another ramp, jump off of that and land in a grind on the wires that are parallel to the direction you are traveling. Doing this should get you this icon.

=====  
Airport  
=====

It's a late night in the airport, and it appears as though some unlucky travelers have lost their luggage. Instead of calling the airline, they just asked you to check it out. Remember, you are going there to find the lost bags, not to exploit the awesome light grinds and escalator runs. I'm serious, dude, don't skrew around and grind the plane or hit any of those sweet ramps in the terminal. Oh, what's the use, have fun and don't forget, only two carry-on items per person.

-----  
High Score 40 000  
-----

Like many of the high scores, this is fairly simple to get. Just skate around and put some tricks into your run and you should get this in no time.

-----  
Pro Score 100 000  
-----

This is also fairly simple. Put one or two specials into a combo and you should have this goal down.

-----  
Sick Score 200 000  
-----

For any Tony Hawk 2 verterain this is quite simple. All you really need to do is wall ride the wall where the flags are, do a 540 into a special grind and go for as long as you can.

-----  
Find SKATE  
-----

>From the start of the level keep going forward until you get to the first walkalator. Grind the middle rail on it and you should get the letter S.

Once you get off of the rail, jump down the escalator and you should see the letter K on a rail right in front of you.

After getting the letter K, turn to the right a bit and get on the right side of the first walkalator and you should get the letter A.

At the end of the walkalator, turn left and jump off of the left security check that doubles as a kicker ramp and you should get the letter T.

When you land, there should be an escalator in front of you. Once you land, skate forward until there is a quarter pipe on either side of you. Jump off of the middle of the left quarter pipe and you should get the letter E.

-----  
Snage the Flags  
-----

Skate down to the back of the level. Look up and you should see three rails going around the room. You should also notice different countries flags that are connected to them. Simply grind the rail that the top of the flag touches to get each of the flags.

-----  
Get the Luggage  
-----

Skate forward at the start of the level until you get to where there is a hallway to the left of you. Go into that hallway, and skate to the end of it, the first luggage bag should be on the left. When you get out, skate until you get to and escalator. Jump down the escalator and the second luggage should be just a bit in front of you. Keep going forward until you get to the second escalator. Jump down it and go forward until you get to where there is a quarter pipe on either side of you. Turn right and you should see the third luggage bag in front of you. Then turn left and go into the room. Once you are in the middle of it you should turn right. The fourth bag is in between the two quarter pipes that are in front of you. Then turn around and go forward until you get to a long bench. Jump up on the top of the bench and skate on it and you should see the fifth one in front of you.

-----  
Nosebluntslide the Airport Sign  
-----

Skate forward until you get to the first set of escalators, jump down them. Then go until you get to the next set. Jump down those as well. Go forward until there is a quarter pipe on either side of you. Jump off of the left quarter pipe on the right side going right. While you are in the air hit Up - Up - Triangle. Hold down triangle until you land in a grind that is in the air. Grind the sign until the end of it, then jump off and you should get this goal.

-----  
Grind the Plane  
-----

>From the start of the level skate forward until you get to the first set of escalators. Jump down them and you should see two this quarter pipes with a plane above the gap between them. Jump off of the left one and go slightly right and hold down triangle. You should land in a grind on the wing of the plane. Stay in the grind until the end of it. Jump off and land and you should get this goal.

-----  
Find the Secret Tape  
-----

Skate forward until you get to the first set of escalators, jump down them. Then go until you get to the next set. Jump off of the middle rialing and land in a grind on the light rafter. Keep grinding until you get to the end of the rial. Then jump off and land on the light that comes from your right. At the end of this rail is the secret tape.

-----  
100% Goals and Icons  
-----



Get all of the goals listed above and all of the stat icons and the deck icon.

-----  
Stat #1  
-----

At the start of the level, skate forward until you get passed the walkalator. Turn left, then wallride the wall and jump off to your right. If done right, you should get this icon.

-----  
Stat #2  
-----

Skate forward at the start of the level and keep on going until you get to the first escalator. Jump off of one of the railings and land in a grind on the light rafter just ahead of you. You should get this icon after grinding about halfway through the grind.

-----  
Stat #3  
-----

>From the start of the level, forward until you get to the second escalator. Once again, jump up and land in a grind on the light rail.

-----  
Stat #4  
-----

After grinding that light rail, jump off to the light to the right and land in a grind on the next light. Once you get to the end of the light, jump off and land in a grind on the Airport sign. The icon is directly in the middle of the sign.

-----  
Stat #5  
-----

>From the start of the level skate forward until you get to the end of the level. Once you are in the room, jump off of the quarter pipe that is in front of you and land in a grind on one of the pipes going to the right. Make sure that you get on the top pipe. At the end of the pipe there should be the last icon.

-----  
Deck Icon  
-----

At the start of the level, turn right and go into the baggage claim. Follow the path down into the room. In the middle of the room is a rail. Grind the rail and you should get this icon.

=====  
Skater Island  
=====

True to its name, this place is definitely an island all its own. Here you will find the famous mini ram snake run and huge vert ramp. Don't forget the street course and lovely beams at the top, they are perfect for everyday grinding or trying to work out that one amazing run.

Skater Island is a competition, it is a pretty simple thing to do. Just score around 175 000 points in two runs and you should get the gold in no time.

-----  
Stat #1  
-----

At the start of the level skate forward and then jump out of the halfpipe. When you land, turn to the right and skate down the left side of the platform. At the end of the platform is the first icon.

-----  
Stat #2  
-----

>From the start of the level, skate to the back right corner of the room. You should see a quarter pipe on either side of a doorway. Jump from one quarter pipe, over the gap and onto the other quarter pipe. If you have done this correctly, you should have gotten this icon.

-----  
Stat #3  
-----

>From the start of the level, skate to the back right corner of the room. You

should see a quarter pipe on either side of a doorway. Jump out of the left quarter pipe and land in a grind on the lower of the two pipes. Doing this should get you this icon.

-----  
Stat #4  
-----

As soon as you start the level, turn to your left and skate to the end of the platform. There should be another platform just off of the one that you are on. Jump onto this, then follow the ramp up to the top of the level. There should be an icon up here.

-----  
Stat #5  
-----

At the start of the level skate forward, then jump out of the halfpipe. Skate forward until you get to the ground level, then turn to your left and skate forward until you get to the back wall. There should be a quarter pipe in front of a sign. Jump off of the middle of the quarter pipe and you should get this icon.

-----  
Deck Icon  
-----

As soon as you start the level, turn to your left and skate to the end of the platform. There should be another platform just off of the one that you are on. Jump onto this, then wallride the wall and jump up and land in a grind on the pipe. At the end of the pipe jump up to the next one. Grind the pipe series around the corner, then at the end of the last one jump off and land on the top of the sign. The deck icon should be in the middle of the sign.

=====  
Canada  
=====

The Great White North, the land of the moose, Hudson Bar, and more moose. Check out the amazing mining rail system or try to get to the top of the mountain, it's cold up there. Also, take some time checking out the skatepark, I think you will agree when I say it's some of the best skating north of the United States border.

-----  
High Score 50 000  
-----

This is fairly simple for many people to get. Skate around and put a few specials into your run and you should be able to get this goal in no time.

-----  
Pro Score 125 000  
-----

This is where you will start to have to put your best combo in a run. One long special grind followed by a series of manuals and tricks should get you this goal in no time.

-----  
Sick Score 250 000  
-----

This is the hardest goal of maybe the whole game for many people. You must get a good sized spin then a special grind followed by a stretched out combo, and make sure that you land perfect to get this goal. If you are having troubles with this goal, check the high score section for tips.

-----  
Collect SKATE  
-----

As soon as you go down the kicker ramp, turn to the left and grind the ledge coming from the ground. In front of you should be a kicker ramp. Jump off of the middle of the kicker ramp and you should get the letter S.

>From there turn to your right and jump up and grind the fence. Keep grinding until you come up to the letter K to the left side of the fence. Jump off and get this letter.

When you land there should be a quarter pipe in front of you. Jump off of the quarter pipe and onto the second level. When you land turn to your left and go to the back of the level. You should see a rollin in the middle of the wall. Go up the middle of the rollin and you should get the letter A.

Once you land, follow the same path that you just came from until you get to an area with a kicker ramp and the letter E above it. Jump off of the kicker ramp and get the letter E.

As soon as you get it. Turn left and go to the area where the snow is on the ground. There should be a building in the back left corner of the area. Grind the quarter pipe towards the building and at the end jump off into the building and you should get the letter T.

-----  
Find the Totem Poles  
-----

>From the start of the level skate forward and down the path that is to your right. At the bottom of the hill is the first totem pole. In front of you is a quarter pipe. Jump out of the quarter pipe and onto the second level. Skate to the back right of the area and you should see the second totem pole. After getting this pole. Go to the area where you got the letter T. By the building there should be the third totem pole. Then turn to your right and go forward and you should see the fourth pole near you. Then skate back into the little crevace to the left of all of the buildings and the last totem pole should be here.

-----  
Blow Up the Tree  
-----

Go down the kicker ramp in front of you, then turn around and jump up onto the roof that was behind you. You should see a dynamite detonator in front of you. Run into it and you should get this goal.

-----  
Nosgrind the Tree  
-----

After blowing up the tree, a large tree should fall. Go to where the tree touches the ground. Then jump up and grind on the tree. Once you get to the level part of the tree, jump and hit Up - Triangle and you should do a nose grind. Grind the tree until the end of it and you should get this level goal.

-----  
Ollie the Pool  
-----

>From the start of the level turn right and jump over the fence to your right. Skate forward until you see a pool with skid marks on either side of it. Jump from one of the sides of the pool and land on the other side of the pool to get this level goal.

-----  
Find the Secret Tape  
-----

At the start of the level jump over to the left side of the wall. Go to the back of the area and jump up and grind the wall. There should be roofs in front of you. Always get on the highest roof. On the last roof there should be a kicker ramp. Jump off of it and land in a grind on the train tracks. Grind the tracks until the end and jump into the half pipe. Jump out of this halfpipe and into the higher one. Grind the left side of it as you are looking at the opening in it. At the end of it, jump off to the left and land in a grind on the pole. At the end of the pole is the secret tape.

-----  
100% Goals and Icons  
-----

Get all of the goals listed above and all of the stat icons and the deck icon.

=====  
Stat #1  
=====

At the start of the level, go down the kicker ramp and turn to your right. On the other side of the fence is an L shaped bowl. Jump off of either side towards the corner. If you come at the right angle, you should get this icon.

=====  
Stat #2  
=====

At the start of the level, go down the kicker ramp and jump over the fence to your right. Keep skating until you get to the back of the level. After going past the pools you should come to an area with a halfpipe with a circular end. Grind the end going towards the circle. Once you get near the end jump off towards the hovering icon.

=====  
Stat #3  
=====

Go down the kicker ramp and jump over the wall to your left. You should see a wire leading up into the air. Grind the wire up to the top of it. Once you are up there, you should get an icon at the top of it.

-----  
Stat #4  
-----

Turn around at the start of the level and jump onto the roof. Grind the right one of the three rail road tracks. Keep on grinding these tracks until you get onto the next roof. Once there, just keep on grinding the rial. Then jump off and you should get this icon.

-----  
Stat #5  
-----

At the start of the level jump over to the left side of the wall. Go to the back of the area and jump up and grind the wall. There should be roofs in front of you. Jump up onto the first one and grind the rail in the middle of it. Then jump up and grind the next roof. In the middle of the roof is this icon.

-----  
Deck Icon  
-----

At the start of the level jump over to the left side of the wall. Go to the back of the area and jump up and grind the wall. There should be roofs in front of you. Stay as low as possible on the platforms, but stay on the platform. Go until you get to where there is a balcony with a room leading off to the right. Go into this room and the icon is in here.

=====  
Tokyo  
=====

Downtown Tokyo, the lights, the shops, the .....skating? Heck yeah the skating. Skate around this sectioned off area of town with the best of them. But remember, practice makes perfect, riders don't come to this competition level to mess around. Bring your best tricks and practice your biggest "lines" because the big boys (and girls, well, they're not big, ummmm, you know what I mean) are in town.

Tokyo is a competition, it is a pretty simple thing to do. Just score around 200 000 points in two runs and you should get the gold in no time.

-----  
Stat #1  
-----

Go down the rollin, then turn to your left. Go forward until you get to the quarter pipe in the corner. Jump off of the quarter pipe and you should get this icon.

-----  
Stat #2  
-----

Once you land, follow the wall that the quarter pipe is along. After a while, you should get to a funbox next to the wall. Jump off of the box and wallride the wall. Jump up from that and grind the ledge. At the end of the ledge is the second icon.

-----  
Stat #3, 4, and 5  
-----

Go down the rollin and follow the right of the level until you get to where the pools are. Before the pools, there is a quarter pipe on the wall. Jump up to the top of the quarter pipe and grind the ledge going to the right. Just keep on grinding the series of ledges to get these three icons.

=====  
Downhill  
=====

-----  
Icon #1  
-----

At the start of the level, skate forward until you come to the first planter. Jump up and go through the first tree. Right behind it is the first icon.

-----  
Icon #2, 3, and 4  
-----

At the start of the level go down the ramp and turn to your right. After a little bit, you should see a wire crossing the street. Right before that wire is

a ledge. Get onto the ledge, and then jump into a grind on the wire. Get to the end of the wire and you will get these three icons.

=====  
Icon #5, 6, and 7  
=====

>From there you should be on a ledge. Jump down a few ledges until you get to where another wire goes to the right. Grind the wire and by the end of it, you should have gotten these three icons.

=====  
Icon 8, 9, and 10  
=====

At the end of the wire, there is a platform right in front of you. Jump off of the platform and land in a grind on the pole that is high up on the wall. The wire will go around behind the building and you should get the final three icons.

=====  
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  
=====

-----  
Tips  
-----

There are quite a few tips that you will need that will help you out to complete most of the lines. Here, I will try to get most of them in here.

1. Always, skate around and figure out what exactly you will need to do to get the whole line.
2. Try to get at least one of your skaters stats up to the max that they can be
3. Manualing is the key to everything, you can not get most of the lines with out being able to manual very well.
4. You should get used to the level that you are going to try the combo on, if you don't you will have to go through a lot of needless frustration.
5. Try not to go too fast or too slow, both can destroy the attempt.
6. Try the lines in free skate mode, it would be pointless to do in anything other than free skate.
7. Don't give up too easily, some of the combos are frustrating at first, and will even take a few hours to do them correctly (not the trick itself, but to finally do it right)
8. Look for a shortcut, some times you think that you have to do the combo one way but instead, you can do it another, and it makes it extremely easier.
9. Learn how to balance yourself well on grinds, even if it is not a part of the combo, it will help you rack up your point totals.
10. When ever you are loosing your balance on a manual or a grind to a point when you know that you will fall, jump, pull off a trick, and land in a manual or a grind again, sometimes you will fall, but others, for some reason, will balance you out perfectly.
11. Use a skater that you are used to, this way you know how to balance him or her on manuals, and you know just how they will react.
12. If you are not good at performing quick tricks, turn on the slow-mo code, it will slow down time while you are performing tricks. This will allow you to pull off tricks that you normally would have the reaction time for.

13. Wall ridding also helps, it can get you to some hard to get places like on top of buildings, or it can get you huge air if you jump at the right time, you can even pull off "The 900" if you jump at the right time
14. If you are trying to get your multiplier up, equip the Japan Air Madonna or Airwalk. You will be able to pull off 2 Japan Airs in between two manuals, and you will be able to get at least 6 in each vert trick.

-----  
 All Around High Scores  
 -----

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 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. But just grinding will not help, you need to have your skater equipped with an expensive special grind that you can balance easily, most people find that Heelflip Darkslide is the easiest. Instead of just using a special grind to a huge spin into the grind, and here is why...

Degree of Spin	Times your score is higher	The more that you spin, the more the trick will be worth. The increase is shown on the left. So if you do a 360 Heelflip Darkslide for 5 seconds it will be 2x the score if you did just Heelflip Darkslide. So the more spinning you do the higher the
180	1.5	
360	2	
540	3	
720	4	
900	6	
1080	8	
1260	10	

base score will be. Often times people ask "How do you get such huge spins into a grind?" Well it is hard, I can only do the 1260 once every blue moon and the 1080 is still a freak the 900 is easier to do. To do them you will need to do one of three things: do a quick wall ride then a spin into a grind, or jump off of a building into a grind, or jump off of the side of a quarter pipe into a rail. This is one of the hardest part of getting the huge score is the spinning. Instead of just spinning while you are going into a grind, do a special grab that is quick to pull off and also easy to spin with, the best one to do this with is the Pogo Air. Once you get this down you will have a huge base score. Getting your multiplier up is a little bit easier once you know what to do. After your grind you won't have much grinding balance so you will have to get your multiplier up another way. This way is easy. The easiest way and most obvious way to do it is jump kick trick then manual the repeat as much as necessary. The other way will get your multiplier up faster but you have to be a little bit more careful. You have to wall ride and jump off, while you are in the air you can pull off two to three kickflips before you land into another manual, and if you wallride in a corner you can get some serious air, while doing this it is easier to do a grab trick and get a little bit higher. Be careful when going into the corner because often times you will get a Big Drop and you could fall. Once you have a high base score and a high multiplier (the highest possible is 55 so try to be at around 35-45) you need to do something to finish it off. The easiest way to do this is by jumping off of a quarter pipe. While you are in the air you have to options to finish it off, one is to do one long grab trick while spinning to get the base score a little bit higher, and the other one is to do a few fast grab tricks to get you multiplier up a bit more. When you land there is only one way to land and that is perfect. There are quite a few people who have problems with this, the easiest trick to do that helps you land perfect is the Benihanna, it pretty much just points the direction in which you are going to land. Landing perfect will in some cases over double your score. When you start to use the same move multiple times in one move (or one run if you are in Career Mode or single Session) the score you will get for that trick will go down. As you can tell from the chart that I made the first time

1st time-	100%	that you do the trick you will get 100% what the trick is worth, then the second time that you do
2nd time-	75%	the same trick you will get 75%, then the third
3rd time-	50%	time you do that same trick you will get 50% of
4th time-	25%	what the trick is worth, and the fourth time you
5th + time-	10%	will get 25% of what the trick is worth, and every after that you will get 10% of what the original trick was

worth. If you use this correctly, especially in a run where you are trying to get in the 10 million range this will help you out. If you know the first time you do a special grind it will be worth a certain amount, then after you use it again it is worth less, you might want to find a couple of special grinds that you are good at to get a huge run, instead of using the same one over and over again.

=====  
Park Editor  
=====

-----  
Main Options Screen  
-----

While in the Park Editor Mode, press the start button to get into this option.  
There are many different options here....

Freeride Test - After you have made parts or all of your park and you would like to play it to see if it is good, but don't want to save it yet, you can go to this option. Here you will be able to play for as long as you want. To get back into the Park Editor just pause the game and go to quit, then back to editor.

New Park - When you first enter Park Editor you will be set with a park, but if you would like a park of a different size you should go to this option. There are five different sizes.  
16 X 16                      24 X 24                      30 X 30  
                                    30 X 18                      60 X 6

Set Theme - Here you can choose what type of setting your park will have. There is no real impact that this option has to your park, just a neat addition. There are four different options for what the setting will be...  
Curch                      Outside  
Parking Lot              Industrial

Save - Once you have made your park and would like to save it onto your memory card, go here. There is not anything else that you can do with this option.

Load - If you have a saved park and you would like to alter it in some way, then go into this option.

Exit Editor - This is self explanatory. If you do not want to stay in editor then go here. You will be asked if you would like to save your park when you go to this option.

-----  
Different Pieces  
-----

~~~~~  
Set 1                                      Starts                                      Total Pieces = 3  
~~~~~

- 1. Player One Start Point
- 2. Player Two Start Point
- 3. Horse Start Point

~~~~~  
Set 2                                      Gap                                      Total Pieces = 1  
~~~~~

- 1. Gap Creation Piece

~~~~~  
Set 3                                      Risers                                      Total Pieces = 9  
~~~~~

- 1. Low Quad
- 2. Low Double
- 3. Low Single
- 4. Medium Quad
- 5. Medium Double
- 6. Medium Single
- 7. High Quad
- 8. High Double
- 9. High Single

~~~~~  
Set 4                                      Quarter Pipes                                      Total Pieces = 17  
~~~~~

- 1. Low Quad
- 2. Low Single
- 3. Low Corner
- 4. Low Outside Corner
- 5. Low Single Low Side Rail
- 6. Low Single High Side Rail
- 7. Low Single Low Rail
- 8. Low Single High Rail

9. Low Rollin
10. High Quad
11. High Single
12. High Corner
13. High Outside Corner
14. Low to High
15. High to Low
16. Low Spine
17. Low Hump

~~~~~  
 Set 5                                      Quarter Pipes 2                      Total Pieces = 17  
 ~~~~~

1. Low Quad
2. Low Single
3. Low Corner
4. Low Outside Corner
5. Low Single Low Side Rail
6. Low Single High Side Rail
7. Low Single Low Rail
8. Low Single High Rail
9. Low Rollin Wood
10. High Quad
11. High Single
12. High Corner
13. High Outside Corner
14. Low to High
15. High to Low
16. Low Spine
17. Low Hump

~~~~~  
 Set 6                                      Rails                                      Total Pieces = 18  
 ~~~~~

1. Low Quad
2. Low Single
3. Low Angle
4. Low Corner
5. Low Juntion
6. Low Double Slope
7. High Double Slope
8. Low Single Slope
9. High Single Slope
10. High Quad
11. High Single
12. High Angle
13. High Corner
14. High Junction
15. Low Double Slope
16. High Double Slope
17. Low Single Slope
18. High Single Slope

~~~~~  
 Set 7                                      Offset Rails                              Total Pieces = 8  
 ~~~~~

1. Low Quad
2. Low Single
3. Low Angle
4. Low Corner
5. High Quad
6. High Single
7. High Angle
8. High Corner

~~~~~  
 Set 8                                      Low Walls                                      Total Pieces = 4  
 ~~~~~

1. Low Double
2. Low Single
3. Medium Double
4. Medium Single

~~~~~  
 Set 9                                      Slopes                                      Total Pieces = 16  
 ~~~~~

1. Low Single
2. Low Single Low Rail
3. Low Single High Rail
4. Low Single Corner
5. Low Double
6. Low Double Low Rail
7. Low Double High Rail
8. Low Double Corner
9. High Single







2. Instead of making a halfpipe in the corner, you might want to make some sort of level change in the corner. This can be done by either making a pool, or adding risers. You should not make the risers too high because you might not be able to build on top of them if you wanted to.
3. If you did make a risers, you will need to make a way to get up there. One of the best ways to do this is to make steps, you should only set up a rail on every other to every fourth set sideways. Personally, I like to make as many steps possible by using the Quad Sets. This will make your steps more visible and will catch your eye better. If you want the steps to be less desecrate, use the Double Set and make the steps less steep.
4. If you made a pool, then you should find a way to make a transfer into a the pool, or from the pool. One way to do this is to make another pool to jump from to get into that pool. One of my favorite little things to do is to make a sloped lunch table into the pool. You could also make a planter into the pool, or if you made a curve in your pool, you could fill in the area with that planter.
5. Just like in the Beginner course, the one thing that will make or break your course is the line of the rails and kicker ramps or quarter pipes. This is where your creativity should set in. If you can finish off the rest of the course and make it fun then you will have a good course, if not then you should have a mediocre course.
6. You should have your beginner course just about done, all you will need to do is make gaps, horse positions and starting positions. If you want to make some gaps, try to make them of ranging value. You also do not want to make too many worth 5000 points.

=====  
 Advanced Course  
 =====

1. There is nothing that should change from the directions from the Intermediate course. To make a really good advanced course you will need some really good creativity.
2. If you need a good addition, one thing that can make a fun course is a secret room. Not many people think about this. There are two ways to do this. One is to block off an area using the Wall Piece. Then make whatever you want in that area. To get into that area you will need to make a high quarter pipe, in fact the highest possible quarter pipe if you want to jump over it. The other way to do it is block off most of the area with the Wall Pieces and then make risers in the opening so you will need to jump over the risers. There are many ways to get into this room.

=====  
 Create A Skater  
 =====

-----  
 The DOs and DON'Ts  
 -----

There are many things that will either make your created skater either really good or really bad. Some of the ideas may not be so abvious, and others may be quite obvious.

The DON'Ts

- Never make the shirt color and the pants color the exact same, it will not look as good.
- Do not make your skater too fat or too thin, it may look cool at first, but eventually it does not work well when you are looking at something.
- Do not make you stats too heavy in just one catagory, all the others will be real bad and will end up hurting you.

The DO's

- If you want a skater to have the same color shirt and pants, try to find two colors that are close, but not the same.
- Try to make all of your stats somewhat even, (If you do not have any idea of how to set them up I gave a few options in the Stats Menu area.

- Try to make a specific style of clothing for your skater ie. thug, goth, skater, prep etc.

-----  
Roster Menu  
-----

When you first get into the Main Menu of the game, you should notice an option called Create Skater. If you decide you want to make a skater that resembles you or one of your friends, go into this option. The first screen that appears is a Roster Menu. There is not much to do here. All it shows is the names of all of your created skaters (up to four) and some options at the bottom.

If you have made a created character but did not like it very much, go to that skater and press the Square button, this should delete this character.

If you have a character on another memory card or save press the Circle button, this should lead you to a screen resembling the one where you load your career and the controls are all the same.

If you want to leave this menu press the Triangle button and this should put you back to the Main Menu.

If you have found a character that you want to change or make a new one, go to them and press the X button and you will go onto the next screen.

-----  
Main Options Screen  
-----

Name- You can make your name anything that you want to using letters numbers and some symbols, the default option is Skater A.

Hometown- You can enter the name that you want your skater to live in, once again you have the options of numbers letters and some symbols, the default option is Woodland Hills.

Age- You can choose the age of your skater, ages vary anywhere from 5 years old to 55 years old, and add up by one, so you can choose any age within that range.

Style- There are three different styles that each skater can be. Vert, Street and All Around. A vert skater should have better Air, Hangtime, Ollie, Speed, and Spin, while a street skater should have better Switch, Rail Balance, Lip Balance, Manuals, and Speed, but an all around skater should have average of every thing.

Stance- There are two options here, Regular and Goofy. A regular stance is when your feet face the right, and a goofy stance is when your feet face the left. These are both true if they are not in switch and are looking at them from behind, like the camera does when you skate.

Weight- There are many options here- 88, 101, 115, 130, 145, 162, 180, 198, 217, 238, 254, 281, 304, 328, 352, and 378. All of these numbers are in pounds.

Once you have all of these option decided, go to where it says next and you should go onto the Appearance Menu

-----  
Appearance Menu  
-----

In this menu you have to determine what you skater will look like and wear. Activision defiantly left you plenty of options here.

Complexion- There are three different types of complexions, the first one is African American, the second is White, and the third is a darker toned white, more like a tanned person.

Head- Here you choose what your head looks like, each complexion has its own options in there.

-Type 1- Afro Guy, Low Cut, Sunglasses, Spike, Bald, Bald and a goatee, Bald and a beard, Cornrows, Headband, Mowhawk, Mowhawk 2, Hairnet, Helmut, Cap Backwards, Cap Forwards, Beanie, Shower Cap, Rhasta Guy, Mullet A, Knit Cap, Finshing Hat

-Type 2- Mullet A, Mullet B, Low Cut, Sunglasses, Spike, Bald, Bald and a goatee, Bald and a beard, Headband, Mowhawk, Baby Boomer

Mowhawk 2, Hairnet, Helmut, Cap Backwards, Cap Forwards, Beanie, Hey Skipper, Shower Cap, Bald and a headband, Brown Hair, Black Hair, Blond Hair, Blue Hair, Slick Hair, Slick Hair 2, White Fro, and White Fro with glasses, Hair Net, Knit Cap, Fishing Cap, Rasta Man.

-Type 3- Slick 1, Slick 2, Slick 3, Lowcut, Sunglasses, Spike, Bald, Bald and a Goatee, Bald and a Beard, Headband, Mowhawk 1, Mowhawk 2, Hairnet, Helmut, Cap worn Backwards, Cap worn Forwards, Beanie, Mullet A, Knit Cap, Fishing Cap, Rasta Man, and Shower Cap.

Cap Color- This option is only available if you have chosen your character to wear a cap of some sort. There are a total of 38 different colors to choose from, so take your pick.

Torso- Any one of the following torsos can be chosen for all three of the Complexion Types, and they are....  
Button Shirt, Button Shirt with Long Underwear, Long Sleeve Button Shirt, Button Shirt with a Large Pad, Button Shirt with a Small Pad, Striped Shirt, Long Sleeved Striped Shirt, Plaid Shirt, Plaid Shirt with Long Underwear, Long Sleeved Plaid Shirt, Cammo Shirt, Long Sleeve Cammo Shirt, Shirtless, Shirtless with Large Pads, Shirtless with Small Pads, Tank Top, Jersey 1, Jersey 1 and a Sweatband, Jersey 2, Jersey 2 and a Sweatband, Jersey 3, Jersey 3 and a Sweatband, Sweatshirt, T-Shirt, T-shirt and Long Underwear, Long Sleeve T-shirt, Long Sleeve T-shirt with a Large Pad, Long Sleeve T-shirt with a Small Pad.

Logo- You can put any one of the following logos on any one of the torsos except if you chose the "Shirtless" option....  
None, Audio, Airwalk, Alphanumeric, Axion, Billa Bong, Birdhouse, Brigade, Cab Dragon, Circa, City Stars, Darkstar, Emerica, ES, Etnies, Flip, Four Star, Fury, Ghetto Child, Girl, Hawk Shoes, Hurley, Innes, Independent, Krux, Matix, Monster, Oakley, Quicksilver, Red Dragon, Ricta, Shortys, S.P.O.T., Tensor, Toy Machine, TSA, Valcom, and Zero.

Shirt Color- You can choose any one of the 38 colors in this menu to be your shirt color, except if you chose the "Shirtless" option.

Sleeve Color- You can choose any one of the 38 colors in this menu to be your shirt color, except if you chose one of the options where your shirt has no sleeves, or you have no shirt all together.

Legs- Here you will have to choose what your skater wears on his legs, this option does not change depending on the complexion type of your skater.  
Carpenter Pants, Cupped Pants, Ripped Pants, Baggy Pants, Baggy Cargo Pants, Baggy Cammo Pants, Baggy Carpenter Pants, Baggy Cuffed Pants, Baggy Ripped Pants, Baggy Striped Pants, Bunched Up Pants, Shorts, Cargo Shorts, Cammo Shorts, Ripped Shorts, Ripped Shorts with White Pads, Ripped Shorts with Black Pads, Regular Pants, Cargo Pants, and Cammo Pants.

Pants Color- You can choose any one of the 38 options for the color of your pants.

Shins- This option will only work if you chose your character pants as one of the shorts...  
High Socks, Old School Socks, Long Underwear, No Socks, and Ankle Socks.

Shoes- Choose any one of the many shoes for your skater to wear...  
Caballeros, Campbells, Glifbergs, Kostens, Laseks, Margeras, Mullens, Muskas, Reynolds, Steamers, Steamers White, and Thomas'

-----  
Stats Menu  
-----

The only thing that you do when you enter this menu is give your skater his statistics, you have 5 points to give him and 10 sections to give them.

If you have chosen your skater to be a vert skater you should probably have set him up something close to this.

Air- XXXXXXX  
Hangtime- XXXXX  
Ollie- XXXXX  
Speed- XXXXX  
Spin- XXXXXXX  
Landing- XXXX  
Switch- XXXX  
Rail Bal- XXXXX

Lip Bal- XXXX  
Manuals- XXXXX

If you have chosen your skater to be a street skater you should probably have set him up something close to this.

Air- XXXXXX  
Hangtime- XXXX  
Ollie- XXXXX  
Speed- XXXXX  
Spin- XXXX  
Landing- XXXX  
Switch- XXXX  
Rail Bal- XXXXXXXX  
Lip Bal- XXXX  
Manuals- XXXXXXXX

If you have chosen your skater to be an all around skater you should probably have set him up something close to this.

Air- XXXXX  
Hangtime- XXXXX  
Ollie- XXXXX  
Speed- XXXXX  
Spin- XXXXX  
Landing- XXXXX  
Switch- XXXXX  
Rail Bal- XXXXX  
Lip Bal- XXXXX  
Manuals- XXXXX

Note: These are just examples that I have made up they are not a direct outline of what your skater should be, just an example of what a good skater of that type would be.

-----  
Celebrity-Look-Alike  
-----

In this area I will enter ways to make different Celebrities in the create a character mode...

Name: Andy Macdonald  
Complexion: 2  
Head: Hey skipper  
Cap Color: Black  
Torso: T-Shirt  
Color: White  
Logo: Airwalk  
Pants: Cargo shorts  
Color: Light brown  
Shins: Ankle socks  
Shoes: Lasek  
Weight: 180

Name: Casey Bell  
Complexion: 2  
Head: Helmet  
Helmet color: Light green  
Torso: Long sleeve  
Color: White  
Logo: Quicksilver  
Pants: Bunched  
Color: White  
Shins: No socks  
Shoes: Rowley  
Weight: 180

Name: Clint Caruolo  
Complexion: 2  
Head: Cap forward  
Cap color: any  
Torso: Anything with Long underwear  
Color: Any  
Logo: Flip logo  
Pants: Bunched  
Color: White  
Shins: n/a  
Shoes: Reynolds  
Wight: 88

Name: Colin McCay  
Complexion: 2  
Head: Helmet  
Cap Color: Black  
Torso: Anthing with Large Pad  
Color: Any  
Logo: Girl

Shorts: Pad Black  
Color: Dark Blue  
Shins: Any  
Shoes: Koston  
Weight: 180

Name: Daewon Song  
Complexion: 3  
Head: Spike  
Cap color: n/a  
Torso: Jersey  
Color: n/a  
Pants: Regular  
Color: Light Blue  
Shins: n/a  
Shoes: Police Order  
Weight: 180

Name: DJ Lethal  
Complexion: 2  
Head: Forward hat  
Color: Black  
Torso: T-shirt  
Color: Black  
Pants: Carpenter  
Color: Gray  
Shins: n/a  
Shoes: Police Order  
Weight: 196

Name: Ed Templeton  
Complexion: 2  
Head: Slick or Lowcut  
Cap Color: N/A  
Torso: T-shirt  
Color: Black  
Sleeve Color: Black  
Logo: Toy Machine  
Legs: Regular Pants  
Color: Brown  
Shins: N/A  
Shoes: Police Order  
Weight: 180

Name: Fred Durst  
Complexion: 2  
Head: Beenie  
Color: Red  
Torso: T-shirt  
Color: Black  
Pants: Baggy carpenter  
Color: Light brown  
Shins: n/a  
Shoes: Campbell  
Weight: 196

Name: Freddy Kreuger  
Complexion: Type 2  
Head: Hey Skipper  
Hat Color: Black  
Torso: Long Sleeve Striped  
Color: Any  
Shirt Color: Red  
Sleeve Color: Red  
Pants: Regular Pants  
Pants Color: Dark Brown  
Shoes: Thomas  
Weight: 180

Name: Gilligan  
Complexion: Type 2  
Head: Hey Skipper  
Cap color: White  
Torso: Long Sleeve  
Logo: n/a  
Shirt color: Red  
Sleeve color: Red  
Pants: Regular Pants  
Pants color: Blue  
Shins: n/a  
Shoes: Megeyas

Name: Greg Graffin  
Complexion: 2  
Head: Blonde hair  
Shirt: Sweatshirt  
Color: black  
Logo: None  
Pants: Regular pants  
Color: black

Shoes: Police Order  
Weight: 180 pounds

Name: John Cardiel  
Complexion: 2  
Head: Cap backwards  
Cap color: Black  
Torso: Plaid shirt  
Color: Blue  
Legs: Shorts  
Shorts color: Light brown  
Shins: High socks  
Shoes: Police Order  
Weight: 198

Name: John Otto  
Complexion: 2  
Head: Low cut  
Torso: T-shirt  
Color: Gray  
Pants: Baggy cargo  
Color: Light brown  
Shoes: Steamer  
Weight: 217

Name: Marc Johnson  
Complexion: Type 2  
Head: Beanie  
Cap color: Gray or Dark gray  
Torso: Button shirt  
Logo: None  
Shirt Color: Red  
Sleeve Color: Red  
Shins: None  
Shoes: Police Order  
Weight: 180

Name: Pat Channita  
Complexion: 3  
Head: Low cut  
Torso: T-Shirt  
Color: Red  
Logo: Brigade  
Pants: Baggy Pants  
Color: Dark Blue  
Shoes: Caballeros  
Weight: 145

Name: Sam Rivers  
Complexion: 2  
Head: Bald  
Torso: Button shirt  
Color: Dark blue  
Pants: Carpenter  
Color: Black  
Shoes: Police Order  
Weight: 196

Name: Stone Cold  
Complexion: Type 2  
Head: Bald Goatee  
Torso: Shirtless  
Legs: Cargo Pants  
Pants Color: Brown  
Shoes: Police Order  
Weight: 217

Name: Tom Green  
Complexion: Type 2  
Head: Brown Hair  
Torso: Long Underwear  
Shirt Color: Black  
Logo: None  
Pants: Baggy Cargo  
Pants Color: Light Brown  
Shoes: Laseks  
Weight: 145

Name: Will Santos  
Complexion: 3  
Head: Slick 2  
Torso: T-shirt  
Logo: Adio  
Shirt color: White  
Legs: Bunchedup  
Pants color: Brown  
Shins: Ankle socks  
Shoes: Reynolds  
Weight: 254



Name: Coby Dick (From Papa Roach)  
Complexion: 2  
Head: Black Hair  
Torso: T-Shirt  
Color: Black  
Logo: None  
Pants: Regular  
PantsColor: Black  
Shoes: Caballeros  
Weight: 217

Name: Marshal Mathers (EMINEM)  
Complexion: 2  
Head: Beanie  
Beanie Color: Black  
Torso: Tank Top  
Color: White  
Pants: Baggy Cargo  
Color: Darkish Blue  
Shoes: Reynolds  
Weight: 180

-----  
THANKS  
-----

First off, I would like to thank everyone who posted their ideas at  
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RK Jones GW.) Thanks to Stephen Bennett for two of the Celebrities. Note: These  
celebrities were taken from my Tony Hawk 2 create a skater faq, and since there  
are only added options, the celebrities should stay the same.

=====  
Gap Checklist  
=====

-----  
Foundry  
-----

~~~~~  
GRIND GAPS  
~~~~~

-----  
Nice  
=====

Ollie from high ledge to over head platform landing on a rail

-----  
Tight  
=====

>From start turn right get onto pipe then transfer to catwalk

-----  
The Proof Is In The Gap  
=====

By pool get on a rail going toward the "PRESS" and land in a grind on a different  
rail

-----  
Saved By The Grind  
=====

Go up to pipes leading to secret tape (ones making an x with tape in middle)  
just before the diagonal turn on the pipe jump off landing in a grind

-----  
Triple Beam  
=====

On right side of catwalk on the way to the deck you see a rail that splits 3  
times grind an transfer to each one

-----  
End To End  
=====

Up on high ledge grind end to end of the quarter pipe

-----  
Workers Union

-----

Grind the whole yellow rail by control booth

-----  
Board Burner  
-----

Grind quarter pipe next to molten steel and ollie over it landing in a grind

-----  
Pipe Hoppin Grinder  
-----

At pipes that make an x by seceret tape instead of following em around ollie straight forward landing on the one across from it

-----  
Grind Away  
-----

On the left side of the press there is a pyramid type thing with rails, grind it

-----  
Comby Bear Style  
-----

Starting from back part of stage grind that long pipe on wall heading tword the pool, transfer from pipe to rail by pool or pool ledge

-----  
Shaba Style  
-----

>From the 3 steel pipes on right wall on last one ollie an wallride to grind so your on that rafter/beam thing

-----  
Tight Pipe Grind  
-----

>From start turn around and grind over channel on pipe

-----  
We Work Hard  
-----

Grind pipe to the right from start

-----  
We Play Hard  
-----

Grind second pipe to teh right from start

-----  
Sweat  
-----

Grind 3 pipe in the line to the right from start

-----  
ProBall  
-----

>From sweat gap drop to pipe below and grind

-----  
Phat Ledge  
-----

Grind ledge in the very back of stage

-----  
West Side Rail Hoppin  
-----

Grind rail crossing gap where letter T is

-----  
East Side Rail Hoppin  
-----

Gap between yellow rails on left side of room (same as west sdie but on left side of room)

-----  
Steppin Up  
-----

Grind far side of half pipe jumping up onto big block thing still grinding

-----  
Pipe Grind  
-----

Grind near side of half pipe

-----  
Along The Handrail  
-----

>From start grind handrail on immediate left of the "press"

-----  
Knock The Bucket  
-----

Grind the control booth goal

-----  
Going Forward  
-----

Grind rail before press, ollie over press, landing on rail

-----  
High Ledge Grind  
-----

Grind the whole grey part of the ledge above the control booth

-----  
To The D-Tank  
-----

On left wall grind pipe over the 3 large tanks

-----  
Grind The Gap  
-----

On catwalk grind rail that's going left to right that is closest to start

-----  
Catwalk Crawler  
-----

On catwalk grind rail that's going left to right that is farthest from start

-----  
Drop And Grind  
-----

Heading toward deck on catwalk ollie over side and grind pool ledge

-----  
Criss Cross  
-----

Grind rail on catwalk by the x shaped path

-----  
World According To Gap  
-----

On left side of catwalk by start point grind rail and drop off end grinding rail below

-----  
Go The Distance  
-----

Transfer between the two rails where world according to gap and east side rail hopping are

-----  
Getting Higher  
-----

Either wall ride to grind off the wall pipe on left side or grind end to end of the yellow rail on high ledge

-----  
Booya Gramma... Booya  
-----

>From start turn left and grind pipe getting the others on that wall and grinding that ledge all the way around then wall riding to get on grey pipes heading back toward start (make sure you hit all 7 grey pipes without hitting ground)

~~~~~  
AIR GAPS  
~~~~~

-----  
Gapman And Robin  
=====

Grind grey pipe then ollie up onto part of quarter pipe

-----  
Second Story Air  
=====

Transfer from quarter piep to quarter pipe by molten steel

-----  
Southside Air  
=====

>From start turn around and transfer across teh channel on the quarter pipe

-----  
Wedge Gap  
=====

On right side by pool jump the downslope

-----  
Over the Halfpipe  
=====

Cannonball over the halfpipe... just without the cannonball

-----  
What are you doing here?  
=====

Furthest left corner on high ledge (above control booth) transfer in from quarter pipe or wall ride in

-----  
Death Gap East/West  
=====

>From start hit the lip landing on upper part of catwalk on the right and same thing on the left (2 seperate gaps)

-----  
Channel Surfin  
=====

Transfer across channel on quarter pipes by halfpipe

-----  
Over The Hardway  
=====

Transfer over the halfpipe but also over one of the taller grey things on either end of the halfpipe

-----  
Skillz Gap  
=====

Next to along the handrail gap is a pyramid shaped thing hit that and land in between closest set of rails on the downslope

-----  
Clear The Roller  
=====

Ollie down the giant rollin at the beggining instead of rolling down it

-----  
Bubblin Brew  
=====

Ollie over the molten steel

-----  
Gettin Over  
=====

Go for death gap west with a lot of speed and catch far rail in a grind or clear it completely

-----

Perfect Gap  
=====

Up on phat ledge at very back of stage ollie over the gap where stairs are  
(don't grind)

-----  
Over The Flat  
=====

Transfer from quarter pipe over yellow rails (by control booth)

-----  
High To Low  
=====

Get on phat ledge and ollie over yellow rails to the ground below

-----  
Los Angeles (25 gaps)  
-----

~~~~~  
AIR GAPS  
~~~~~

-----  
Grass Jump (100 points)  
=====

At the start of the level skate forward a little bit. There should be a grass hill in front of you. Jump completely down the hill without touching the grass and you should get this gap.

-----  
Satisfying (200 points)  
=====

At the start of the level, skate down the hill, through the building and across the street. There should be a building there with two doorways right by one corner of it. Jump from one opening and through the other opening to get this gap.

-----  
Cleared It! (200 points)  
=====

At the start of the level skate down the hill, through the building and across the street. You should be a skatepark type area. In the back of it is a half pipe with a kicker ramp on either side of it. Jump from one of the ramps, over the pipe and onto the other one.

-----  
Tight Fit (200 points)  
=====

At the start of the level skate down the hill, through the building and across the street. You should be a skatepark type area. In the back of it is a half pipe, jump off of the left side as you came in and at an angle a bit to the right. There should be a thin quarter pipe on the other side of the wall. Land on this quarter pipe to get this gap.

-----  
No Look Transfer (200 points)  
=====

>From the start of the level turn to your right and skate down the street until you get to the carwash. Go through the carwash and there should be a quarter pipe to your right. Jump off of the middle of the quarter pipe at an angle to the right and land on the quarter pipe that is in the corner of the path.

-----  
Flyin' High! (250 points)  
=====

You should see a rail leading to the top of the building in front of you. Grind that rail to the top of the building. Once you are up there, you should see a peice of rebar comming out of it. Jump off of the building and onto the rail to get this gap.

-----  
Carwash (250 points)  
=====

>From the start of the level turn to your right and skate down the street until you get to the carwash. Go through the carwash and there should be a quarter pipe to your right. Jump off of the right end of the quarter pipe and land on the quarter pipe that is on top of the carwash.

-----

Wrath of God! (500 points)

=====

>From the start of the level skate down and to the right until you get to where the elevator is. Get some air off of the quarter pipe that is furthest from the elevator. Then jump off of the other quarter pipe to the level. Go over the lobby and land on the quarter pipe on the other side.

-----

G Rated (1000 points)

=====

You should see a rail leading to the top of the building in front of you. Grind that rail to the top of the building. Once you are up there, you should see a peice of rebar comming out of it. Jump off of the building and onto the rail. At the end of the rail should be a kicker ramp. Jump off of the kicker ramp and onto the building in front of you. You should see a sign in front of you with a whole in it. Jump off of the building a bit to the right and go through this whole to get the gap.

~~~~~

GRIND GAPS

~~~~~

-----

Hops (250 points)

=====

At the start of the level skate down to the street to your right. Before you get to the Electric rail, there should be a kicker ramp to your left. Jump off of the kicker ramp and land on the telephone wires that lead to the end of the buildings.

-----

It Begins (250 points)

=====

At the start of the level skate down the street to your right until you get past the carwash. There should be a quarter pipe just to your right. Grind the top of the pipe going towards the right, and at the end of it, jump off and land in a grind on the top of the other quarter pipe.

-----

Arise! (250 points)

=====

At the start of the level skate down the street to your right until you get to the wall next to the quarter pipe. Wallride the wall to the left, then jump up and grind the pole next to the wall doing this should get you this gap.

-----

Large (250 points)

=====

After getting the "Arise!" gap, continue to grind until the end of the pole, at the end of it, left yourself fall to the steps below. Grind the steps for a little bit and you should get this gap.

-----

Be Humble (250 points)

=====

You getting the "Arise" and "Large" gaps, continue to grind the steps until the end of them. There should be two planters in front of you. Jump off and grind the first one, then grind the second one and you should get this gap.

-----

Elevator Grind!! (250 points)

=====

Once you start the level, skate down and to the right until you get down to where you can go under a roof. On one of the walls you should see a box. Run into the box and the elevator door should open up on the other side of the room. Get on the elevator until you get to the top of it. Then get out and turn to your left. You should see a wire comming off of the corner of the ledge. Grind this wire until you get to the bottom of it to get this goal.

-----

Dubba Jump (250 points)

=====

At the start of the level skate down and through the elevator lobby. There should be a platform with three planters in front of you. Get onto the platform and grind all three of the planters in a row and you should get this gap.

-----

Epic Jump (250 points)

=====

At the start of the level skate down and through the elevator lobby. There

should be a platform with a red rail on the left side of it. Grind this rail and jump over the gap at the end of it and land in a grind on the next rail to get this gap.

-----  
Nice Start (250 points)  
=====

At the start of the level grind the planter in front of you and at the end of it, jump off and grind the rail that is inside the large building.

-----  
Good Thinking (250 points)  
=====

After grinding the "Electric Rail" there should be ramps that form from the street. On the back end of the one that is closest to the outside of the level is another steep ramp. Jump off of this ramp and land in a grind on the telephone wires that lead to the end of the level.

-----  
Two Ways (250 points)  
=====

At the start of the level grind the planter that is right of the one in front of you. Then at the end of it, jump off and land in a grind on the rail in the building. At the end of this rail, jump off and grind the next one, you should get this gap then.

-----  
One Giant Leap (250 points)  
=====

>From the start of the level skate down and face the elevator lobby. Jump off of the quarter pipe that is nearest the outside of the level and grind on the platform above it to the right. At the end of the rail you should get this gap.

-----  
Around and Down (250 points)  
=====

>From the start of the level skate down and face the elevator lobby. Jump off of the quarter pipe that is furthest the outside of the level and grind on the platform above it to the left. At the end of the rail you should get this gap.

-----  
Grinding Down the Highway (1000 points)  
=====

You should see a rail leading to the top of the building in front of you. Grind that rail to the top of the building. Once you are up there, you should see a peice of rebar comming out of it. Jump off of the building and onto the rail. At the end of the rail turn to your right and grind on the top of the left side of the highway. Keep grinding down it, and at the last one, jump off to the right and land on the peice of destroyed highway there and you should get this gap.

-----  
Moving Up! (1000 points)  
=====

At the start of the level keep skating forward until you get to the area with the cove. Get up and grind the lowest pipe going around the cove, then wallride the wall and jump up and grind the next highest pipe to get this gap.

~~~~~  
OTHER GAPS  
~~~~~

-----  
Get Up There! (500 points)  
=====

At the start of the level, skate down the street that is to your right until you get past the building where the elevator lobby is. There should be a wire comming off of the building. Wallride the wall before it and jump up and grind the wire to get this gap.

-----  
Rio De Jeneiro  
-----

~~~~~  
AIR GAPS  
~~~~~

-----  
Triplettime (200 points)  
=====

Skate down the ramp at the start of the level and go forward until the end of the pool. Get out of the top of level and there should be two quarter pipes in front of you. Transfer the gap in between them to get this gap.

-----  
Up and Over (250 points)  
=====

Jump off of the platform as soon as you start off. There should be a quarter pipe on either side of you. Jump off of the quarter pipe nearest the buildings, and jump over the quarter pipe that was behind you when you started and land on the quarter pipe on the other side and you should have gotten this gap.

-----  
Hyper Monkey (250 points)  
=====

At the start of the level go down the ramp and then turn around. You should see a quarter pipe on either side of the entrance. Transfer from one of the quarter pipes to the other on to get this gap.

-----  
Unbelievable (250 points)  
=====

At the start of the level skate forward until you get to the first bridged area. Before going under it, there is a quarter pipe on either side of the entrance. Transfer from one, over the doorway and onto the other one to get this gap.

-----  
Overtime (250 points)  
=====

At the start of the level skate forward until you get to the first bridged area. Go under the bridge and then turn around. There should be a quarter pipe on either side of where you came out. Transfer from one of the quarter pipes and land on the other one to get this gap.

-----  
Look Alive Out There (250 points)  
=====

At the start of the level skate forward until you get into the pool. Then turn to your left and skate until you see a little break in the outside of the pool. Transfer from one side of the rollin type thing to the other side of it to get this gap.

-----  
Golden Time (250 points)  
=====

At the start of the level skate forward until you get into the pool. Then turn to your right and skate until you see a little break in the outside of the pool. Transfer from one side of the rollin type thing to the other side of it to get this gap.

-----  
It Is No Dream (250 points)  
=====

At the start of the level jump off of the walkway and you should be in the middle of a half pipe. Jump off of the side furthest from the buildings, and over the walkway and onto the other quarter pipe to get this gap.

-----  
The Nod (250 points)  
=====

At the start of the level skate forward until you get to the end of the pool. Then get out of the pool and turn around and you should see two wooden quarter pipes. Transfer the gap that is inbetween them and you should get this gap.

-----  
Take The Fall (500 points)  
=====

At the start of the level, turn around and skate to the right corner of the level. Before you get to the corner, you should see a spiral ramp. Go up this ramp. Jump off of the kicker ramp in front of you and you should get this gap.

~~~~~  
GRIND GAPS  
~~~~~

-----  
Like a Bunny (250 points)  
=====

At the start of the level go down the ramp until you are on the walkway that was perpendicular to you. There will be a wall on either side of the walkway. Grind



the length on the wall that is closest to the front of the level, and jump over the gap and grind the other side of you.

-----

Salty Jerky (250 points)

-----

At the start of the level skate forward until the pool starts to form. Grind the lip on the right side of it. Keep grinding it until the gap in the pool, jump over the gap and continue to grind until the end of this lip. Doing so should get you this gap.

-----

Over the Humps (250 points)

-----

At the start of the level skate down the ramp and at the bottom of it turn to your right. There should be a street barrier in front of you. Grind the side of it towards the back of the level, then jump onto the platform in front of you. Go forward until you until you get to the end of it and you should get this gap.

-----

Round the Bend (250 points)

-----

At the start of the level, go down the ramp and turn to your left. There should be a metal barrier by the street. Grind the barrier leading away from where you started. At the end of the ramp, jump off and land in a grind on the planter that is in front of you.

-----

The Skinny (250 points)

-----

After knocking down the platform on the right side of the level, grind the length of it leading to the front of the level, then at the end of it, jump off and land in a grind on the cement wall.

-----

Working Monkey (250 points)

-----

After knocking down the platform on the right side of the level, grind the length of it leading to the back of the level, then at the end of it, jump off and land in a grind on the metal street barrier.

-----

J-Po (250 points)

-----

At the start of the level, go down the ramp and turn to your left. There should be a metal barrier by the street. Grind the barrier leading towards where you started. Then at the end of it, jump off and land in a grind on the cement wall.

-----

Crack Shot (250 points)

-----

Skate down the ramp until you get to the walkway that is perpendicular to you. Go down to the right side of the ramp. Grind the wall that is furthest from where you started, then when you get to the gap in the wall, jump over it and grind the other side of the wall. At the end of the wall you should get this gap.

-----

Pithy (250 points)

-----

At the start of the level, jump down the ramp and you should be in a half pipe. Get on the outside of the halfpipe by the street. Grind the wall that is the back of the quarter pipe from end to end to get this gap.

-----

Produce the Points (250 points)

-----

At the start of the level, turn around and jump out of the quarter pipe and get into the street. Next to the wall you should see three produce servers. Grind the end of one of them and jump and grind the next, then grind the last one and you should get this gap.

-----

Legendary (250 points)

-----

At the start of the level, turn around and skate to the right corner of the level. Before you get to the corner, you should see a spiral ramp. Go up this ramp, then turn to your right and there should be a platform below you. Jump down there, and then grind the edge of it from front to back and you should get this gap.

-----  
Wall Crawler (250 points)  
-----

At the start of the level go down the ramp and turn to the right. Go forward until you get into the street. Along the walls you will see three sets of balconies. Wallride the wall and grind the one on the far right one, at the end of it jump off and grind the middle one, then the last one. At the end of it, jump off and grind the platform that is in front of you.

-----  
Mind Bender (250 points)  
-----

At the start of the level go down the ramp until you get to the pool. Grind the lip on the left side of it. Grind until the gap in the pool, then jump off and grind the lip on the other side of the break.

-----  
The Fear (250 points)  
-----

At the start of the level go down the ramp until you get to the pool. Grind the lip on the right side of it. Grind until the gap in the pool, then jump off and grind the lip on the other side of the break.

-----  
Need a Gap (250 points)  
-----

At the start of the level skate forward until you come to an area with two quarter pipes with a gap in between them. Jump off of the left one at an angle just to the right. Hold down triangle and land in a grind on the telephone wire. At the end of the wire is you should get this gap.

-----  
Jimkata! (250 points)  
-----

At the start of the level turn around and jump outside of the quarter pipe. There should be a cement wall by the pool. Grind the cement wall away from the spiral ramp. At the end of the wall jump off and land in a grind on the metal street barrier.

-----  
Peeping Tom (250 points)  
-----

At the start of the level go down the ramp and turn left. Skate across the street. You should see a high and low set of balconies. Wallride the wall and grind the low set of it. Then wallride the wall and jump up and grind the high balcony.

-----  
Fast Like Squirrel (250 points)  
-----

At the start of the level go down the ramp and turn to your left. Skate to where the planter with the awning over it. Grind the back edge of it leading to the back of the level, at the end of it, jump off and grind the metal street barrier.

-----  
Like Ninja (1000 points)  
-----

Skate down to the back side of the level, then get the following gaps in one combo... "Fast Like Squirrel," "Round the Bend," "J-Po," "Jimkata!," "Over the Humps," "The Skinny," and "Working Monkey" and you should get this gap

-----  
Suburbia  
-----

~~~~~  
AIR GAPS  
~~~~~

-----  
Backyard Bump (100 points)  
-----

Turn around at the start of the level and go through the opening in the house. You should see a two quarter pipes to your left with a quarter pipe a bit further back behind them. Transfer the gap in between the two front quarter pipes to get this gap.

-----

Trailerpark Transfer (100 points)

=====

Skate forward into the half pipe that is right in front of you. On the back end of the half pipe, there should be a quarter pipe off to the right. Transfer from the half pipe and onto the quarter pipe to the right.

-----

The Weathervane (150 points)

=====

At the start of the level, turn around and get onto the roof. Grind the top edge of the higher of the two roofs towards the chicken thing. Once you get near it, jump over it and you should get this gap.

-----

Bart's Gap (150 points)

=====

At the start of the level turn to your left and skate forward. Before you go into the building turn to your left. You should see two kicker ramps leading up to the roof with the weathervane. Jump off of the left kicker ramp to the left and clear the wall that is to the left of the house.

-----

Zen Mind (150 points)

=====

Turn around at the start of the level and skate into the backyard with the pool. Face the house in front of you. You should see two quarter pipes on either side of it. Jump from one quarter pipe, over the back part of the house and land on the other one to get this gap.

-----

Into the Bowl (150 points)

=====

Turn around at the start of the level and get onto the roof that is ahead of you. Once there, face to right side of the level. You should see the pool in front of you. Jump from this roof and into the pool to get this gap.

-----

Trailerpark Transfer (200 points)

=====

>From the start of the skate into the halfpipe. You should see a quarter pipe on the building to your right. Transfer from this quarter pipe to the quarter pipe to the left of it to get this gap.

-----

Ice the Ice Cream Man (250 points)

=====

As soon as you start the level turn to your left. Go forward and go in between the two quarter pipes with the pipe standing in the middle of it. Get some air off of the quarter pipe in the back of it, then jump from one of the quarter pipes, over the gap and land on the other one.

-----

Line Leap (250 points)

=====

>From the start of the level skate until you get to the half pipe. Then turn to the left and go up the stairs. Jump off of the quarter pipe and get some air. Then jump down the steps and land in a grind on the U-Shaped rail. At the end of the rail jump off and get over all of the 2X4's that lead to the halfpipe.

-----

Hick Hop (250 points)

=====

Skate forward and to the right until you get to the cornermost trialer. On one end of the building is a blue kicker ramp. Jump off of the kicker ramp and go completely over the building.

-----

Perfecting Your Skills (250 points)

=====

>From the start of the level build your speed up until you get to the 2X4s that lead to the halfpipe. Right before the boards is a ramp. Jump off of the ramp and go over the boards and into the half pipe to get this gap.

-----

10 Stair Set (250 points)

=====

>From the start of the level skate until you get to the half pipe. Then turn to the left and go up the stairs. Jump off of the quarter pipe and get some air. Then jump down the all of the steps without touching them and you should get

this gap.

-----  
OMFG!!! (250 points)  
-----

Turn left at the start of the level and skate forward until you get to the building. Then turn left again and go forward until you get to the quarter pipe in the back of the grassy area. Transfer from this quarter pipe to the left, over the wall and land on the quarter pipe behind the house that was behind you when you started.

-----  
Over the Green Gap (250 points)  
-----

>From the start of the level skate until you get to the half pipe. Then turn to the left and go up the stairs. Jump off of the quarter pipe and get some air. Quickly turn to the right and jump down the grassy area without touching any of it and you should have gotten this gap.

-----  
Rear Entry (500 points)  
-----

Turn left at the start of the level and skate forward until you get to the building. Then turn left again and go forward until you get to the quarter pipe in the back of the grassy area. Get onto the platform behind this quarter pipe. There should be a large kicker ramp on this platform. Jump off of the kicker ramp and over the wall to get this gap.

-----  
Trailer Trash (500 points)  
-----

Skate forward from the start of the the level until you get to the quarter pipe. Turn right and get onto the roof where one of the appliances was. Then face towards the house with the pool and jump onto the trailer with the dish.

-----  
Trailerpark Transfer (1000 points)  
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>From the start of the level skate forward until you are in the halfpipe. Jump off of the end that was nearest to you going towards the left. Land on the quarter pipe that touches the trailer and you should have gotten this gap.

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GRIND GAPS  
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Roof Slide (250 points)  
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Turn left at the start of the level, then when you get to the bulding turn left again. You should see two kicker ramps facing the building with the weathervane. Get some air off of the quarter pipe behind them, then jump off of the left quarter pipe and land in a grind on the top of the roof and you should have gotten this gap.

-----  
Grind the Line (250 points)  
-----

Turn left as soon as you start and skate under the building that is in front of you. Behind the building is a quarter pipe. Get some air off of the quarter pipe, and when you land, jump off of the kicker ramp that is in front of you. When you land there should be another ramp, jump off of that and land in a grind on the wires that are parallel to the direction you are traveling. Doing this should get you this gap.

-----  
Welcome to Suburbia (250 points)  
-----

At the start of the level grind the rail that is right in front of you. At the end of the rail jump off and grind the next one, and then the final one. At the end of the last rail, you should get this gap.

-----  
Alex Likes Grinding (250 points)  
-----

At the start of the level turn around and get onto the roof that was behind you. Once you are on the roof get on the edge that faces the back of the level. You should see four telephone wires that lead to the quarter pipe. Grind the leftmost one, then at the end jump off and land on a grind on the quarter pipes below.

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Airport  
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AIR GAPS  
~~~~~

-----  
Flight on Time (100 points)  
-----

Skate down to the very back of the level, once you are in the final room, face to your right and you should see two quarter pipes with a suitcase in between them. Transfer from one of the quarter pipes and land on the other quarter pipe to get this gap.

-----  
Lost Luggage (100 points)  
-----

At the start of the level turn to your right and go into the baggage handler. You should end up in a room with an escalator on either side of it. Go to the right one and jump down them completely without touching them.

-----  
Bye Bye Knees (150 points)  
-----

>From the start of the level skate forward until you get to the second set of escalators. Jump from the top of the escalators all the way down to the bottom of them without touching any part of them and you should get this gap.

-----  
Over the Hump (150 points)  
-----

Turn slightly to the left at the start of the level and skate forward until you get to where there is a blue mound right past the first doorway. Jump from one side of this mound, over the center and onto the other side to get this gap.

-----  
Mad Pop (200 points)  
-----

>From the start of the level skate forward until you get to the second set of walkalators. Jump from one side, over the width, and onto the other side. (Ollie over the thin side of the walkalator)

-----  
Block Hoppin (250 points)  
-----

>From the start of the level skate forward until you get past the second set of walkalators. There should be a security check in front of you. Using it as a ramp, jump over the security check and onto the other side to get this gap.

-----  
Narrow Escape (250 points)  
-----

>From the start of the level turn right and get into the baggage handler. Once in there, skate through both of the rooms until you get to the security check. Using it as a ramp, jump over the security check and onto the other side to get this gap.

-----  
Secret Stash (250 points)  
-----

>From the start of the level turn right and get into the baggage handler. Once in there, skate forward until you get into the first room. You should see a quarter pipe in the middle of the back wall. Jump off of the quarter pipe, to the right and land on the smaller quarter pipe that is touching the right wall of the same room.

-----  
No Refunds (250 points)  
-----

At the start of the level turn to your right and go into the baggage handler. You should end up in a room with an escalator on either side of it. Go to the left one and jump down it completely without touching them.

-----  
Banana Gap (500 points)  
-----

>From the start of the level skate forward until you get to the last room. Then

look to the back wall by the quarter pipes. You should see a bench that leans on the wall. Get some air off of the quarter pipes, turn left and jump off of the edge of the bench. Go completely over the bench and land on the other side to get this gap.

-----  
Toaster Pop (500 points)  
-----

>From the start of the level turn right and get into the baggage handler. Once in there, skate forward until you get into the first room. You should see a quarter pipe right next to where you came out. Jump off of that quarter pipe, and to the left and land inside of the pool that is in the corner of the room.

-----  
Holy Pop (1000 points)  
-----

>From the start of the level skate forward until you get to the first set of walkalators. Jump over the narrow side of these and you should get this gap.

-----  
Brace Yo Self (1000 points)  
-----

Skate forward until you get to the first set of escalators. Ollie completely down them without touching it and you should have gotten this gap.

~~~~~  
GRIND GAPS  
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-----  
Bump-N-Grind (250 points)  
-----

Skate forward and a bit to the right until you get to where there are a bunch of moniters on the right wall by the first set of walkalators. Grind the whole series of moniters from beginning to end and you should have gotten this gap.

-----  
Easy Grind (250 points)  
-----

>From the start of the level turn right and get into the baggage handler. Once in there, skate forward until you get into the first room. You should see three rails by the right wall. Grind these rails from beginning to end and you should get this gap.

-----  
Monitor Stomp (250 points)  
-----

Skate down to the second set of walkalators. Along the right wall you should see a set of moniters and lockers. Wallride the wall before the first one and grind the edge of it. Keep on grinding the edges of the series of moniters until the last one. Then you should get this gap.

-----  
Absolute Grind (250 points)  
-----

Skate forward until you get to the second set of escalators. Grind the rail that is furthest to the right. At the bottom of the rail, jump off and land in a grind on the bench that is in front of you. At the end of the bench you should have gotten this gap.

-----  
Remain Calm (250 points)  
-----

Skate forward until the first set of escalators. You should see a handrail that doubles as a ramp. Jump off of the ramp and land in a grind on the hanging light. At the end of this light, jump off to the left and grind the next light and you should get this gap.

-----  
Don't Panic (250 points)  
-----

After the "Remain Calm" gap, grind until the end of the lights, then jump off and land in a grind on the lights that are right in front of you, then you should get this gap.

-----  
Maintain (250 points)  
-----

At the end of the lights from the "Don't Panic" gap, jump off to your right and land in a grind on the lights that should be there and you should get this gap.

-----  
Progress (250 points)  
-----

To get "Progress" you must get the "Remain Calm", "Don't Panic", and "Maintain" gaps all in a series.

-----  
Commit (250 points)  
-----

After you get the "Progress" gap, you should see one last light fixture. Transfer from the one that you are on to that one and you should get this gap.

-----  
Hey Get Down (250 points)  
-----

Skate forward until you get to the first set of escalators, jump down them. Then go until you get to the next set. Jump down those as well. Go forward until there is a quarter pipe on either side of you. Jump off of the left quarter pipe on the right side going right. While you are in the air hold down triangle until you land in a grind on the sign that is in the air. Grind the sign until the end of it, then jump off and you should get this gap.

-----  
No Acro (250 points)  
-----

Skate forward until you get into the very last room. In front of you should be a quarter pipe. Jump off of the quarter pipe at an angle slightly to the right. Grind on the very top pole. Continue to grind this pole all of the way around the large curve and you should get this gap.

-----  
Freaky Flow (250 points)  
-----

Skate forward until you get to the last set of escalators. Grind on the rail that is furthest to the left. At the bottom of the rail, jump off and land in a grind on the bench that is in front of you. At the end of the bench jump off and you should get this gap.

-----  
Room Wrecka (250 points)  
-----

Skate to right at the start of the level and go into the baggage claim. Get into the first room and grind the left edge of the left most escalator. At the bottom of the rail jump off and land in a grind on the rail in front of you. Then jump off and grind the curved rail. At the end of that, jump off and grind the next curved rail. Grind the rail that is in front of that on. Then, finally, jump off of that rail and land in a grind on the other escalator. Doing this should get you this gap.

-----  
Good Control (250 points)  
-----

Skate to right at the start of the level and go into the baggage claim. Get into the first room and grind the left edge of the left most escalator. At the bottom of the rail jump off and land in a grind on the rail in front of you. Then jump off and grind the curved rail. At the end of that, jump off and grind the next curved rail. This should get you this gap.

-----  
Skate Everything (250 points)  
-----

Skate forward until you get into the very last room of the level. In front of you should be a quarter pipe. Grind the lip of the quarter pipe going to the left. At the end of the quarter pipe, jump off and land in a grind on the bench that is in front of you.

-----  
Plane Bash (250 points)  
-----

>From the start of the level skate forward until you get to the first set of escalators. Jump down them and you should see two this quarter pipes with a plane above the gap between them. Jump off of the left one and go slightly right and hold down triangle. You should land in a grind on the wing of the plane. Stay in the grind until the end of it. Jump off and land and you should get this gap.

-----  
Low End Theory (250 points)  
-----

At the start of the level skate forward until you get into the last room of the level. Then turn to your left. You should see a quarter pipe in the corner of the level. Grind the lip of the quarter pipe going in either direction. Then at the end of the lip, jump off and land in a grind on the rail that is right below it.

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MANUAL GAPS  
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Precision (500 points)  
=====

Skate forward until you get to the second set of movers. In the middle of the movers is a handrail. Manual the length of this handrail and you should get this gap.

-----  
Nice Manny (1000 points)  
=====

>From the start of the level skate to your right and into the baggage handler. From there skate into the second room. You should see a baggage claim. Get up on top of it and manual the length of it and you should get this gap.

-----  
On Point (1000 points)  
=====

Skate forward until you get into the last room. You should see a bench in the middle of this room. Manual from one end to the other end of this bench and you should have gotten this gap.

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Skaters Island  
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~~~~~  
AIR GAPS  
~~~~~

-----  
Big Mouth (100 points)  
=====

Skate out of the halfpipe and then turn to your right. Skate to the outside part of the level. Once there, turn around and you should see a quarter pipe on either side of the doorway. Jump from one of the quarter pipes and transfer to the other one to get this gap.

-----  
Over and Out (100 points)  
=====

Skate forward and out of the halfpipe. Once you are in the street part turn right and skate outside. In the middle of this area is a kicker ramp. Jump completely over the funbox and you should have gotten this gap.

-----  
Over The Rail (100 points)  
=====

>From the start of the level skate out of the halfpipe and into the street area. By the pool closest to the halfpipe you should see a funbox. Jump from this funbox and into the pool and you should get this gap.

-----  
Watch Yer Head (100 points)  
=====

Skate into the middle of the halfpipe and then turn to your left. You should see a walkway along the wall. Use the walkway for a ramp and jump into the first pool.

-----  
Micro Gap (150 points)  
=====

Go down the rollin in the halfpipe then get some air off of the other side. >From there, jump from either side of the rollin, over the rollin and onto the other side to get this gap.

-----  
Platform Air (150 points)  
=====

Skate out of the halfpipe and into the street area. From there turn left and skate until you get to the quarter pipe by the large sign. Jump off of the left



side of the quarter pipe, to the left and land inside of the pool that is nearest the wall.

-----  
Hip to Hip (200 points)  
-----

Skate out of the halfpipe and into the street area. Once there, turn left and you should see a funbox with a rial on it. Jump from one end of the funbox, over the rail, and onto the other side and you should have gotten this gap.

-----  
Decked Out (250 points)  
-----

>From the start of the level, skate down to the bottom of the halfpipe. Turn right and skate out to the street using the passage way. Then turn around and you should see a quarter pipe on either side of the passage. Jump from one quarter pipe, over the gap and onto the other one to get this gap.

-----  
Doorway Damage (250 points)  
-----

Skate forward and out of the halfpipe. Once you are in the street part turn right and skate to the doorway that leads outside. Right before it is a quarter pipe on either side. Transfer from one of these quarter pipes and land on the other one and you should get this gap.

-----  
Roof to Roof Drop (250 points)  
-----

As soon as you start off, turn to your left and skate until the end of the platform. You should see another platform just in front of you. Jump off and land on that platform to get this gap.

-----  
Big Air (250 points)  
-----

Skate forward and out of the halfpipe. Once you are in the street part turn right and skate outside. In the back of this outside part is a large quarter pipe with a hump in the middle of it. Jump from one side of the quarter pipe, over the hump, and onto the quarter pipe on the other end.

-----  
Easyway (250 points)  
-----

Skate forward and out of the halfpipe. Once you are in the street part turn right and skate outside. In the middle of this area is a kicker ramp. Get on either the right or left side of it and jump completely over it. (You should have jumped over the narrower end)

-----  
Mix It Up (250 points)  
-----

Skate down the rollin at the start of the level and jump off of the left side of the quarter pipe that is in front of you at a sharp angle to the left. Land inside of the pool and you should have gotten this gap.

-----  
Corner Plunge (250 points)  
-----

Go down the rollin and jump off of the right side of the quarter pipe that is in front of you at a sharp angle to the right. Go over the walkway and into the clover pool and you should have gotten this gap.

-----  
Above the Bar (250 points)  
-----

Skate to the top of the other side of the halfpipe. There should be a little ramp by the end of the quarter pipe. Jump off of this ramp and land into the pool that is closest to you.

-----  
No View (250 points)  
-----

As soon as you start off, turn to your left and skate forward until you get into the clover pool. Jump out of the pool going towards the street area and you should get this gap when you land.

-----  
Thenextlevel (250 points)  
-----

Skate to the top of the other side of the halfpipe. There should be a little ramp by the end of the quarter pipe. Jump off of this ramp and go over the platform that is on top of it, and land on the ramp on the other side to get this gap.

-----  
Channel Gap (500 points)  
=====

Skate out of the halfpipe and into the street area. Turn to your right and skate forward a bit. There should be a quarter pipe on the wall to your left. In the middle of the quarter pipe is a gap. Transfer from one side of the gap and onto the other side. Doing this should get you this gap.

-----  
Giant Transfer (500 points)  
=====

Get some air off of the opposite side of the halfpipe. Then turn left and jump off of the left side of the halfpipe at a fairly sharp angle to the left. Land inside of the clover pool and you should get this gap.

-----  
Pyramid Scam (500 points)  
=====

Skate out of the halfpipe and into the street area. Turn to your left and you should see a large funbox against the wall. Jump from one side of the funbox, over this middle, and onto the other side to get this gap.

-----  
Bigdipper (500 points)  
=====

As soon as you start off turn to your left and stay on the platform. Skate towards the closest pool, then at the end of the platform jump off and land inside of the pool and you should get this gap.

-----  
Island Hop (1000 points)  
=====

Skate out of the halfpipe and into the street area. Then turn around and you should see some bleacher type things. Jump from one end of the bleachers, over them and onto the other ones to get this gap.

-----  
Come Down (1000 points)  
=====

As soon as you start off, turn left and stay on the platform. Skate until the end of it and jump onto the walkway. Get onto the top part of the walkway and face the halfpipe. Jump off of this ledge and land on the platform where you first started and you should get this gap.

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GRIND GAPS  
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Bench Hoppin (250 points)  
=====

Skate outside the halfpipe and into the street area. Then turn right and skate outside. On the right side of the area there are three benches in a row. Grind from one end of one, all the way the the other end of the last one and you should get this gap.

-----  
Bleacher Bash (250 points)  
=====

Skate outside the halfpipe and into the street area. Then turn right and skate outside. On the left side of the area there is a set of bleachers. Grind from one end of the bleachers to the other end and you should get this gap.

-----  
Eagle Eye (250 points)  
=====

Skate outside the halfpipe and into the street area. Then turn right and skate outside. As soon as you get outside turn around and you should see a Tony Hawk sign. Jump off of the quarter pipe and grind the length of the sign and you should get this gap.

-----  
Cola Fix (250 points)  
=====

As soon as you start the level turn right and stay on the platform. Skate along the wall until you get to a pop machine. Grind the edge of this until the end, then grind the rail that is on the ground. At the end of the rail is another pop machine. Jump up and grind on this to get this gap.

-----  
Wall Rail (250 points)  
-----

Skate out of the halfpipe and into the street area. Turn to your left and skate until you get to the funbox. Jump off of the funbox and land in a grind on the beginning of the long rail. Grind the length of this rail to get this gap.

-----  
Nice Wood Work (250 points)  
-----

Skate out of the halfpipe and into the street area. Then turn left and follow the wall on the back end on the halfpipe. Grind the length of this wall from one end of the level to the other end and you should get this gap.

-----  
Live to Skate (250 points)  
-----

Continuing from the "Wall Rail" gap, jump off and land in a grind on the wooden bench along the wall. Grind until the end of this bench to get this gap.

-----  
Skate to Live (250 points)  
-----

Continuing from the "Wall Rail" and "Skate to Live" gaps, jump off of the wooden bench and land in grind on the wooden bench that is in front of you and you should get this gap.

-----  
Nice Connection (250 points)  
-----

Skate outside the halfpipe and into the street area. Then turn right and skate outside. In the middle of this area is a funbox with some rails on it. Get some air off of the quarter pipe and grind one of the rails. At the end of the rail, jump off and grind one of the ledges in the hallway that leads inside.

-----  
Overhang Slap (250 points)  
-----

>From the start of the level skate to the left and get into the first pool. Once in there, face the back wall. You should see that there is a platform just above the pool. Jump off of the pool right below the platform and grind the length of the platform to get this gap.

-----  
Destroy the Deep End (250 points)  
-----

>From the start of the level skate to the left and get into the first pool. Once in there, you should notice that one lip is higher than the other. Grind the length of the higher lip and you should get this gap.

-----  
Sick Style (250 points)  
-----

>From the start of the level skate to the top of the quarter pipe in front of you. Then turn to your right and you should see a bent rail leading to the clover pool. Grind the length of this rail to get this gap.

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Canada  
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AIR GAPS  
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Kicker 2 Kicker (250 Points)  
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At the start of the level go down the kicker ramp and turn a bit to the left. In front of you should be a kicker ramp. Jump off of the kicker ramp. Go over the gap and land on or past the next kicker ramp to get this gap.

-----  
Quarter Pipe Transfer (250 Points)  
-----

At the start of the level go down the kicker ramp and then turn to the right and jump over the fence. Skate forward until you get to the rollin where you got the letter A. On either side of the rollin is a quarter pipe. Jump from one of the quarter pipes and go over the rollin and land on the other quarter pipe to get this gap.

-----  
Over the Quarter (250 Points)  
-----

At the start of the level go down the kicker ramp and jump over the fence. Skate forward a little bit, then turn to your left. You should see a small quarter pipe with a kicker ramp on either side of it. Jump from one of the kicker ramps and land on or over the other one to get this transfer.

-----  
Parking Lot Rail Gap (250 Points)  
-----

At the start of the level go down the kicker ramp and go forward until the street turns off to the right. Go down the street, and there should be two sets of rails. Grind the right rail and when you get to the end of it, jump off and land on the next rail, and you will have gotten this gap.

-----  
Over the Pool (500 Points)  
-----

>From the start of the level turn right and jump over the fence to your right. Skate forward until you see a pool with skid marks on either side of it. Jump from one of the sides of the pool and land on the other side of the pool to get this gap.

-----  
Billboard Gap (500 Points)  
-----

At the start of the level go down the kicker ramp and go forward until the street turns off to the right. Go down the street, and there should be a wall to the right. Wall ride the wall and grind the first billboard. At the end of the billboard, jump off and land in a grind on the other one.

-----  
Roof 2 Roof (500 Points)  
-----

At the start of the level jump over to the left side of the wall. Go to the back of the area and jump up and grind the wall. There should be roofs in front of you. Jump up onto the first one and grind the rail in the middle of it. Then jump up and grind the next roof. At the end of this roof is a kicker ramp. Jump off of the ramp and land on the next roof to get this gap.

-----  
Over the Rails (100 Points)  
-----

At the start of the level go down the kicker ramp and then turn to the right and jump over the fence. Skate forward until you get to the rollin where you got the letter A. Before you get to it there should be a funbox right before it. Jump from one end of the funbox and land on or over the other side to get this gap.

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GRIND GAPS  
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Big Grind Gap (500 Points)  
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At the start of the level jump off to the left, and grind the short wall in the parking lot leading to the other side of the parking lot. At the end of the wall, jump off and land on the other wall. Once you get to the end of this wall you should get the gap.

-----  
Hell Yea! (1000 Points)  
-----

Go down the kicker ramp and jump over the wall to your left. You should see a wire leading up into the air. Grind the wire up to the top of it. Once you are up there, grind down to the other side to get this gap.

-----  
Crazy Fool (1000 Points)  
-----

At the start of the level jump over to the left side of the wall. Go to the back of the area and jump up and grind the wall. There should be roofs in front of you. Always get on the highest roof. On the last roof there should be a kicker

ramp. Jump off of it and land in a grind on the train tracks. Grind the tracks on the left until the end. Keep on holding grind down. You should start to grind a pole. Get to the bottom of the pole and you should get this gap.

-----  
The Tree (1000 Points)  
=====

After blowing up the tree, a large tree should fall. Go to where the tree touches the ground. Then jump up and grind on the tree. Once you get to the level part of the tree, jump and hit Up - Triangle and you should do a nose grind. Grind the tree until the end of it and you should get this gap.

-----  
Short Hop (1000 Points)  
=====

At the start of the level go down the kicker ramp and turn to your left. Jump up and grind on the wall. Jump over the gap and continue to grind on the wall until you get to where it meets the quarter pipe. Jump off to the left and land in a grind on the edge of the curb that is behind the quarter pipe to get this gap.

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Tokyo  
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~~~~~  
AIR GAPS  
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Toi Toi (500 Points)  
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Skate down the rollin and the start of the level, then turn slightly to your right. You should see a large kicker ramp with a road going down the middle of it. Jump off of the ramp that is to the right side of the ramp and go over all of the funbox to get this gap.

-----  
Gapanese (700 Points)  
=====

At the start of the level go down the rollin and go past the giant funbox. In front of you should be two quarter pipes separated by a rather large kicker ramp. Jump from one of the quarter pipes, over the kicker ramp and land on the other quarter pipe.

-----  
Nap Nap (750 Points)  
=====

Skate down the rollin at the start of the level then turn right and skate to the back of the level. There should be a pool on the right side of the level with an entrance gap. Get into the pool and then jump from one side of this entrance and land on the other side of it.

-----  
Tranny Gap (750 Points)  
=====

At the start of the level go down the rollin and over the large funbox, then turn to your left. You should see a large ramp to the left of the quarter pipe. Jump off of the middle of this ramp and land on the other side of the platform and you should get this gap.

-----  
Greasy (750 Points)  
=====

At the start of the level go down the rollin and go past the giant funbox. In front of you should be two quarter pipes separated by a rather large kicker ramp. Jump off of the large kicker ramp and land in the giant half pipe that is hovering in the air.

-----  
Super Get Pilot Go (750 Points)  
=====

At the start of the level go down the rollin, turn left and skate to the back of the level. You should see a pool on the left side of the level with an entrance gap. Get into the pool and jump from one side of the gap to the other.

-----  
Heading For AO's (750 Points)  
=====

At the start of the level go down the rollin, turn left and skate to the back of the level. You should see a pool on the left side of the level. Get into the

pool and then face in the direction of the other pool. Transfer from one of the pools to the other to get this gap.

-----  
High and Mighty (1000 Points)  
-----

Skate down the rollin and the start of the level, then turn slightly to your right. You should see a large kicker ramp with a road going down the middle of it. Jump off of the left side of the road and go over all of the funbox to get this gap.

-----  
Sushi Sore SF (1000 Points)  
-----

At the start of the level go down the rollin and then turn around. You should see a quarter pipe on either side of the rollin that you just came from. Transfer from one of the quarter pipes to the other quarter pipe to get this gap.

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GRIND GAPS  
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Interstellar Space Grind (750 Points)  
-----

At the start of the level skate down and turn to the left. Go forward until you get to where the loop is. Skate around to the backside of it, then grind either one of the edges of it from start to finish and you should have gotten this gap.

-----  
Scabby (750 Points)  
-----

At the start of the level skate down and turn to the right. Go forward until you get to where the loop is. Skate around to the backside of it, then grind either one of the edges of it from start to finish and you should have gotten this gap.

-----  
You Got Gap (750 Points)  
-----

At the start of the level skate down and go forward past the funbox. Then turn to the left and you should see a walkway leading up. Grind the left handed railing until the top of it, then jump off and land on the railing that is in front of you on the platform.

-----  
Tight (750 Points)  
-----

Skate down the rollin at the start of the level then turn around. You should see a quarter pipe to the left of the entrance. Grind from one end of the quarter pipe to the other end of the quarter pipe to get this gap.

-----  
Booya-Tight (750 Points)  
-----

Go down the rollin turn right and skate to the back of the level. In the middle of this area are three neon lighted rails. Grind the rightmost one going towards the pools. At the end of the rail, jump off to the left and land in a grind on the lip of the right pool. Grind on the rail until you are about done with it, then jump up and grind the ledge that is behind the pool and you should get this gap.

-----  
Keep It Going (750 Points)  
-----

Skate down the rollin at the start of the level then turn around. You should see a quarter pipe to the right of the entrance. Grind from one end of the quarter pipe past the other end of the quarter pipe and to the end of the lights that are connected to the end of it to get this gap.

-----  
Gap For Your Effort (750 Points)  
-----

Skate down the rollin at the start of the level then turn around. You should see a quarter pipe to the left of the entrance. Grind from one end of the quarter pipe, past the lights and to the end of the rail. Then jump up and land in a grind on the platform, (There should be a quarter pipe in the wall) at the end of the platform you should get this gap.

-----  
Ape Grind (750 Points)

=====

Skate down the rollin and turn to your right. Skate forward until you get to the first large platform is on your left. In front of you should be two curved rails with a strait rail between them. Grind one of the curved rails and transfer to the other one to get this gap.

~~~~~  
MANUAL GAPS  
~~~~~

=====

Through The Hoops (1000 Points)

=====

Skate down the rollin at the start of the level and then skate to where there are the two loops. Get to the point where you can look through both of the loops. Manual from the edge of one of the loops to the edge of the other loop to get this gap.

~~~~~  
OTHER GAPS  
~~~~~

=====

Melissa's Gap

=====

Skate to the back left of the level, there should be a sign of an asian woman and an elephant. Wall ride the asian womans and you should get this gap.

=====

That's What I'm Saying

=====

Skate down the rollin and grind the pipe that is to your right. At the end of the pipe jump off and grind the roof. Grind on the T shaped platform, when you are on it, jump off to the right and wallride the sign and you should get this gap.

=====

Kamikaze (2500 Points)

=====

At the start of the level go down the rollin and skate to where there is one of the loops. Simply skate through either one of the loops and you will have gotten this gap.

-----  
Downhill  
-----

~~~~~  
AIR GAPS  
~~~~~

=====

20 Stair Set (100 Points)

=====

At the start of the level, go down the ramp. Skate along the left side of the track until you get to the area just past where you got the second set of stat bonuses. Get up onto the left most platform. There should be two sets of steps. Jump down the second set to get this gap.

=====

True Skater (100 Points)

=====

Skate down from the start of the level until you get to the river. On the left side of the track there is a quarter pipe on either side of the river. Transfer from one of the quarter pipes and land on the other quarter pipe to get this gap.

=====

MacCrank It (250 Points)

=====

As soon as you start the level, jump all of the way down the steps that are in front of you. Land at the bottom of them without hitting any of them to get this gap.

=====

16 Stair Set (500 Points)

=====

At the start of the level, go down the ramp. Skate along the left side of the track until you get to the area just past where you got the second set of stat bonuses. Get up onto the left most platform. There should be two sets of steps.

Jump down the first set to get this gap.

~~~~~  
GRIND GAPS  
~~~~~

-----  
Just Like Real Life (250 Points)  
-----

Skate down from the start of the level and go to the back area. In the back section of it you should see four rails with gaps between them. Grind each one of the rails and go around the circle to get this gap.

-----  
Peace Be Still (250 Points)  
-----

At the start of the level go down the ramp and turn to your right. After a little bit, you should see a wire crossing the street. Right before that wire is a ledge. Get onto the ledge, and then jump into a grind on the wire. Get to the end of the wire. From there you should be on a ledge. Jump down a few ledges until you get to where another wire goes to the right. Grind the wire and by the end of it, then land on the platform. Jump off of the end of the platform and land in a grind on the hanging rail. At the end of the rail, jump off and land on the rail in front of you. Doing this should get you this gap.

-----  
Obvious Yet Difficult (250 Points)  
-----

At the start of the level, go down the slope and turn left. Go past the quarter pipe and grind the second platform. At the end of the platform jump off and land in a grind on the next. Do this until you grind a long wire. At the end of the wire, you should get this gap.

=====  
Cheats  
=====

Here is the Cheats that you get in order if you unlock them by beating the game without entering any codes....

Number of Times Beaten Game:	What Code Is:	What Code Does:
1	Officer Dick	Character
2	Skip to Restart	Lets you start over in a selected part of a level
3	Kid Mode	Stats increase, small people, always land tricks from an ollie
4	Perfect Balance	Can grind and manual and never fall
5	Always Special	You will always be able to pull off a special trick
6	STUD Mode	Max out characters stats
7	Weight Change	Changes weight of skater to desired amount
8	Wire-Frame	Everything is now made of wires
9	Slow-Nic	When you pull off tricks the game becomes slow motion
10	Big Head	Characters have big heads
11	Sim Mode	Spin faster, but can not jump as high
12	Smooth Cheat	Everything is gray do to the lack of texture
13	Super Revert	I cannot really tell what this does
14	Moon Physics	Gravity is less with this cheat on
15	Disco Mode	All ramps, tables etc. change colors
16	Super Revert	I'm not quite sure what this cheat does
17	Level Flip	Mirrored Levels



-----  
Controller Codes  
-----

Pause the game, hold L1 and then enter the following codes...

Turbo Mode: Left - Up - Square - Triangle (LUST)

Stud Mode: Square - Triangle - Up - Down - Down - Up - Square Triangle  
(STUDDUST)

Always Special: Triangle - Right - Up - Square - Triangle - Down - Up -  
Square - Triangle (TRUSTDUST)

I will have more codes posted as soon as I find out about them.

~~~~~  
BETA VERSION CODES  
~~~~~

Pause the game, Hold L1 and then enter the following codes....

Unlock Everything: Up - Triangle

All Gaps: Down - Down

Complete Game With Curent Skater: Down - Right

Perfect Balance: Down - Left

Infinite Special: Right - Left

Jetpack Mode: Up - Left

Controls~   Fly Up: X  
              Forward: Triangle  
              Left: L1  
              Right: R1  
              Spin left: L2  
              Spin right: R2

Skip To Restart: Down - Up

Moon Physics: Right - Up

Double Moon Physics: Up - Down

Sim mode: Down - X

Kid Mode: Right - Right

Big Head Mode: Right - Down

Turbo Mode: Up - Right.

Toggle Blood: Left - Down

Disco Mode: Left - Right

Slow-Nic: Down - Triangle

Wire Frame Mode: Down - Circle

Flip Level: Right - Triangle

-----  
GameShark Codes  
-----

Enter all of these codes at the code entry section of your Game Shark. All codes with an asterix (\*) by them only work on GameShark versions 2.2 or higher.

-----  
Andrew Reynolds Codes  
-----

All Level Goals:           300BBDf0 0032

All Stat Points:           300BBDf1 00FF

All Level Goals & Medals:\* 50000802 0000

800BBE00 FFFF

All Decks & Stat Icons:\* 50000F04 0000  
300BBE2C 00FF

-----  
All Level Goals  
=====

Foundry: 800BBE00 FFFF  
Los Angeles: 800BBE02 FFFF  
Suburbia: 800BBE06 FFFF  
Airport: 800BBE08 FFFF  
Canada: 800BBE0C FFFF

-----  
Gold Medals  
=====

Rio De Janeiro: 800BBE04 FFFF  
Skater Island: 800BBE0A FFFF  
Tokyo: 800BBE0E FFFF

-----  
All Stat Points  
=====

Foundry: 300BBE2C 00FF  
Los Angeles: 300BBE34 00FF  
Rio De Janeiro: 300BBE3C 00FF  
Suburbia: 300BBE44 00FF  
Airport: 300BBE4C 00FF  
Skater Island: 300BBE54 00FF  
Canada: 300BBE5C 00FF  
Tokyo: 300BBE64 00FF  
All Levels:\* 50000808 0000  
300BBE2C 00FF

-----  
Deck Icons  
=====

Foundry: 300BBE30 00FF  
Los Angeles: 300BBE38 00FF  
Rio De Janeiro: 300BBE40 00FF  
Suburbia: 300BBE48 00FF  
Airport: 300BBE50 00FF  
Skater Island: 300BBE58 00FF  
Canada: 300BBE60 00FF  
All Levels:\* 50000708 0000  
300BBE30 00FF

-----  
Max Stats  
=====

Air: 300BBE20 000A  
Hang Time: 300BBE21 000A  
Ollie: 300BBE22 000A  
Speed: 300BBE23 000A

Spin: 300BBE24 000A  
Landing: 300BBE25 000A  
Switch: 300BBE26 000A  
Rail Bal: 300BBE27 000A  
Lip Bal: 300BBE28 000A  
Manuals: 300BBE29 000A  
All Stats:\* 50000502 0000  
800BBE20 0A0A

-----  
BAM MARGERA  
-----

All Level Goals: 300BC160 0032  
All Stat Points: 300BC161 00FF  
All Goals and Medals:\* 50000802 0000  
800BC170 FFFF  
All Icons:\* 50000F04 0000  
300BC19C 00FF

-----  
Level Goals  
-----

Foundry: 800BC170 FFFF  
Los Angeles: 800BC172 FFFF  
Suburbia: 800BC176 FFFF  
Airport: 800BC178 FFFF  
Canada: 800BC17C FFFF

-----  
Gold Medals  
-----

Rio De Janeiro: 800BC174 FFFF  
Skater Island: 800BC17A FFFF  
Tokyo: 800BC17E FFFF

-----  
All Stat Icons  
-----

Foundry: 300BC19C 00FF  
Los Angeles: 300BC1A4 00FF  
Rio De Janeiro: 300BC1AC 00FF  
Suburbia: 300BC1B4 00FF  
Airport: 300BC1BC 00FF  
Skater Island: 300BC1C4 00FF  
Canada: 300BC1CC 00FF  
Tokyo: 300BC1D4 00FF  
All Levels:\* 50000808 0000  
300BC19C 00FF

-----  
Deck Icons  
-----

Foundry: 300BC1A0 00FF  
Los Angeles: 300BC1A8 00FF

Rio De Janeiro: 300BC1B0 00FF  
Suburbia: 300BC1B8 00FF  
Airport: 300BC1C0 00FF  
Skater Island: 300BC1C8 00FF  
Canada: 300BC1D0 00FF  
All Levels:\* 50000708 0000  
300BC1A0 00FF

-----  
Max Stats  
-----

Air: 300BC190 000A  
Hang Time: 300BC191 000A  
Ollie: 300BC192 000A  
Speed: 300BC193 000A  
Spin: 300BC194 000A  
Landing: 300BC195 000A  
Switch: 300BC196 000A  
Rail Bal: 300BC197 000A  
Lip Bal: 300BC198 000A  
Manuals: 300BC199 000A  
All Stats:\* 50000502 0000  
800BC190 0A0A

-----  
BUCKY LASEK  
-----

All Level Goals: 300BBB5C 0032  
Max Stats: 300BBB5D 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BBB6C FFFF  
All Decks & Stat Icons:\* 50000F04 0000  
300BBB98 00FF

-----  
Level Goals  
-----

Foundry: 800BBB6C FFFF  
Los Angeles: 800BBB6E FFFF  
Suburbia: 800BBB72 FFFF  
Airport: 800BBB74 FFFF  
Canada: 800BBB78 FFFF

-----  
Gold Medals  
-----

Rio De Janeiro: 800BBB70 FFFF  
Skater Island: 800BBB76 FFFF  
Tokyo: 800BBB7A FFFF

-----  
Stat Icons  
-----

Foundry: 300BBB98 00FF

Los Angeles: 300BBBA0 00FF  
Rio De Janeiro: 300BBBA8 00FF  
Suburbia: 300BBBB0 00FF  
Airport: 300BBBB8 00FF  
Skater Island: 300BBBC0 00FF  
Canada: 300BBBC8 00FF  
Tokyo: 300BBBD0 00FF  
All Levels:\* 50000808 0000  
300BBB98 00FF

-----  
Deck Icons  
-----

Foundry: 300BBB9C 00FF  
Los Angeles: 300BBBA4 00FF  
Rio De Janeiro: 300BBBAC 00FF  
Suburbia: 300BBBB4 00FF  
Airport: 300BBBBC 00FF  
Skater Island: 300BBBC4 00FF  
Canada: 300BBBCC 00FF  
All Levels:\* 50000708 0000  
300BBB9C 00FF

-----  
Max Stats  
-----

Air: 300BBB8C 000A  
Hang Time: 300BBB8D 000A  
Ollie: 300BBB8E 000A  
Speed: 300BBB8F 000A  
Spin: 300BBB90 000A  
Landing: 300BBB91 000A  
Switch: 300BBB92 000A  
Rail Bal: 300BBB93 000A  
Lip Bal: 300BBB94 000A  
Manuals: 300BBB95 000A  
All Stats:\* 50000502 0000  
800BBB8C 0A0A

-----  
CHAD MUSKA  
-----

All Level Goals: 300BBD14 0032  
Max Stats: 300BBD15 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BBD24 FFFF  
All Decks & Stat Icons:\* 50000F04 0000  
300BBD50 00FF

-----  
Level Goals  
-----

Foundry: 800BBD24 FFFF

Los Angeles: 800BBD26 FFFF  
Suburbia: 800BBD2A FFFF  
Airport: 800BBD2C FFFF  
Canada: 800BBD30 FFFF

-----  
Gold Medals  
=====

Rio De Janeiro: 800BBD28 FFFF  
Skater Island: 800BBD2E FFFF  
Tokyo: 800BBD32 FFFF

-----  
Stat Icons  
=====

Foundry: 300BBD50 00FF  
Los Angeles: 300BBD58 00FF  
Rio De Janeiro: 300BBD60 00FF  
Suburbia: 300BBD68 00FF  
Airport: 300BBD70 00FF  
Skater Island: 300BBD78 00FF  
Canada: 300BBD80 00FF  
Tokyo: 300BBD88 00FF  
All Levels:\* 50000808 0000  
300BBD50 00FF

-----  
Deck Icons  
=====

Foundry: 300BBD54 00FF  
Los Angeles: 300BBD5C 00FF  
Rio De Janeiro: 300BBD64 00FF  
Suburbia: 300BBD6C 00FF  
Airport: 300BBD74 00FF  
Skater Island: 300BBD7C 00FF  
Canada: 300BBD84 00FF  
All Levels:\* 50000708 0000  
300BBD54 00FF

-----  
Max Stats  
=====

Air: 300BBD44 000A  
Hang Time: 300BBD45 000A  
Ollie: 300BBD46 000A  
Speed: 300BBD47 000A  
Spin: 300BBD48 000A  
Landing: 300BBD49 000A  
Switch: 300BBD4A 000A  
Rail Bal: 300BBD4B 000A  
Lip Bal: 300BBD4C 000A  
Manuals: 300BBD4D 000A

All Stats:\* 5000502 0000  
800BBD44 0A0A

-----  
CUSTOM SKATER 1  
-----

All Level Goals: 300BC23C 0032  
Max Stats: 300BC23D 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BC24C FFFF  
All Decks & Stat Icons:\* 50000F04 0000  
300BC278 00FF

-----  
Level Goals  
-----

Foundry: 800BC24C FFFF  
Los Angeles: 800BC24E FFFF  
Suburbia: 800BC252 FFFF  
Airport: 800BC254 FFFF  
Canada: 800BC258 FFFF

-----  
Gold Medals  
-----

Rio De Janeiro: 800BC250 FFFF  
Skater Island: 800BC256 FFFF  
Tokyo: 800BC25A FFFF

-----  
Stat Icons  
-----

Foundry: 300BC278 00FF  
Los Angeles: 300BC280 00FF  
Rio De Janeiro: 300BC288 00FF  
Suburbia: 300BC290 00FF  
Airport: 300BC298 00FF  
Skater Island: 300BC2A0 00FF  
Canada: 300BC2A8 00FF  
Tokyo: 300BC2B0 00FF  
All Levels:\* 50000808 0000  
300BC278 00FF

-----  
Deck Icons  
-----

Foundry: 300BC27C 00FF  
Los Angeles: 300BC284 00FF  
Rio De Janeiro: 300BC28C 00FF  
Suburbia: 300BC294 00FF  
Airport: 300BC29C 00FF  
Skater Island: 300BC2A4 00FF  
Canada: 300BC2AC 00FF  
All Levels:\* 50000708 0000  
300BC27C 00FF

-----  
Max Stats  
-----

Air: 300BC26C 000A  
Hang Time: 300BC26D 000A  
Ollie: 300BC26E 000A  
Speed: 300BC26F 000A  
Spin: 300BC270 000A  
Landing: 300BC271 000A  
Switch: 300BC272 000A  
Rail Bal: 300BC273 000A  
Lip Bal: 300BC274 000A  
Manuals: 300BC275 000A  
All Stats:\* 50000502 0000  
800BC26C 0A0A

-----  
Costume Skater 2  
-----

All Level Goals: 300BC318 0032  
Max Stats: 300BC319 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BC328 FFFF  
All Decks & Stat Icons:\* 50000F04 0000  
300BC354 00FF

-----  
Level Goals  
-----

Foundry: 800BC328 FFFF  
Los Angeles: 800BC32A FFFF  
Suburbia: 800BC32E FFFF  
Airport: 800BC330 FFFF  
Canada: 800BC334 FFFF

-----  
Gold Medals  
-----

Rio De Janeiro: 800BC32C FFFF  
Skater Island: 800BC332 FFFF  
Tokyo: 800BC336 FFFF

-----  
Stat Icons  
-----

Foundry: 300BC354 00FF  
Los Angeles: 300BC35C 00FF  
Rio De Janeiro: 300BC364 00FF  
Suburbia: 300BC36C 00FF  
Airport: 300BC374 00FF  
Skater Island: 300BC37C 00FF  
Canada: 300BC384 00FF  
Tokyo: 300BC38C 00FF



All Levels:\* 50000808 0000  
300BC354 00FF

-----  
Deck Icons  
=====

Foundry: 300BC358 00FF  
Los Angeles: 300BC360 00FF  
Rio De Janeiro: 300BC368 00FF  
Suburbia: 300BC370 00FF  
Airport: 300BC378 00FF  
Skater Island: 300BC380 00FF  
Canada: 300BC388 00FF  
All Levels:\* 50000708 0000  
300BC358 00FF

-----  
Max Stats  
=====

Air: 300BC348 000A  
Hang Time: 300BC349 000A  
Ollie: 300BC34A 000A  
Speed: 300BC34B 000A  
Spin: 300BC34C 000A  
Landing: 300BC34D 000A  
Switch: 300BC34E 000A  
Rail Bal: 300BC34F 000A  
Lip Bal: 300BC350 000A  
Manuals: 300BC351 000A  
All Stats:\* 50000502 0000  
800BC348 0A0A

-----  
Custom Skater 3  
-----

All Level Goals: 300BC3F4 003F  
Max Stats: 300BC3F5 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BC404 FFFF  
All Decks & Stat Icons:\* 50000F04 0000  
300BC430 00FF

-----  
Level Goals  
=====

Foundry: 800BC404 FFFF  
Los Angeles: 800BC406 FFFF  
Suburbia: 800BC40A FFFF  
Airport: 800BC40C FFFF  
Canada: 800BC410 FFFF

-----  
Gold Medals  
=====

Rio De Janeiro: 800BC408 FFFF

Skater Island: 800BC40E FFFF

Tokyo: 800BC412 FFFF

-----  
Stat Icons  
-----

Foundry: 300BC430 00FF

Los Angeles: 300BC438 00FF

Rio De Janeiro: 300BC440 00FF

Suburbia: 300BC448 00FF

Airport: 300BC450 00FF

Skater Island: 300BC458 00FF

Canada: 300BC460 00FF

Tokyo: 300BC468 00FF

All Levels:\* 50000808 0000  
300BC430 00FF

-----  
Deck Icons  
-----

Foundry: 300BC434 00FF

Los Angeles: 300BC43C 00FF

Rio De Janeiro: 300BC444 00FF

Suburbia: 300BC44C 00FF

Airport: 300BC454 00FF

Skater Island: 300BC45C 00FF

Canada: 300BC464 00FF

All Levels:\* 50000708 0000  
300BC434 00FF

-----  
Max Stats  
-----

Air: 300BC424 000A

Hang Time: 300BC425 000A

Ollie: 300BC426 000A

Speed: 300BC427 000A

Spin: 300BC428 000A

Landing: 300BC429 000A

Switch: 300BC42A 000A

Rail Bal: 300BC42B 000A

Lip Bal: 300BC42C 000A

Manuals: 300BC42D 000A

All Stats:\* 50000502 0000  
800BC424 0A0A

-----  
ELISA STEAMER  
-----

All Level Goals: 300BBFA8 0032

Max StatS: 300BBFA9 00FF

All Level Goals & Medals:\* 50000802 0000  
800BBFB8 FFFF

All Decks & Stat Icons:\* 50000F04 0000  
300BBFE4 00FF

-----  
Level Goals  
-----

Foundry: 800BBFB8 FFFF  
Los Angeles: 800BBFBA FFFF  
Suburbia: 800BBFBE FFFF  
Airport: 800BBFC0 FFFF  
Canada: 800BBFC4 FFFF

-----  
Gold Medals  
-----

Rio De Janeiro: 800BBFBC FFFF  
Skater Island: 800BBFC2 FFFF  
Tokyo: 800BBFC6 FFFF

-----  
Stat Icons  
-----

Foundry: 300BBFE4 00FF  
Los Angeles: 300BBFEC 00FF  
Rio De Janeiro: 300BBFF4 00FF  
Suburbia: 300BBFFC 00FF  
Airport: 300BC004 00FF  
Skater Island: 300BC00C 00FF  
Canada: 300BC014 00FF  
Tokyo: 300BC01C 00FF  
All Levels:\* 50000808 0000  
300BBFE4 00FF

-----  
Deck Icons  
-----

Foundry: 300BBFE8 00FF  
Los Angeles: 300BBFF0 00FF  
Rio De Janeiro: 300BBFF8 00FF  
Suburbia: 300BC000 00FF  
Airport: 300BC008 00FF  
Skater Island: 300BC010 00FF  
Canada: 300BC018 00FF  
All Levels:\* 50000708 0000  
300BBFE8 00FF

-----  
Max Stats  
-----

Air: 300BBFD8 000A  
Hang Time: 300BBFD9 000A  
Ollie: 300BBFDA 000A  
Speed: 300BBFDB 000A

Spin: 300BBFDC 000A  
Landing: 300BBFDD 000A  
Switch: 300BBFDE 000A  
Rail Bal: 300BBFDF 000A  
Lip Bal: 300BBFE0 000A  
Manuals: 300BBFE1 000A  
All Stats:\* 50000502 0000  
800BBFD8 0A0A

-----  
ERIC KOSTEN  
-----

All Level Goals: 300BBA80 0032  
Max Stats: 300BBA81 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BBA90 FFFF  
All Decks & Stat Icons:\* 50000F04 0000  
300BBABC 00FF

-----  
Level Goals  
-----

Foundry: 800BBA90 FFFF  
Los Angeles: 800BBA92 FFFF  
Suburbia: 800BBA96 FFFF  
Airport: 800BBA98 FFFF  
Canada: 800BBA9C FFFF

-----  
Gold Medals  
-----

Rio De Janeiro: 800BBA94 FFFF  
Skater Island: 800BBA9A FFFF  
Tokyo: 800BBA9E FFFF

-----  
Stat Icons  
-----

Foundry: 300BBABC 00FF  
Los Angeles: 300BBAC4 00FF  
Rio De Janeiro: 300BBACC 00FF  
Suburbia: 300BBAD4 00FF  
Airport: 300BBADC 00FF  
Skater Island: 300BBAE4 00FF  
Canada: 300BBAEC 00FF  
Tokyo: 300BBAF4 00FF  
All Levels:\* 50000808 0000  
300BBABC 00FF

-----  
Deck Icons  
-----

Foundry: 300BBAC0 00FF  
Los Angeles: 300BBAC8 00FF

Rio De Janeiro: 300BBAD0 00FF  
Suburbia: 300BBAD8 00FF  
Airport: 300BBAE0 00FF  
Skater Island: 300BBAE8 00FF  
Canada: 300BBAF0 00FF  
All Levels:\* 50000708 0000  
300BBAC0 00FF

-----  
Max Stats  
-----

Air: 300BBAB0 000A  
Hang Time: 300BBAB1 000A  
Ollie: 300BBAB2 000A  
Speed: 300BBAB3 000A  
Spin: 300BBAB4 000A  
Landing: 300BBAB5 000A  
Switch: 300BBAB6 000A  
Rail Bal: 300BBAB7 000A  
Lip Bal: 300BBAB8 000A  
Manuals: 300BBAB9 000A  
All Stats:\* 50000502 0000  
800BBAB0 0A0A

-----  
GEOFF ROWLEY  
-----

All Level Goals: 300BBECC 0032  
Max Stats: 300BBECD 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BBEDC FFFF  
All Deck & Stat Icons:\* 50000F04 0000  
300BBF08 00FF

-----  
Level Goals  
-----

Foundry: 800BBEDC FFFF  
Los Angeles: 800BBEDE FFFF  
Suburbia: 800BBEE2 FFFF  
Airport: 800BBEE4 FFFF  
Canada: 800BBEE8 FFFF

-----  
Gold Medals  
-----

Rio De Janeiro: 800BBEE0 FFFF  
Skater Island: 800BBEE6 FFFF  
Tokyo: 800BBEEA FFFF

-----  
Stats Icons  
-----

Foundry: 300BBF08 00FF

Los Angeles: 300BBF10 00FF  
Rio De Janeiro: 300BBF18 00FF  
Suburbia: 300BBF20 00FF  
Airport: 300BBF28 00FF  
Skater Island: 300BBF30 00FF  
Canada: 300BBF38 00FF  
Tokyo: 300BBF40 00FF  
All Levels:\* 50000808 0000  
300BBF08 00FF

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Deck Icons  
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Foundry: 300BBF0C 00FF  
Los Angeles: 300BBF14 00FF  
Rio De Janeiro: 300BBF1C 00FF  
Suburbia: 300BBF24 00FF  
Airport: 300BBF2C 00FF  
Skater Island: 300BBF34 00FF  
Canada: 300BBF3C 00FF  
All Levels:\* 50000708 0000  
300BBF0C 00FF

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Max Stats  
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Air: 300BBEFC 000A  
Hang Time: 300BBEFD 000A  
Ollie: 300BBEFE 000A  
Speed: 300BBEFF 000A  
Spin: 300BBF00 000A  
Landing: 300BBF01 000A  
Switch: 300BBF02 000A  
Rail Bal: 300BBF03 000A  
Lip Bal: 300BBF04 000A  
Manuals: 300BBF05 000A  
All Stats:\* 50000502 0000  
800BBEFC 0A0A

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KAREEM CAMPPELL  
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All Level Goals: 300BB8C8 0032  
Max Stats: 300BB8C9 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BB8D8 FFFF  
All Deck & Stat Icons: 50000F04 0000  
300BB904 00FF

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Level Goals  
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Foundry: 800BB8D8 FFFF

Los Angeles: 800BB8DA FFFF  
Suburbia: 800BB8DE FFFF  
Airport: 800BB8E0 FFFF  
Canada: 800BB8E4 FFFF

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Gold Medals  
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Rio De Janeiro: 800BB8DC FFFF  
Skater Island: 800BB8E2 FFFF  
Tokyo: 800BB8E6 FFFF

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Stat Icons  
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Foundry: 300BB904 00FF  
Los Angeles: 300BB90C 00FF  
Rio De Janeiro: 300BB914 00FF  
Suburbia: 300BB91C 00FF  
Airport: 300BB924 00FF  
Skater Island: 300BB92C 00FF  
Canada: 300BB934 00FF  
Tokyo: 300BB93C 00FF  
All Levels:\* 50000808 0000  
300BB904 00FF

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Deck Icons  
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Foundry: 300BB908 00FF  
Los Angeles: 300BB910 00FF  
Rio De Janeiro: 300BB918 00FF  
Suburbia: 300BB920 00FF  
Airport: 300BB928 00FF  
Skater Island: 300BB930 00FF  
Canada: 300BB938 00FF  
All Levels:\* 50000708 0000  
300BB908 00FF

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Max Stats  
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Air: 300BB8F8 000A  
Hang Time: 300BB8F9 000A  
Ollie: 300BB8FA 000A  
Speed: 300BB8FB 000A  
Spin: 300BB8FC 000A  
Landing: 300BB8FD 000A  
Switch: 300BB8FE 000A  
Rail Bal: 300BB8FF 000A  
Lip Bal: 300BB900 000A  
Manuals: 300BB901 000A

All Stats:\* 50000502 0000  
800BB8F8 0A0A

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JAMIE THOMAS  
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All Level Goals: 300BC084 0032  
Max Stats: 300BC085 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BC094 FFFF  
All Deck & Stat Icons:\* 50000F04 0000  
300BC0C0 00FF

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Level Goals  
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Foundry: 800BC094 FFFF  
Los Angeles: 800BC096 FFFF  
Suburbia: 800BC09A FFFF  
Airport: 800BC09C FFFF  
Canada: 800BC0A0 FFFF

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Gold Medals  
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Rio De Janeiro: 800BC098 FFFF  
Skater Island: 800BC09E FFFF  
Tokyo: 800BC0A2 FFFF

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Stat Icons  
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Foundry: 300BC0C0 00FF  
Los Angeles: 300BC0C8 00FF  
Rio De Janeiro: 300BC0D0 00FF  
Suburbia: 300BC0D8 00FF  
Airport: 300BC0E0 00FF  
Skater Island: 300BC0E8 00FF  
Canada: 300BC0F0 00FF  
Tokyo: 300BC0F8 00FF  
All Levels:\* 50000808 0000  
300BC0C0 00FF

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Deck Icons  
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Foundry: 300BC0C4 00FF  
Los Angeles: 300BC0CC 00FF  
Rio De Janeiro: 300BC0D4 00FF  
Suburbia: 300BC0DC 00FF  
Airport: 300BC0E4 00FF  
Skater Island: 300BC0EC 00FF  
Canada: 300BC0F4 00FF  
All Levels:\* 50000708 0000  
300BC0C4 00FF



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Max Stats  
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Air: 300BC0B4 000A  
Hang Time: 300BC0B5 000A  
Ollie: 300BC0B6 000A  
Speed: 300BC0B7 000A  
Spin: 300BC0B8 000A  
Landing: 300BC0B9 000A  
Switch: 300BC0BA 000A  
Rail Bal: 300BC0BB 000A  
Lip Bal: 300BC0BC 000A  
Manuals: 300BC0BD 000A  
All Stats:\* 50000502 0000  
800BC0B4 0A0A

-----  
OFFICER DICK  
-----

All Level Goals: 300BC4D0 0032  
Max Stats: 300BC4D1 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BC4E0 FFFF  
All Deck & Stat Icons:\* 50000F04 0000  
300BC50C 00FF

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Level Goals  
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Foundry: 800BC4E0 FFFF  
Los Angeles: 800BC4E2 FFFF  
Suburbia: 800BC4E6 FFFF  
Airport: 800BC4E8 FFFF  
Canada: 800BC4EC FFFF

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Gold Medals  
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Rio De Janeiro: 800BC4E4 FFFF  
Skater Island: 800BC4EA FFFF  
Tokyo: 800BC4EE FFFF

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Stat Icons  
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Foundry: 300BC50C 00FF  
Los Angeles: 300BC514 00FF  
Rio De Janeiro: 300BC51C 00FF  
Suburbia: 300BC524 00FF  
Airport: 300BC52C 00FF  
Skater Island: 300BC534 00FF  
Canada: 300BC53C 00FF

Tokyo: 300BC544 00FF

All Levels:\* 50000808 0000  
300BC50C 00FF

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Deck Icons  
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Foundry: 300BC510 00FF

Los Angeles: 300BC518 00FF

Rio De Janeiro: 300BC520 00FF

Suburbia: 300BC528 00FF

Airport: 300BC530 00FF

Skater Island: 300BC538 00FF

Canada: 300BC540 00FF

All Levels:\* 50000708 0000  
300BC510 00FF

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Max Stats  
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Air: 300BC500 000A

Hang Time: 300BC501 000A

Ollie: 300BC502 000A

Speed: 300BC503 000A

Spin: 300BC504 000A

Landing: 300BC505 000A

Switch: 300BC506 000A

Rail Bal: 300BC507 000A

Lip Bal: 300BC508 000A

Manuals: 300BC509 000A

All Stats:\* 50000502 0000  
800BC500 0A0A

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RODNEY MULLEN  
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All Level Goals: 300BBC38 0032

Max Stats: 300BBC39 00FF

All Level Goals & Medals:\* 50000802 0000  
800BBC48 FFFF

All Deck & Stat Points:\* 50000F04 0000  
300BBC74 00FF

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Level Goals  
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Foundry: 800BBC48 FFFF

Los Angeles: 800BBC4A FFFF

Suburbia: 800BBC4E FFFF

Airport: 800BBC50 FFFF

Canada: 800BBC54 FFFF

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Gold Medals  
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Rio De Janeiro: 800BBC4C FFFF  
Skater Island: 800BBC52 FFFF  
Tokyo: 800BBC56 FFFF

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Stat Icons  
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Foundry: 300BEC74 00FF  
Los Angeles: 300BEC7C 00FF  
Rio De Janeiro: 300BEC84 00FF  
Suburbia: 300BEC8C 00FF  
Airport: 300BEC94 00FF  
Skater Island: 300BEC9C 00FF  
Canada: 300BECA4 00FF  
Tokyo: 300BECAC 00FF  
All Levels:\* 50000808 0000  
300BEC74 00FF

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Deck Icons  
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Foundry: 300BEC78 00FF  
Los Angeles: 300BEC80 00FF  
Rio De Janeiro: 300BEC88 00FF  
Suburbia: 300BEC90 00FF  
Airport: 300BEC98 00FF  
Skater Island: 300BECA0 00FF  
Canada: 300BECA8 00FF  
All Levels:\* 50000708 0000  
300BEC78 00FF

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Max Stats  
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Air: 300BEC68 000A  
Hang Time: 300BEC69 000A  
Ollie: 300BEC6A 000A  
Speed: 300BEC6B 000A  
Spin: 300BEC6C 000A  
Landing: 300BEC6D 000A  
Switch: 300BEC6E 000A  
Rail Bal: 300BEC6F 000A  
Lip Bal: 300BEC70 000A  
Manuals: 300BEC71 000A  
All Stats:\* 50000502 0000  
800BEC68 0A0A

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RUNE GLIFBURG  
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All Level Goals: 300BB9A4 0032  
Max Stats: 300BB9A5 00FF

All Level Goals & Medals:\* 50000802 0000  
800BB9B4 FFFF

All Decks & Stat Icons:\* 50000F04 0000  
300BB9E0 00FF

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Level Goals  
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Foundry: 800BB9B4 FFFF  
Los Angeles: 800BB9B6 FFFF  
Suburbia: 800BB9BA FFFF  
Airport: 800BB9BC FFFF  
Canada: 800BB9C0 FFFF

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Gold Medals  
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Rio De Janeiro: 800BB9B8 FFFF  
Skater Island: 800BB9BE FFFF  
Tokyo: 800BB9C2 FFFF

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Stat Icons  
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Foundry: 300BB9E0 00FF  
Los Angeles: 300BB9E8 00FF  
Rio De Janeiro: 300BB9F0 00FF  
Suburbia: 300BB9F8 00FF  
Airport: 300BBA00 00FF  
Skater Island: 300BBA08 00FF  
Canada: 300BBA10 00FF  
Tokyo: 300BBA18 00FF  
All Levels:\* 50000808 0000  
300BB9E0 00FF

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Deck Icons  
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Foundry: 300BB9E4 00FF  
Los Angeles: 300BB9EC 00FF  
Rio De Janeiro: 300BB9F4 00FF  
Suburbia: 300BB9FC 00FF  
Airport: 300BBA04 00FF  
Skater Island: 300BBA0C 00FF  
Canada: 300BBA14 00FF  
All Levels:\* 50000708 0000  
300BB9E4 00FF

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Max Stats  
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Air: 300BB9D4 000A  
Hang Time: 300BB9D5 000A  
Ollie: 300BB9D6 000A

Speed: 300BB9D7 000A  
Spin: 300BB9D8 000A  
Landing: 300BB9D9 000A  
Switch: 300BB9DA 000A  
Rail Bal: 300BB9DB 000A  
Lip Bal: 300BB9DC 000A  
Manuals: 300BB9DD 000A  
All Stats:\* 50000502 0000  
800BB9D4 0A0A

-----  
STEVE CABALLERO  
-----

All Level Goals: 300BB7EC 0032  
Max Stats: 300BB7ED 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BB7FC FFFF  
All Icons:\* 50000F04 0000  
300BB828 00FF

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Level Goals  
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Foundry: 800BB7FC FFFF  
Los Angeles: 800BB7FE FFFF  
Suburbia: 800BB802 FFFF  
Airport: 800BB804 FFFF  
Canada: 800BB808 FFFF

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Gold Medals  
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Rio De Janeiro: 800BB800 FFFF  
Skater Island: 800BB806 FFFF  
Tokyo: 800BB80A FFFF

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All Stat Icons  
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Foundry: 300BB828 00FF  
Los Angeles: 300BB830 00FF  
Rio De Janeiro: 300BB838 00FF  
Suburbia: 300BB840 00FF  
Airport: 300BB848 00FF  
Skater Island: 300BB850 00FF  
Canada: 300BB858 00FF  
Tokyo: 300BB860 00FF  
All Levels:\* 50000808 0000  
300BB828 00FF

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Deck Icons  
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Foundry: 300BB82C 00FF

Los Angeles: 300BB834 00FF  
Rio De Janeiro: 300BB83C 00FF  
Suburbia: 300BB844 00FF  
Airport: 300BB84C 00FF  
Skater Island: 300BB854 00FF  
Canada: 300BB85C 00FF  
All Levels:\* 50000708 0000  
300BB82C 00FF

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Stat Icons  
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Air: 300BB81C 000A  
Hang Time: 300BB81D 000A  
Ollie: 300BB81E 000A  
Speed: 300BB81F 000A  
Spin: 300BB820 000A  
Landing: 300BB821 000A  
Switch: 300BB822 000A  
Rail Bal: 300BB823 000A  
Lip Bal: 300BB824 000A  
Manuals: 300BB825 000A  
All Stats:\* 50000502 0000  
800BB81C 0A0A

-----  
TONY HAWK  
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All Level Goals: 300BB710 0032  
All Stat Points: 300BB711 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BB720 FFFF  
All Icons:\* 50000F04 0000  
300BB74C 00FF

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Level Goals  
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Foundry: 800BB720 FFFF  
Los Angeles: 800BB722 FFFF  
Suburbia: 800BB726 FFFF  
Airport: 800BB728 FFFF  
Canada: 800BB72C FFFF

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Gold Medals  
-----

Rio De Janeiro: 800BB724 FFFF  
Skater Island: 800BB72A FFFF  
Tokyo: 800BB72E FFFF

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All Stat Icons  
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Foundry: 300BB74C 00FF  
Los Angeles: 300BB754 00FF  
Rio De Janeiro: 300BB75C 00FF  
Suburbia: 300BB764 00FF  
Airport: 300BB76C 00FF  
Skater Island: 300BB774 00FF  
Canada: 300BB77C 00FF  
Tokyo: 300BB784 00FF  
All Levels:\* 50000808 0000  
300BB74C 00FF

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Deck Icons  
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Foundry: 300BB750 00FF  
Los Angeles: 300BB758 00FF  
Rio De Janeiro: 300BB760 00FF  
Suburbia: 300BB768 00FF  
Airport: 300BB770 00FF  
Skater Island: 300BB778 00FF  
Canada: 300BB780 00FF  
All Levels:\* 50000708 0000  
300BB750 00FF

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Stat Icons  
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Air: 300BB740 000A  
Hang Time: 300BB741 000A  
Ollie: 300BB742 000A  
Speed: 300BB743 000A  
Spin: 300BB744 000A  
Landing: 300BB745 000A  
Switch: 300BB746 000A  
Rail Bal: 300BB747 000A  
Lip Bal: 300BB748 000A  
Manuals: 300BB749 000A  
All Stats:\* 50000502 0000  
800BB740 0A0A

-----  
WOLVERINE  
-----

All Level Goals: 300BC5AC 0032  
Max Stats: 300BC5AD 00FF  
All Level Goals & Medals:\* 50000802 0000  
800BC5BC FFFF  
All Decks & Stat Icons:\* 50000F04 0000  
300BC5E8 00FF

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Level Goals  
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Foundry: 800BC5BC FFFF  
Los Angeles: 800BC5BE FFFF  
Suburbia: 800BC5C2 FFFF  
Airport: 800BC5C4 FFFF  
Canada: 800BC5C8 FFFF

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Gold Medals  
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Rio De Janeiro: 800BC5C0 FFFF  
Skater Island: 800BC5C6 FFFF  
Tokyo: 800BC5CA FFFF

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All Stat Icons  
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Foundry: 300BC5E8 00FF  
Los Angeles: 300BC5F0 00FF  
Rio De Janeiro: 300BC5F8 00FF  
Suburbia: 300BC600 00FF  
Airport: 300BC608 00FF  
Skater Island: 300BC610 00FF  
Canada: 300BC618 00FF  
Tokyo: 300BC620 00FF  
All Levels:\* 50000808 0000  
300BC5E8 00FF

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Deck Icons  
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Foundry: 300BC5EC 00FF  
Los Angeles: 300BC5F4 00FF  
Rio De Janeiro: 300BC5FC 00FF  
Suburbia: 300BC604 00FF  
Airport: 300BC60C 00FF  
Skater Island: 300BC614 00FF  
Canada: 300BC61C 00FF  
All Levels:\* 50000708 0000  
300BC5EC 00FF

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Max Stats  
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Air: 300BC5DC 000A  
Hang Time: 300BC5DD 000A  
Ollie: 300BC5DE 000A  
Speed: 300BC5DF 000A  
Spin: 300BC5E0 000A  
Landing: 300BC5E1 000A  
Switch: 300BC5E2 000A  
Rail Bal: 300BC5E3 000A  
Lip Bal: 300BC5E4 000A



Manuals: 300BC5E5 000A

All Stats:\* 50000502 0000  
800BC5DC 0A0A

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GAPS  
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Foundry: 800BC908 FFFF  
800BC90A FFFF  
800BC90C FFFF  
800BC90E FFFF

Los Angeles: 800BC914 FFFF  
800BC916 FFFF

Rio De Janeiro: 800BC920 FFFF  
800BC922 FFFF

Suburbia: 800BC92C FFFF  
300BC92E FFFF

Airport: 800BC938 FFFF  
800BC93A FFFF  
800BC93C FFFF

Skater Island: 800BC944 FFFF  
800BC946 FFFF  
800BC948 FFFF

Canada: 800BC950 FFFF

Tokyo: 800BC95C FFFF  
800BC95E FFFF

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UNLOCK CHEATS  
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Officer Dick: 300BCA1C 00FF

Skip To Restart: 300BCA20 00FF

Kid Mode: 300BCA24 00FF

Perfect Balance: 300BCA28 00FF

Always Special: 300BCA2C 00FF

STUD: 300BCA30 00FF

Weight: 300BCA34 00FF

Wireframe: 300BCA38 00FF

Slow-Nic: 300BCA3C 00FF

Big Head: 300BCA40 00FF

Sim Mode: 300BCA44 00FF

Smooth: 300BCA48 00FF

Super Revert: 300BCA4C 00FF

Moon Physics: 300BCA50 00FF

Disco Mode: 300BCA54 00FF

Level Flip: 300BCA58 00FF

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Misc  
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10X Combo Multiplier: D0067754 1414

80067758 7FFF  
D0067754 1414  
8006775A 2442

Infinite Time: D003BA00 3974  
8003BA02 2400

Unlock Officer Dick: 800B9118 0001

Unlock Wolverine: 800B926C 0001

Unlock Downhill: D0026318 0003  
8002631A 2400

Always Win Gold Medals: 800C2752 270F  
800C2758 270F

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Frequently Asked Questions  
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1. What exactly is a revert, and when should I do it?

A revert is a trick where you quickly spin around 180 degrees right as you are landing from a vert trick. You should try to hit the R2 button right as you are landing.

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Changes  
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There have been many changes between Tony Hawk's Pro Skater 3 on Playstation One and the Tony Hawk's Pro Skater 3 for Playstation 2. At first you might just think that there will be minor changes, but there are quite a few distinct changes.

Graphics:

PSOne

The skater designs for Playstation One, are pretty much the same as they were in Tony Hawk's Pro Skater 2 for the same system. However, in Tony Hawk 2, the skaters seemed to be attached much better to their environment than they do here. Since the developer is Shabba and not Activision, the graphics are much more grainy and choppy, much like those of Mat Hoffman's Pro BMX.

PS2

Absolute perfection. There is no other way to describe it. Tony Hawk's Pro Skater 3, just like the previous two versions of the game, pushes the limits of Playstation 2, and has the best graphics for any game out for its time. Just look at screenshots of this game for each version and you will be able to tell the difference almost immediately.

Career Mode:

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Reviews  
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In this section I will feature reviews from review writers at GameFAQs.com as well as submissions from anybody who wishes for their reviews to be in here. If you want your review posted, send me an e-mail at mat2810@cs.com and I might post it providing it follows the rules listed below and is fairly well done. Your name will be listed with the review. I do have some rules for reviews if you wish for yours to be posted....

#1: No foul language

#2: It must be more than 500 words

#3: I do have the right to refuse any reviews that are sent to me.

#4: You must score your review from 1 - 10

#5: You must have a tagline (A one or two line saying summing up the game)

~~~~~  
Mike Truitt  
~~~~~

Not the best in the series, but still worth playing....

With all of the hype surrounding it, will Tony Hawk's Pro Skater 3 be able to keep up with the expectation of gamers everywhere? On top of all of the pressure from the hype that is second only to a Final Fantasy game, Tony Hawk's Pro Skater 3 is being made on a system that is all but dead, the Playstation. With Neversoft focusing its skills on the big brother of this port, they allowed Shabba to produce this version of the game. For those who do not know who Shabba is, they were the ones that made Mat Hoffman's Pro BMX, a game that many think might be the worst Tony Hawk clone out there, and Thrasher: Skate and Destroy, a game that was able to best compete with Tony Hawk. With all of these variables affecting it, can Tony Hawk's Pro Skater 3 stand up and still be a great game? Quite simply put, the answer is surprisingly yes.

There are many new additions that Tony Hawk 3 has that its two younger brothers do not have. The most obvious, as well as controversial, is the Revert. By adding the Revert, as well as dozens of other tricks, Activision gave the virtual skaters to extend there combos way beyond what is humanly possible. To many this is an extremely fun feature, but to others it takes much of the strategy out of getting the insane combos that we all so badly desire. Scores that the best of the best in Tony Hawk 2 could only get if they were lucky are now commonplace in many areas. This is definatly a double-edged sword in many ways. For those without much skill, they will be able to surpass what they could only dream about getting, but on the other hand, you are taking many of the players' ability to set realistic, yet challenging goals for themselves. Many can not decide which side they are on, they like the fact that they can break ten million at will, but don't like the fact that they were using a trick, that if used correctly, gives you the opportunity to never land your combo without using any cheats at all. This is a very difficult dilemma to be caught up in.

If you have played one of the previous two versions of the Tony Hawk series, then you will undoubtedly be familiar with the story line. As Tony Hawk, or one of twelve other pro skaters, you must find a series of icons scattered throughout the level and get huge scores in one of the many levels. If you are good enough, you will come to one of the three competitions. Here, you must pull off all of your tricks in perfect order, then if you have enough skill, you will have come away with the gold medal. Assuming that you have gotten all of the icons and goals in every level, as well as getting all of the gold medals, you will unlock either a secret character, or a new cheat. Next, you will have to do the same thing with more than a dozen other pro skaters as well as hidden and created characters. By the end of the game, it gets quite monotonous and will leave you begging for the master cheat code.

For those who have played the Playstation 2 version of the game, they have seen and experienced some of the greatest graphics dawned upon the video game industry outside of a FMV. After playing, or even seeing it being played, there is absolutely nothing that can compare to it on the Playstation. Tony Hawk's Pro Skater 3 is not an exception in any way. At first, to many veterans, the graphics seem oddly unfamiliar, but for those who have played Mat Hoffman's Pro BMX, they will be a dead on match to those. This is because Shabba produced both of those games using basically the same engine. Anybody knows that there is no way that the graphics compare to those of Playstation 2, but suprizingly they are some of the better ones for Playstation. There are many spots where the graphics will get glitchy and foggy, as well as how graphics will seem to just pop up instead on gradually come into existence. This can get annoying extremely quickly. Other than that, the graphics are clean and well presented, a very well done game visually.

When Tony Hawk's Pro Skater first came out over 3 years ago, it had what was considered the best soundtrack in a game not titled Final Fantasy or Castlevania. There was nothing that could even compare to it. Then along came the sequel, which blew the mind of every video game fan on the planet. This time around, Neversoft chose to go with more big name bands, instead of underground bands which they have done in the past. Even the precedents of punk rock, The Ramones, were not able to resist the offer from this classic series. Although there is not any comparison between the soundtrack for Tony Hawk's Pro Skater 3, and its previous versions, the soundtrack is definatly worth listening to.

With the controls that have implanted themselves into our subconscious over the last four years of playing them and frustrating over them, Tony Hawk's Pro Skater 3 instantly had one of the best control systems in the industry. There are only a few minor changes that have been put to effect for the, what is likely the last, Tony Hawk's Pro Skater game for the Playstation. The first major change in the Revert. The Revert allows you to do a quick turn right as your are landing on a quarter pipe and is able to be ollied from or manualled from. The other change is the quick 180 degree turn. No longer can you use this quick spinning, high scoring trick to your advantage. Still, there is no person,

especially a Tony Hawk's Pro Skater fan, that can not like the game for that.

As there was in the transaction between the first two installments in the series, there is a slight different in the gameplay. Between Tony Hawk 1 and Tony Hawk 2, the gameplay seems to slow down just enough so that it is noticeable. Now, there seems to be a slight increase in the speed of the gameplay. With these changes, it makes each game unique and different. Another good thing about the speed change it makes you feel as if you are playing a whole new game instead of just the same game over and over again. Unlike the perfection that is known as Tony Hawk's Pro Skater 2, there are some flaws in Tony Hawk's Pro Skater 3's gameplay. Although it is not as extreme as Dave Mirra's Freestyle BMX, it does seem as though you are magnetically attracted to many of the rails throughout the game. Basically Tony Hawk 3 does nothing to improve upon or regress from the great, almost perfect game play of the whole Tony Hawk's Pro Skater series.

2-Player Mode in Tony Hawk's Pro Skater 3 is one of the largest let downs in a long time for many people. Shabba, instead of putting there balls on the line and making some changes and adding onto what was handed to them from Tony Hawk's Pro Skater 2, did absolutely nothing. Not that the 2-Player Mode was bad, it seems just after a while you expect more options and what you have gets kind of old. Just like many other people, I was quite disappointed in the multiplayer section of this game.

Being extremely similar to its two predecessors, the challenge of Tony Hawk's Pro Skater 3 all depends on just whom is playing the game. For a seasoned veteran, there is no real challenge other than finding all of the gaps. For the mediocre player, Tony Hawk's Pro Skater 3 will present a decent challenge, and for a first time player, Tony Hawk's Pro Skater 3 will be a very difficult game. If you are hoping to have a game that is more challenging than Tony Hawk's Pro Skater 1 & 2, this is not one that I would recommend to many people.

Outside of the Revert, there is not very much that is original about this version of the game. Career Mode is based on the same things as before, but instead of your stats increasing naturally, or having to be bought, you will have to find icons that increase your stats and give you a new deck in each one of the levels. Unlike the huge improvements is Create-A-Skater Mode and Park Editor in the Playstation 2 version of the game, there is almost no change in either one of those modes, very disappointing.

One thing that Shabba has done well is keep the fun in the game. Besides the fact that many of the level designs are poor at best (Canada being the best example), what has been done well is fun to play. Continuing in the tradition of the first two versions of the game, huge scores are able to be gotten for those who know how, and if you know how, nothing can be more entertaining than stringing together a huge combo that ranges into the millions of points.

Having been somewhat of a short time since I have beaten the game, it is hard to tell just how much replay value is in this game. Many of the levels do not open themselves up very well to huge scores. This can either be a good thing, or a bad thing, only time will tell. However, from the way that things are looking, there will be plenty of replay value to go around.

I would recommend that any non-Playstation 2 owner to get this game. That is, of course, assuming that they were a fan of one of the two previous versions of the game.

Tony Hawk's Pro Skater 3 could be best described as an expansion pack to its previous two versions. If some were to offer you more specials, Bam Margera (of Jackass fame), and 9 more levels to your Tony Hawk's Pro Skater 2, you would take that offer in no time. That is pretty much what Tony Hawk's Pro Skater 3 is.

Overall: 8/10

~~~~~  
PSC\_PATTERSON (Nikki Kuppens)  
~~~~~

The only thing I can say is this game is great

The new Tony Hawk sequel finally arrived after some time. This time 2 Tony Hawks will appear, one for PlayStation, one for PlayStation 2. No PlayStation 2 review yet, but a PlayStation review instead. Lets see if this game lives up to the legend. And also to what we expect it to be.

The game begins with an intro movie with real life skaters, doing the most amazing tricks and stunts and after that you'll end up in the menu. And that's one of the bad things in this game! In Tony Hawk 2, you had a quite original menu, with the spinning wheel and all. But now the menu is just a list of all the options available. There are different modes, that we all know from the

previous games, like the Career Mode, Free Skate Mode, Single Session and the 2 Player Mode. You can also design your own park again and create your own skateboarder. Lets go for a Free Skate. You'll end up in some kind of factory with a lot of smoke and rusty things. This first level is kind of disappointing, it's very dark and hard to get an overview of the whole level. But hey, it's all about the goals that you need to complete, so quit Free Skating and try the Career Mode. Picked Tony Hawk and I was on my way again. The first 3 goals are high scores to beat, other goals are getting 5 letters (SKATE) and 5 other things (Like buttons or switchboards.). And of course there's the secret tape in each level. And there are a few goals that change from level to level. After completing some goals, I unlocked the next level, so I moved on. And this level is much better! This next level is in the middle of a big city, with huge buildings. You can get pretty high in this level. For example, you can take an elevator that will bring you to the top of the highest building, to grind a cable back to the streets again. Just one tiny mistake and you'll end the BIG DROP on your face. Fortunately, I had some experience with Tony Hawk games (Who doesn't?) so it worked quite well. After completing some more goals, I saved my game and thought about this new experience for a while. Yeah, the Tony Hawk feeling was coming back to me quickly!

The graphics can be compared with the previous part in the series. Very good for PlayStation standards. The boarders are very detailed and the environment are pretty realistic too. There's a lot of pop up though, but that isn't very disturbing. The parks are very big and have a good design (Except for park number one, that was a bit disappointing!). Especially the parks that you'll get to later, like Airport and Canada, are very big and beautiful. These parks have a lot of secret areas that you will only get to when you raised your stats. You can raise your stats by finding the little stat signs in every level. There are 5 signs in each level. Some aren't very hard to find, but some will take some time before you get them. There's also a hidden deck in each level. When you found the deck, collected the stats and completed every goal, you completed the level for a 100%. Next to the normal levels, the tournament levels are also available again. You need to do 3 runs in a tournament level. You need to get as many points as possible without bailing. The worst run doesn't count, but the best 2 do. When you get the gold medal, you'll get a bonus level and the ending movie at the end. The bonus level doesn't have any goals, but you can use it in Free Skate Mode and in the Single Session.

When I first started Tony Hawk's Pro Skater 3, I only paid attention to the controls and the graphics, but the music came later. The music is good and really fits the game. There are all different kinds of music, but most of it is just rock. The music is very important and stimulating, especially in the Free Skate Mode. I don't know how much time you'll spend on this game before you finish it, because that depends on your experience. If you know the controls (Which are exactly the same as in the previous games!), you'll really fly through the levels towards the end. But if you never played these games before, you'll spend quite some time on this game. You can finish the game again with another skater, after you finished it with the first skater. But you won't enjoy it as much as the first time when you do so. You can also try to find all the 'gaps' in every level. A gap is a space between 2 objects, and you can earn extra points by jumping from one object to the other. For example, grinding from one rail to jump and grind another one. Or jumping from one ramp to another, which is called a transfer. Some of the gaps are very hard to find and even the most experienced gamers will find it hard to find all of them.

So Tony Hawk's Pro Skater 3 is simply an excellent game. But I can't find many changes though, compared to the previous Tony Hawk game. The controls are exactly the same and the graphics look alike. But the levels are totally different, of course, and that's the main reason for buying this game. When you want more than just new parks, wait for Tony Hawk 3 for the PlayStation 2, which will contain more new things and looks better, of course. To all the other people I can only say that this game is great!

Graphics: 9  
Durability: 8  
Gameplay: 9  
Originality: 7  
Sound: 10  
Extras: 9  
Difficulty: Normal  
Learning time: 15 minutes  
Overall: 9

~~~~~  
lylemcd (lylemcd@onr.com)  
~~~~~

This is not your typical game review (and it's long)

Tony Hawk Pro Skater 3 (THPS3) was one of my most awaited games for Playstation, especially considering that everything is pretty much for PS2 now. After playing the addiction (literally) that was THPS1 and 2 (although I didn't like 2 as much as 1), and reading the review stuff on 3, I was eagerly awaiting my next hit. While the game was certainly everything I had read it to be, let me say up front that it wasn't all I think it could have been.

Now, let me say upfront that I am NOT going to compare the PSONE version of

THPS3 to the PS2 version. First and foremost, I haven't played the PS2 version (waiting to get a PS2 for Christmas). Even if I had, it wouldn't be a fair comparison. PS2 has so much more power than the PSONE that it would be like comparing an Atari 2600 game to a Super NES game and concluding that the Atari game wasn't any good.

Instead, I want to gauge THPS3 relative to the first two games, as well as on its own merits. I'm also going to assume everyone has played the first two games so that anything I say about them won't be a spoiler (I won't give any of the hidden/secret stuff about THPS3 away).

Now, most people consider THPS1 to be one of the classics of the Playstation, a must-play game no matter what your favorite genre is. I happen to agree. Outside of the technical aspects of the game (which were excellent, including the super tight control scheme that just about every skateboarding game that came afterwards copied), it simply had that indescribable fun factor. Sure, the learning curve is a bit steep but once you get the hang of it, its a blast cranking out tricks and combos. That is, like many games of my youth (I'm a crusty 31 as I write this), it was just fun to play. Whether I was trying to complete part of the Career mode or just popping it in for a few quick session runs, it was fun. In fact, even 2 years afterwards (and despite having had THPS2 since it came out), I still go back and play THPS1 quite frequently, even more than I play THPS2. Of course, I also play old Apple II and arcade games in emulation so what do I know?

Anyway, THPS2 was a good improvement on the first. The addition of the manual did deepen gameplay, as well as being able to switch around tricks (both regular and specials). I should mention that I personally liked the idea of each skater having their own signature moves from THPS1 better. That is, the 360 flip to mute is a Hawk original, along with the 900. Being able to give any skater the 900 or the Heelflip Darkslide takes away from the individuality of the skaters in my opinion. But that's just me. The levels didn't seem to have quite the thrill as in THPS1 but some of that is simply the inevitable comparison to the original ; you never forget your first, as the old saying goes. The addition of the two unlockable secret characters (Spiderman, with his own special moves which were cool to watch ; and Private Carrera who now had to be unlocked by finding all the gaps) was also an interesting improvement. Skater Heaven was possibly one of the coolest additions ever. For those of us old enough to remember the Bones Brigade and ''Search for Animal Chin'', the areas in that level were just fun to play around on. The addition of stats that you could increase with cash added a bit more depth, although not as much as you think (since I invariably ended up maxing out everything in the same order, first increasing rail balance so I could get high grind scores, and then worrying about everything else and both switch and big drop are fairly useless stats).

Which brings us to THPS3. Which, in some ways, stepped forward, and some ways stepped backwards.

First, lets look at forwards. Ok, there are more skaters including perennial favorite (for anyone who likes the show Jackass, and I'm not one of them) Bam Margera. There was also the addition of some truly outrageous super moves (like Bam's Jackass grab and some silly grinds like the Coffin and Human Dart Grinds). Even some of the added regular moves are really cool to look at, like the Crookedcop, cannonball, and Shifty airs.

And, then there's the revert. Vert skaters, who had been ignored, at least from the standpoint of combos in the first two games, now had a way to link together vert moves. I guess this is considered a forward move. I also consider it a backwards move for a reason I'll come to in a second. The level designs (which, from what I can tell are scaled down versions of the PS2 levels) are a lot busier and frenetic (look it up), with even more combo possibilities than the first two games. Which is both good and bad. yes, it gives you more combo options, but it also makes it harder to figure out what's going on (the levels simply have too much going on).

And then there's backwards. First, there's the revert. I know why Neversoft decided to put it in, to make the vert guys happy so they could get the kinds of combos that the street skaters were racking up. Thing is, it makes pulling off absurd scoring combos way too easy. I mean, getting a high combo (100k plus) in THPS1 was extremely difficult, takes some seriously mad gaming skillz. And there are still combos in THPS1 that I can't pull off consistently, like the Holy Sh\*t grind, even after two years of playing. 400k+ and then some combos in THPS2 were doable without cheats as long as your grind and manual balance skills were good. In, THPS3, you can literally pull off million point combos without too much trouble. That's with no cheats, assuming you have any skills at balancing during grinds and manuals (and once you max out those stats, its that much easier to do).

So, you ask, so what? Well, some of the level goals (three on each level, to be exact) are score goals (High score, Pro Score, and Sick Score in order of increasing value). Even the highest high score goal (something like 250,000 points for the Canada level as I recall) is trivial to get with the revert because you can get twice that in a single combination if you're decent at the game at all. That is, when you can get 800k or more (some people are reporting 3 million point combos with the revert), getting the Sick score of 250k isn't difficult at all.

The revert also affected the competition levels. Despite claims in the game (all three of them) and instructions that your competition scores (0 to 99.9) are made based on originality and falls, they're not for the most part ; they're

based mainly on your final score at the end of the run. Score high enough and you can get a 99.9 pretty much no matter what you do. Of course, using the same tricks over and over makes it tougher to score high but it can be done.

I can remember struggling in THPS1 to get gold at Roswell (the secret level), because I simply couldn't score high enough to do it. I'd come into the third run with 91 and 92 or something and worry about making it (it was luck, depending on how the game scored the other skaters). Even 2 years later, after all that practice, I've only gotten a 99.9 once or twice on that level. In contrast, in the final competition level in THPS3 (Tokyo), you can bust out 600,000-800,000 points in a single combo and get 99 and change easily. Anything less than like a 96 in the competitions either means you really suck or you're not trying (or you're wasting time getting stat points and finding the secret deck). They might as well hand you the gold medals for all the difficulty involved in obtaining them. So considering how easy it is to score million point runs, they should have made the score goals much, much higher.

I also didn't like the new trick system. In THPS2, all the special moves (and alternate flip, grab, and liptrick moves) were available but you had to earn enough cash to get them. In THPS3, you open new moves by winning contests. Thing is, you don't some of the basic moves from THPS2 (like Tony's heelflip varial to lein which I always thought was a cool move, as well as being good for getting big points since you could hold it while you spun) until you finish the Tokyo level. And by that time you really don't need it cuz its time to move to another character and start over.

Which is part of the problem too, it gets tedious replaying all the levels with every character over and over again (both THPS1 and 2 had this problem as well but it didn't seem as bad for some reason). The PS2 version gets around this by putting stuff in different places on the level, so there's some replay value. Of course, the limits to the PS1's power prevented this which isn't really the programmers fault.

And now, the really big problems. As most probably know, Neversoft (who did the first 2 games) shipped out THPS3 development for the PS1 to Shaba games, who made Grind Session (one of the many THPS ripoffs). Now, I played two different demos of Grind Session and I thought they both sucked. Not just because they were blatant ripoffs of THPS, but because they were bad ripoffs. The controls were loose, the skaters were floaty, and the level designs were garbage. You couldn't pull off special tricks consistently and the controls were more random button pressing than anything. Maybe Shaba got it together for the final release but I'll never know because I won't even spend the \$5 to rent the thing.

Now, given the 'quality' of Grind Session, I'm not sure why Neversoft let Shaba do the PS1 version. Maybe they figured Shaba could do a basic conversion of the PS2 game since they had done a skateboard game. I don't know. But I think Neversoft made a mistake in letting anyone else work on the game. Yes, I know they had to so they could put their efforts into the PS2 version and have both released at the same time. But, like the old saying, if you want something done right, do it yourself. Letting another company, much less one that did a bad THPS ripoff, do the game was a near guarantee that it wouldn't live up to the previous games.

But I think Shaba dropped the ball. First off, the controls in THPS3 aren't even as good as in THPS2. Yeah, all the controls are the same but its just not as tight, you don't pull off special moves as consistently (and I say this as someone who can play THPS1 and 2 and pull off ridiculous combos on autopilot while talking on the phone) and it gets annoying when you hit left/right square to get a special flip and end up doing the right square grab instead. This is unfathomable to me ; they should have used the same code from THPS3 and the controls should have been identical.

Also, to my eyes, the graphics aren't as good as in THPS2. Maybe I'm just getting old, but they look grainier to me (you can't even tell what some of the special moves actually are, Tony's double kickflip to indy comes to mind ; the liptrick specials are the same way you can't tell what they are supposed to be). There is also some problems with clipping and such, more than in THPS2. Like with the controls, this makes no sense. All Shaba had to do was use the same game engine (and program the revert since that was the only real addition) as in THPS2, and it would have been at least as good. Maybe it wouldn't have been better but it sure shouldn't have been worse.

By a similar token, Shaba changed the excellent THPS2 interface completely. And the changes made it much more of a hassle to navigate the game as far as I was concerned. This was especially true of the trick assignment. They changed from a nice readable big font from THPS2 to a tiny little font similar to what they used in Grind Session (did I mention that I thought Grind Session, the demo at least, sucked). Yeah, fine, I'm old and have crappy eyes but there was no reason to change the fonts. Once again, why they didn't just use the THPS2 code, and felt the need to change stuff is beyond me.

As well, parts of the game simply feel unfinished (hopefully what I'm about to write about isn't a spoiler for anyone). For example, one of the cheats from THPS2 is the Skip to Restart, which lets you start at different points of the level. Two comments. First, in THPS2, the Skip to Restarts were all named and the name told you where it would put you. In THPS3, they are all Skip\_Restart A, Skip\_Restart B which is just idiotic). Also, unless its just my copy that's tweaked, Shaba wrote glitchy code (again, why when they could just use the THPS2 code from Neversoft). When I use the Skip to Restart, parts of levels disappear and what's remaining gets fogged up. So I have to quit back to the main menu and

reload the level. Yes, it's merely time consuming and annoying but it shouldn't be in a 'finished' game in the first place. That kind of glitchy code is just unacceptable (unless it's just my copy in which case, nevermind).

Additionally, places where you should have gotten something (like an end movie) for your effort, there is....nothing. Zip, zilch, nada, the big goose egg. So whereas everything you completed (like the horrible Gap List which you had to complete to get Private Carrera in THPS2) got you something for your efforts (when you finished the game with Private Carrera you get a new movie), this isn't the case for THPS3. Its like Shaba just wasn't original enough to think of anything cool to put in the game. Which makes all your hard work seem pretty much wasted. Again, I'm old, and I'm beyond feeling a basic sense of accomplishment or pride for running the secret characters through the game, making it my 14th time through, getting 100% with them, and getting nothing for my efforts. If I'm going to put in the 45 minutes of effort to 100% every level, gimme something. Getting nothing harkens back to the days where Apple computer games said 'You are the winner', <beep>, <beep>, <beep> and that was it.

Then there's the Gap list in THPS3. Like in THPS2, finding every gap nets you a secret character (I won't tell you who it is, I imagine everyone knows already). But finding them all was more an effort in tedium than anything fun (admittedly, THPS2 shared the same problem). But, worse than that are that some of the gaps are a combination of stupid, silly, or just plain illogical. The 'Why are you here' gap in the Foundry comes immediately to mind. There's not even consistency in the Gap listings. For example, in one of the levels, one of the gaps is clearly listed as a wallride gap. Fine. But in another level, two of the gaps which turn out to be wallrides are listed as 'Other gaps'. I'm sorry but what the heck is an 'Other gap'? That anyone found some of these gaps (and I thank many of the people on the message boards at Gamefaqs for their efforts, although I did make my share of contributions) is beyond me. Also, the liptrick gaps from THPS2 (that were sort of fun to find) are missing, I guess Shaba couldn't think of any although there were plenty of places to put them.

Another example, the park editor. Ok, I never use the one in THPS2 (not that interested in making my own parks) but THPS2 came with a combination of several dozen premade parks. Yes, they were much smaller than the main levels but they gave you some more replay value because some of them had some fun stuff to skate on and were pretty well done. THPS3 comes with pre-made parks as well. But they are the same pre-made parks as in THPS2. Which gets a big 'You've got to be kidding me!' as far as I'm concerned. I guess playing them again with the revert is something but I don't intend on bothering. I guess the guys at Shaba were either too far behind schedule, too lazy, or too uncreative to make any new parks to play for once you got bored with the main levels.

The character editor was made more extensive too (more choices of people, hair, etc) but I could personally care less about it. I made a character and finished the game with him, just to finish the game with him. Making him look like me just isn't that big of a deal.

And I guess finally, the game simply feels sort of old and worn out. Yes, fine, there are new levels, new moves, and a new trick (the revert). But beyond that it seems like more of an expansion pack to THPS2 (if they'd released an expansion pack of new levels running on the Neversoft THPS2 code, it would have been a better game, even lacking the revert). And its an unfinished expansion pack at that. That is, THPS2 felt like a fairly large increase in game over THPS1. The graphics were much improved, the manual added a lot to the gameplay, and there was more secret stuff. THPS3 felt like a rehash of THPS2 but with many steps backwards.

Now, with that said, would I recommend buying it? Yeah, probably. Its fun for a bit, but just doesn't seem to have the same zip as THPS1 (which I intend to go back playing until I get my PS2) or THPS2. And, as stated, I will be getting the PS2 version of THPS3 and playing all the way through that one. I can't imagine its any worse than the PS1 version and hopefully it will give me my next fix until I'm ready to tackle Metal Gear Solid 2.

Oh yeah, final score or whatever. Maybe a 5 out of 10. I don't think it's awesome like many, but I don't think it totally sucks (Grind Session, based on the demo might get a 1.5 if that). It just could have been better

=====  
Soundtrack  
=====

If you have the lyrics to any of the songs that I do not have, please send me them. I will be sure to give you credit.

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A.F.I: The Boy Who Destroyed the World  
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Once there was a boy who had vibrant glow, but as it goes, someone took it from him.  
One day through the rain I heard him meekly moan, he said "Will you wrap your arms around me as I'm falling?" Remember when we were all so beautiful? But since then we've lost our glow. They said it hurt their eyes but he would never know that they were filled with regret as their own dissipated. He said, "I now feel more desperately alone, even though they wrapped their arms around me as I'd fallen." They said it hurt their eyes, but he would never know that they



were claiming regret as their own...  
as their own dissipated.

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Adolescents: Amoeba  
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Alien Ant Farm: Wish  
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Proud, proud is to hear it all yeah yeah  
Proud ah proud, proud is to watch us fall yeah yeah  
Make a wish, make a succotash wish  
You live the pompous life  
Throw kisses all the time  
Make wishes don't break mine  
Cold fire use to inspire all not now  
These are tired, maybe they'll find their niche  
Or resort to wish  
Make a wish, make a succotash wish  
You live the pompous life  
Throw kisses all the time  
Make wishes don't break mine  
Chorus:  
Don't be low, you better watch the road  
Don't be low, you got the strength and the balls  
Chimes use to break my wish  
Back? won't you bring him back? Not now  
Chorus  
Chimes use to break my wish

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Bodyjar: Not the Same  
-----

Think of all the things I do  
And I still hold the thought of you  
With someone else I know it's true  
So far away

And I can only hold my breath  
And start to die a lonely death  
With you and me and all the rest  
So far away

Don't say I told you so  
One thing you'll never know

You're not the same  
You've changed  
I don't need you anyway  
You're not the person that I believed in yesterday

You're not the same  
You've changed  
I don't need you anyway  
You're not the person that I believed in yesterday

I can't hold it back you see  
I know it all comes back to me  
You must have practiced hard to be  
So far away

Never wanted me to know  
Just write me off I let you go  
And now there's more for you to know  
So far away

Don't say I told you so  
One thing you'll never know

You're not the same  
You've changed  
I don't need you anyway  
You're not the person that I believed in yesterday

You're not the same  
You've changed  
Something's missing anyway  
You're not the person that I believed in yesterday  
That I believed in yesterday

Don't say I told you so  
One thing you'll never know

You're not the same  
You've changed

I don't need you anyway  
You're not the person that I believed in yesterday

You're not the same  
You've changed  
I don't need you anyway  
You're not the person that I believed in yesterday  
That I believed in yesterday

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CKY: 96 Quite Bitter Beings  
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With my perceptions in a mix  
Down twenty miles through the sticks  
To the cloudy town of Hellview: Population 96  
Excessive vacancy, well maybe  
In the shadow of an eye  
All the strangers pass right through  
Where the rules just don't apply  
At the fork turn left a store  
But on the right stay free from sight  
'Cause 96 quite bitter beings  
Like to stack the bodies high  
The only way to ever leave is  
Overflooded by the storm  
And entanglement in Hellview  
Brings you fear in fifty forms  
They've deleted all the tourists  
At the bottom of the lake  
And not one supports the cause  
To leave the blood stay in the veins  
Here, three miles back is where we are  
All we ever wanted was an answer  
Civilized are close but way too far  
All we ever wanted was an answer  
Footprints giving clue to where we are  
All we ever wanted was an answer  
Civilized are close but way too far  
All we ever wanted...

-----  
Del the Funky Homosapien: If You Must  
-----

It's important to practice good hygiene  
At least if you wanna run with my team  
I'm bout to get into some shit that I've seen  
This fool's breath, I mean so bad it'll melt your ice cream  
They say don't say nothing if you can't say nice things  
Sittin too close to him it burned(?) like my eyes sting  
I try to be subtle, hand him a stick of gum  
I was a victim of breath on him  
Running his yap about what sets he from  
Gotta get some gum gotta get him some  
He turned it down, his teeth was brown  
Excruciating for him and it was a new sensation  
I had to ask the dope to pass the soap  
Cuz his toe had the sniff of crustaceans  
Or bathrooms in a bus station  
He had a can of Olde E and some raisins  
Amazing... head to toe B.O.  
He didn't know, used to the fragrance  
Just as the days went without bathing  
He felt manly and not like a maiden  
He had one dread, and fungus  
Said he worked on peoples' toilets with plungers  
Girls let the guy you were with ????  
So guys take your cue from this number

[CHORUS] (x2)  
You gotta wash your ass, if you must  
You gotta wash your hair, if you must  
You gotta brush your teeth, if you must  
Or else you'll be funkyyyyyyyyy

Now at class you need total concentration  
But there's kids in the back holdin conversations  
Crackin on each other, and neither were poster boys  
Both of em smell like the type that soap avoids  
Coast and Joy, they leave their absence  
One's fool's feet smelled like it struck some matchsticks  
Brimstone, girls would never bring him home  
I was laughin, then his friend raised his tone  
And said, "Bud(?) you rolled all over yourself" "yaaaa"  
I know some people your ass should be submerged  
Like you need to deal with water cuz you smell like a turd  
Wanna cap get some courage, your feet smell lurid

Well look it up  
And while you're at it, get a cup  
And squeeze the sweat out your sweatshirt and drink it or gargle  
You get our vote for most stinkiest  
That nigga started thinkin of s\*\*\*, said I was frail  
I said he was stale  
Underarms is ripe  
Undergarments tight, about to leap out your holy sweats  
And we holdin bets, and after this I'm gonna collect  
Nigga check, yourself  
Respect yourself  
And wash your motha\*\*\*\*\* body 'fore your sweatshirt melt  
Like radioactive, no lady find you attractive  
The funk got you captive  
You don't need a map bitch

[CHORUS] (x2)

You gotta wash your ass, if you must  
You gotta wash your hair, if you must  
You gotta brush your teeth, if you must  
Or else you'll be funkyyyyyyyyy

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Guttermouth: I'm Destroying the World  
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House of Pain: I'm a Swing It  
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I'm a swing it  
Watch me bring it  
To the next level  
The graphic devils  
Gettin' funky like the Nevilles  
Brothers from the bayou,  
So why you wanna trip  
Just play the sideline kid  
And wait for me to trip  
'Cause I can feel it in the air tonight  
But yo I'm not Phil Collins  
I'm more like Henry Rollins  
'Cause I search and destroy  
Retoy with the plot  
Tryin' to get what I got  
Ya might get shot  
Hot damn I'm a slam ya like ONYX  
Then teach ya how to write a rhyme  
Like hooked on Phonics  
Mother Goose ain't got shit on me  
'Cause I get loose at the jam and wreck the whole party  
I make em' jump and mosh  
Oh my gosh  
There slamin in the pit  
When I'm kickin my shot  
They're buggin at the eyes  
'Cause I got mad styles  
And ain't a damn thing funny  
I get money in piles  
Some people thought I died  
That's just a rumor though  
Others thought I fell off  
But now I'm numero uno  
Dos not cuatro  
word to Kool Kieth  
I'm a break up your teeth  
When I die (die)  
Bury me (me)  
Hang my balls from a cherry tree (tree)  
Let them get ripe and take a bite  
And if they don't taste right then don't blame D (D)  
You need to quit swingin  
The styles that I'm bringin  
The funk knuckle dragon  
The kids on the wagon  
I'm not the 12 stepper  
Don't play me like a lepper  
My mic sounds nice  
But it's not Salt-n-Pepa  
Well it's the man with the plan  
To get all your skins  
The tip of my dick is where the line begins  
So hoe's form a line  
Take off that swine  
Strip your ass butt naked  
Let's see if you can take it  
'Cause I'll make you feel...  
LIKE A NATURAL WOMEN!  
'Cause I keep it comin'

I'm the Everlastin'  
Free style assassin  
My soul and my goal is to bring a little passion  
To your girl's life like the Daily Sun  
Throw her down on the bed  
And tie her up wit ropes  
I'm just another rager with a Dairy Face  
Punk motherfuckers beef and rhyme my race  
You need to step back kid and give me some space  
So I can cold spark the party when I'm rockin the place  
Danny Boy's arrivin'  
I Stand six five and a half, don't laugh kid  
The outlaw biker with my big shit kicker  
On a highway to hell  
'Cause I never tell  
Well it's the funk back breaker  
We heat it up like Jamaica  
Don't bring your woman to the party cause I'll take her  
Hit the deck 'cause I'm down with the Hoolis  
I got a trunk full of funk like the groovy doolies  
I'm not the man but I'll asked who was he  
Quick's hot the hair do just like Ruth Buzzy  
Runnin' 'round town like ya been to jail son  
But ya hit the swap meet to get your hair and your nail done  
Get off my sack  
'Cause your shit is wack  
Ya dis me and I'm a dis ya back  
I'm a swing it (X4)

-----  
KRS One: Hush  
-----

Uh-huh, whatchu thought? Uh-huh, we was done?  
Uh-huh, whatchu thought?! Yeah, yeah  
Yeah, whatchu thought? Uhh, uhh, uhh  
Yo, yo, back again! What's that? Back again!  
What's that? Word! C'mon

[Nyce]

A North Face and skully hat don't MAKE YOU A THUG  
A army suit, a pair of Timbs don't MAKE YOU A THUG  
An ill mug and a gat don't MAKE YOU A THUG  
A real thug is a thug that's HUSH!

[KRS-One]

Yo, yo, yo, check it, check it  
Let us begin, KRS, winnin again, KRS-One did it again  
KRS bigger than them, look at them they bit it again  
I think my gun just gonna start clickin again  
Click-clack, I always spit back  
Anybody call my name I go get that  
In fact we draggin 'em out, to a deserted route  
The teacher returns, you must learn, the word is out  
No doubt highly respected, Front Page Records  
Off the hook, yet still connected  
Are you teachin yourself, teachin yourself?  
I'm like history repeatin itself  
"Criminal Minded", you've been blinded again  
Lookin for my style you can't find it again  
You can find these others that may sound like Kris  
but when it comes to the hands they don't get down like Kris!  
They never ran up in the clubs with a hundred thugs  
Never had the respect of Crips and Bloods  
Never knew B.O., they never knew Big Pun  
They never battled MC's, they never bust they gun  
They don't know that, all they know is that show DAT  
That's Digital Audio Tape if you don't know that  
Now go back and get my name correct  
'fore I snatch that platinum from 'round your neck

[Nyce]

A doo rag a platinum chain don't MAKE YOU A THUG  
A fat ride with chrome don't MAKE YOU A THUG  
That tough guy talk don't MAKE YOU A THUG  
A real thug is a thug that's HUSH!

[KRS-One]

Word, yeah yeah, uh-huh, yo  
Yo, yo, yo (hit 'em Kris!)  
What mean the world to me? H-I-P, H-O-P  
And S-I-M, O-N-E  
And G-O-D, I stay low key  
I go down to hell, and slap up Satan  
Then return to heaven, where Scott LaRock is waitin  
Resurrection, just like my brown complexion  
when I speak, I don't need protection from the heat  
I walk these streets and I'm quick to hit first  
Throw on any beat I'll be quick to spit first

and rip town, I take one look around  
And all you hear is, "Get down, get down, get down!"  
Knowledge Reigns Supreme, I stay on blast  
That's why these rappers want me to go on last  
That's the truth, that's the fact, that's the deal  
Forget sex appeal, my tech is real  
And my rep is real, K-R-S  
Woo-woop-woop! That's the sound of E-M-S  
The rag on your head, it best stay white  
Cause I can turn that red in a mintue a-ight?  
Now go back and get my name correct  
'fore I snatch them diamonds from 'round your neck  
Once again, get my name correct  
'fore I snatch that platinum from 'round your neck

[Nyce]

A North Face and skully hat don't MAKE YOU A THUG  
A army suit, a pair of Timbs don't MAKE YOU A THUG  
An ill mug and a gat don't MAKE YOU A THUG  
A real thug is a thug that's HUSH!  
A doo rag a platinum chain don't MAKE YOU A THUG  
A fat ride with chrome don't MAKE YOU A THUG  
That tough guy talk don't MAKE YOU A THUG  
A real thug is a thug that's HUSH!

[KRS-One]

Yeah.. yeah.. yo, yo, yo  
To all my heads who wanna see an improvement  
in hip-hop culture, join this movement  
We need more glocks than my man Freddie Foxxx  
The knowledge I spit to the click it don't stop  
That hardcore God-core, ready to start war  
Rock more shock more top your pop tour  
I'm sure I'll drop the grade to zero  
When the teacher return, I don't chase DeNiro  
Like where yo? Where yo? They livin in fear yo  
It's a jungle sometime, but I got my spear yo  
The album's called "Sneak Attack", that's what it is  
KRS-One spittin facts to kids

[Nyce]

A army suit, a pair of Timbs don't MAKE YOU A THUG  
That tough guy talk don't MAKE YOU A THUG  
An ill mug and a gat don't MAKE YOU A THUG  
A real thug is a thug that's HUSH!  
A doo rag a platinum chain don't MAKE YOU A THUG  
A North Face and skully hat don't MAKE YOU A THUG  
A fat ride with chrome don't MAKE YOU A THUG  
A real thug is a thug that's HUSH

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Mad Capsule Markets: N Pulse  
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Motorhead: Ace of Spades  
-----

If you like to gamble, I tell you I'm your man  
You win some, lose some, it's all the same to me  
The pleasure is to play, it makes no difference what you say  
I don't share your greed  
The only card I need is  
The Ace of Spades  
The Ace of Spades

Playing for the high one, dicing with the devil  
Going with the flow, it's all a game to me  
Seven or eleven, snake eyes watchin' you  
Double up or quit, double stakes or split  
The Ace of Spades  
The Ace of Spades

You know I'm born to lose, and gambling's for fools  
But that's the way I like it baby, I don't wanna live forever  
And don't forget the Joker

Pushing up the ante, I know you wanna see me  
Read'em and weep, the dead man's hand again  
I see it in your eyes, take one look and die  
The only thing you see, You know it's gonna be  
The Ace of Spades  
The Ace of Spades

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Nextmen: Amongst Madness  
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Ozomatli: Cut Chemist Suite  
-----

Tuna the smoke-jumper, packin my oral cannon  
bustin from Okinawa, Japan to Laurel Canyon  
swallow flows, we turning like plush tires  
mellow intros lyrics be burning like brush fires  
spreading vocal leprosy, using discrepancy  
lyric weaponry lessens your chances of testing me  
stop and freeze m.c.痴, I block atrocities  
true philosophies from the lips of black Socrates  
the pocket-penciler in your peninsula  
killing Dracula mc痴 who bit from my vernacular  
I can back it. The ill scene we occupy  
no lullaby, got you high, when I rock a fly  
verse, for my people, let me breath slow  
give a heave-ho, and stimulate your cerebral  
system, Cut Chemist grip the fader  
Tuna the group debater  
we murder you duplicators

cuz I'm an aristocrat, ghetto diplomat  
and I'm blessed with a gift for rap

They call me mister antagonistic, drastic  
comin from a place where these cops get their assed kicked  
the last trick unified was the cornerstone  
but now a lyric pistol to the dome is how we warn a clone  
born alone, the strength of god makes my mission higher  
they found a liar dead, strung up with fishin wire  
the mystifier packin vocal artillery  
makin lovely word connections like Chuck Woolery  
the cool in me, I值1 make your block turn on one rhyme  
electrifyin like some nocturnal sunshine  
the planetary pioneer and his mixer  
Cut Chemist, Chali 2na spittin scriptures  
paintin pictures, even sisters adapt cuz  
we take it back like chiropractors  
actors on wax make worse for real mc's who worth your while  
so they search for me  
cuz I'm an aristocrat, ghetto diplomat  
and I'm blessed with a gift for rap

-----  
Ramones: Blitzkreig Bop  
-----

Hey ho, let's go Hey ho, let's go  
Hey ho, let's go Hey ho, let's go  
They're forming in straight line  
They're going through a tight wind  
The kids are losing their minds  
The Blitzkrieg Bop

They're piling in the back seat  
They're generating steam heat  
Pulsating to the back beat  
The Blitzkrieg Bop

Hey ho, let's go  
Shoot'em in the back now  
What they want, I don't know  
They're all reved up and ready to go

-----  
Red Hot Chili Peppers: Fight Like a Brave  
-----

Fight Like A Brave  
All you slingers and fiends  
hide behind your rocks  
put down your guard  
I'm not here to box  
this is no showdown  
so throw down your guns  
you see it doesn't matter  
where you come from  
you could be from park ave  
or from a park bench  
you could be a politician  
or a bitchy princess  
but if you're lookin' for a fist  
and you're lookin' to unite  
put your knuckleheads together  
make a fist and fight  
not to your death

and not to your grave  
I'm talking about t hat freedom  
fight like a brave

fight like a brave  
don't be a slave  
no one can tell you  
you've got to be afraid

If you're sick-a-sick'n'tired  
of being sick and tired  
if you're sick of all the bulls\*\*\*  
and you're sick of all the lies  
it's better late than never  
to set-a-set it straight  
you know the lie is dead  
so give your self a break  
get it through your head  
get it off your chest  
get it out your arm  
because it's time to start fresh  
you want to stop dying  
the life you could be livin'  
I'm here to tell a story  
but I'm also here to listen  
no I'm not your preacher  
and I'm not your physician  
I'm just trying to reach you  
I'm a rebel with a mission

fight like a brave  
don't be a slave  
no one can tell you  
you've got to be afraid

fight like a brave  
don't be a slave  
no one can tell you  
you've got to be afraid

I'm here today to pump up the uplift mofo party plan  
a plan based on a band, a band based on a plan  
there should be no....in the land of lands  
it's a hollywood jam

You say you're running and you're running  
and you're running afraid  
you say you ran across the planet  
but you couldn't get away  
the fire in your brain  
was driving you insane  
you were looking for a day  
in a life that never came  
so don't tell me that  
I've got to take a number  
cause I've been to that doctor  
and believe me that's a bummer  
here's a one of a kind  
convention of the mind  
and don't forget to mention  
that it doesn't cost a dime  
come as you like  
and leave any time  
and one more thing  
you know it doesn't have to rhyme

fight like a brave  
don't be a slave  
no one can tell you  
you've got to be afraid...

-----  
Redman: Let's Get Dirty  
-----

-----  
Reverend Horton Heat: I Can't Surf  
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-----  
Rollins Band: What's the Matter Man  
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Xzibit: Paparazzi  
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Intro

1996, the Disfunctional member of the Alkohaliks family

It's XZIBIT, Bring it live, one time, like this

Verse One

Sometimes I wonder if it's all worth my while  
Xzibit stay versatile  
with Million Dollar lifestyle  
and I can feel it as a child growin' up  
the n\*\*\*\*\* that were real and the n\*\*\*\*\* that were scared as f\*\*\*  
that's why Xzibit only roll with a chosen few  
You ain't really real, I can tell when I look at you  
So ease off the trigga talk, you ain't killin s\*\*\*  
it's not affecting me or the n\*\*\*\*\* that I'm chillin with  
I don't believe the hype or buy a Woof ticket  
N\*\*\*\* you make a gang of noise and never seem like a cricket  
I guess that's why we never kick it  
a lot of n\*\*\*\*\* are soft and get tossed tryin to f\*\*\* with the liquid  
How many n\*\*\*\*\* do you know like this?  
Also claimin that they're ridin but they really turn b\*\*\*\*  
It don't make sense  
Either you're a soldier from the start  
or an actor with a record deal tryin to play the part  
like dat

Chorus:

It's a shame  
n\*\*\*\*\* in the rap game  
only for the money and the fame  
EXTRA LARGE  
It's a shame  
n\*\*\*\*\* in the rap game  
only for the money and the fame  
Paparazzi (2x)

Verse Two

I don't need no lights no cameras  
just action god dammit  
never no superstar  
I'm more like a planet  
so my composure is kept while others start to sweat  
A merchant from the fog with my f\*\*\*\*\* up dialogue  
try to live high on the hog leaves you bankrupt  
and n\*\*\*\*\* you spent it on, would not give a f\*\*\*  
now that's deep, how deep, It's deeper than Atlantis  
Home of the scandalous  
Big Bad Los Angeles  
Dangerous, Vandelous  
Yo, not to be trusted  
so how the f\*\*\* is you hard  
not being scared by the boulevard  
I'm pulling that card and sayin Gin muthaf\*\*\*\*\*  
flowin like liquid, soak it in muthaf\*\*\*\*\*  
I'm breakin it down, my sounds, so crowds are like deaf  
from the West  
puttin whole counties to the test  
it's all in perspective  
Breaker one-nine copy  
this is for the n\*\*\*\*\* gettin caught up in the Paparazzi

Chorus

Verse Three

N\*\*\*\*\* smoke stress and cross dress  
but I just play the back  
others going through schemes and pipe dreams  
for a contract  
real tightly rolled, f\*\*\* 'em all how I feel  
I made a cool half mil  
before I had a record deal  
there for you look and stare like it's magic  
too much of anything can make you an addict  
when devils be startin static, forgot the automatic  
I set it off straight, I spread hate, then I vacate, but wait  
who dare to cross this path  
yo, I do ya like math  
cut with glass, make a blood bath  
so on behalf of all n\*\*\*\*\* I get drunk with  
smoke a lot of \*\*\*\*\* with  
I dispose of your punk s\*\*\*  
keep it all in perspective  
Carbon Copies gettin caught up in the Paparazzi

Chorus

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Zebrahead: Check  
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Coming hard core looking like a gangster bitch, Trying to front like you ain't rolling filthy rich Laguna Hills you were born and raised. But you're claiming South Central is where you spent your days. Coming out hard talking crazy, Knowing in your mind that you really don't fit. Standing up straight with a ganster lean, Talking ganster slang about what you seen. Take a chance kid, don't fall down hard again. You better think twice before you come at me Right through your dome I can clearly see Hey little dog, you gonna bark all day? Cause toe to toe, in the ring, is where I play. So you better step back and check yourself, Stop fronting and just be yourself Cause no one cares what set your claiming, Till someone grabs their gun and starts their aiming At you! Tripping out cause you got no clout Cause it ain't about how hard you are Try using your brain and you will go far. Be true to the color that you were born with Not the color that you're adorned with, So keep it real and always be true And be yourself in all that you do. Stand up tall and get some respect And always remember, keep yourself in check

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Notes & Thanks  
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Thanks krs\_one78@hotmail.com and cab22uk@hotmail.com for many of the lyrics that I do not have. Thank you very much to Atreides (atknight@hotmail.com) for his huge help in the gaps section. The Game Shark codes were taken from their official webpage.

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