

# Tony Hawk's Pro Skater FAQ/Walkthrough

by The\_Apparition

Updated to vFinal on Sep 19, 2006

This walkthrough was originally written for Tony Hawk's Pro Skater on the PSX, but the walkthrough is still applicable to the N64 version of the game.

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FAQ/Walkthrough  
for PlayStation  
Written by The\_Apparition  
E-Mail: spectorwrites<at>yahoo<dot>com

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-- 1. Version History --  
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Final Version - All I did in this final update of the guide was fit it with the

new layout I've created for the rest of my guides.

Version 1.0 - First version of guide. Man, did I work HARD to get this entire guide pretty much finished for its debut! Anyways, enjoy guys and gals.

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=====  
-- 2. Introduction --  
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Welcome to Tony Hawk's Pro Skater, the very first installment of the extraordinarily popular video game franchise. For those of you who aren't familiar with THPS, the game revolves around a pasttime that a large amount of young adults participate in around the globe: Skateboarding. THPS puts you in control of 10 real-life pro skaters and allows you to pilot them throughout 9 beautifully animated and expansive environments. With that having been said, let's venture into the world of Tony Hawk's Pro Skater...and my guide of course.

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-- 3. Controls --  
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Up: Lean Forward/Exit Pool

Down: Brake/Lean Back

Left: Move Left/Balance (while grinding)

Right: Move Right/Balance (while grinding)

X Button: Ollie

Square Button: Flip Trick

Triangle Button: Grind/Slide

Circle Button: Grab Trick

L1 Button: Turn Left While in Air

L2 Button: Turn Left 180 Degrees While in Air

R1 Button: Turn Right While in Air

R2 Button: Turn Right 180 Degrees While in Air

Start Button: Start/Pause Screen

Select Button: Camera

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-- 4. Universal Trick Listing --  
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Flip Tricks (for Street Skaters)

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360 Shove It: Up, Square

Hardflip: Up-Right, Square

Heelflip: Right, Square

360 Flip: Down-Right, Square

Impossible: Down, Square

Sex Change Kickflip: Down-Left, Square

Kickflip: Left, Square

Kickflip to Indy: Up-Left, Square

Flip Tricks (for Vert Skaters)

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360 Shove It: Up, Square

Fingerflip: Up-Right, Square

Heelflip: Right, Square

Front Foot Impossible: Down-Right, Square

Impossible: Down, Square

Varial: Down-Left, Square

Kickflip: Left, Square

Kickflip to Indy: Up-Left, Square

Grab Tricks

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Japan: Up, Circle

Rocket: Up-Right, Circle

Indy Nosebone: Right, Circle

Benihana: Down-Right, Circle

Tail Grab: Down, Circle

Stalefish: Down-Left, Circle

Method: Left, Circle

Madonna: Up-Right, Circle

Grinds

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Nosegrind: Up, Triangle

Crooked Grind: Up-Right/Up-Left, Triangle

Boardslide: Right/Left, Triangle

Smith Grind: Down-Right/Down-Left, Triangle

5-0 Grind: Down, Triangle

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-- 5. Trick System Explanation --

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The trick system in THPS is not only the best of any skateboarding game to be released on any platform, it's the most innovative as well. With that in mind, let me give you an in-depth overview of how this system works.

Alright, let's get started. Now, you might be skating around in a level, and you decide to venture off into a vert-type area (halfpipe, etc.). While airing back and forth you make a decision to perform a kickflip and a heelflip in one air. When you land, you notice you have 400 points. Why's this? Well THPS features a combo multiplier system, so when you perform multiple tricks in one giant combo, you receive a multiplier for each little trick you do. Here's an example:

KICKFLIP + HEELFLIP  
200 x 2

See the 200 there? That's the point value of the tricks before the multiplier is added. See the 2 there at the end? That's the number of tricks you did in that one combo. However, if you decide to throw a spin into the trick, you receive a 0.5 multiplier for every 180 degree spin you perform. For example:

180 KICKFLIP + HEELFLIP  
200 x 2.5

Now this is what it would look like if you decided to do a 360 instead:

360 KICKFLIP + HEELFLIP  
200 x 3

Got it? Good. Now let's go over throwing some gaps or transfers into the mix. Just like everything else, the gap or transfer counts as a multiplier in your combo. For example, if you were to do a Kickflip while utilizing the Over The Pipe gap in the Warehouse, it'd look something like this:

KICKFLIP + OVER THE PIPE  
400 x 2

Want to throw in a spin? Alrighty then. Let's see what the above combo would look like with a 360 thrown in.

360 KICKFLIP + OVER THE PIPE

With all that having been said, you should hopefully have a grasp on the idea of trick multipliers and how they work. Now, let's get into tricks and their point values. As you may have noticed, each trick in the game has an initial value (duh). What you might not have realized is that a trick goes down in terms of point value every time you use it. For example, if you do 3 Kickflips in one air, the trick description would turn out to be this:

KICKFLIP + KICKFLIP + KICKFLIP  
225 x 3

Before you get all excited and exclaim to yourself something along the lines of "Hey! Kickflips are worth 100 points!", keep what I said above in mind. Every time you do a kickflip, it'll go down in value like this:

1st time: 100  
2nd time: 75  
3rd time: 50  
4th time: 25  
5th time and higher: 10

Now let's break down the combo above piece by piece shall we? 100 points for the first flip x 75 for the second x 50 for the third = 225 x 3 (as the multiplier). This points system applies to every trick in the game, even grinds, grabs, and signature tricks, however this rule does not apply to gaps and transfers. Now that you've pretty much learned all there is to know about the trick system in THPS, make sure to vary up your tricks as well as perform big combos to achieve the maximum amount of points you can possibly get during a run. Trust me, these help a lot!

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-- 6. Career Mode Walkthrough --  
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This section covers every aspect of the game's Career Mode and gives you an in-depth walkthrough for every Tape Challenge the game has to offer.

=====  
6.1. Warehouse, Woodland Hills  
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5,000 Points  
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This objective is probably one of the easiest in the game. For easy points, your best bet would be to take the ramp to the right from the start, then launch over the halfpipe and through the secret room while doing a trick to give yourself a great combo and a lot of points. Other than that, you can simply session on anything in the Warehouse, as 5,000 points isn't that hard to achieve.

Smash the Boxes  
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- 1: From the start, turn right immediately and grab the first set of boxes.
- 2: Proceed down the ramp leading into the main room of the Warehouse, then air over the halfpipe, landing on the raised platform against the right wall with the rail on top of it. Grab the second set of boxes here.
- 3: Head on over (to your left) past the taxi to the little area of quarterpipe that juts out from the back wall. Hop on top of this to grab the third set of boxes.
- 4: The fourth set of boxes is located on the raised platform just past the two kickers and the giant puddle. Ollie up onto this and grab the boxes
- 5: Head straight, towards the quarterpipe to the right of the rollin. Hit the quarterpipe and hold up on the D-Pad to launch up to the deck of the pipe and the 5th and final set of boxes.

#### Get S-K-A-T-E

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- S: Head down the rollin at the start and, at the bottom, veer left and use the kicker gap next to the giant puddle of water to grab the letter S.
- K: From the pair of kickers, turn right, go around the quarterpipe that juts out from the wall, go past the taxi and snatch the letter K hovering above the quarterpipe here.
- A: As soon as you land after getting K, go straight and ollie over the taxi for the letter A.
- T: If you have enough speed after grabbing A, launch over the halfpipe and grab the T hovering about halfway across.
- E: The letter E is located in the same spot where the fifth set of boxes is located. Grab the letter to complete the challenge.

#### Hidden Tape

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Although most hidden tapes are actually... hidden in most levels, this one isn't. Simply, proceed down the RIGHT rollin at the start, launch over the halfpipe and go THROUGH the secret room. Once you've done this, the tape should be in your possession. If not, you can just use the quarterpipe on the right side of the rollin you just went down to gain speed and launch back through the secret room.

#### 15,000 Points

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For this challenge, you still don't need to use much effort in completing it, but it's still a Tape Challenge nonetheless. Just like the 5,000 point objective, your best bet is to gap the halfpipe a few times while going through the secret room. If you're in control of a street skater, the back wall of the Warehouse is a great place to perform grind combos and find an extra special gap...

=====  
6.2. School, Miami  
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7,500 Points  
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For easy points, proceed forward from the start, launch off of the green awning, perform some kind of combo and grind on the ledge below. This should get you a pretty insane amount of points right off the bat so you can easily complete the objective shortly thereafter. If you feel that you're too good to use my method, you can use the pools located down the ramp to the left at the start to help improve your vert skills/get a lot of points.

Grind 5 Tables  
-----

- 1: Once you start, immediately turn left and hop off of the awning. You should land on or near the first table.
- 2: Next, proceed over to the set of stairs with the abnormally large rail, just past the starting point. Proceed down the set of stairs, and when you reach the bottom, make a hard left around the corner to find the second table
- 3: From the second table, go straight ahead and you should see the third table on the other side of a rather large gap. You don't really have to jump across this gap, so you can just ride across it and grind the table on the other side.
- 4: Turn right 90 degrees and you should be able to see the fourth table positioned in front of the long stretch of random wall with graffiti on it.
- 5: After you've hit up the fourth table, proceed down the canyon-like area with quarterpipes for sides and, when you reach the end of it, follow the left wall around past the pool and over to the fifth and final table.

Get S-K-A-T-E  
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- S: Proceed straight ahead, launch off of the ramp located at the end of the awning, then turn left and grind the very large handrail positioned next to a set of stairs to grab the letter S.
- K: Once you've obtained the S, hit the kicker gap straight ahead and snatch the K floating in mid-air.
- A: From the kicker gap, keep going straight and you should see an odd-looking low ledge next to the big wall with graffiti all over it. Grind the ledge to get the third letter.
- T: Go through the canyon-like area with quarterpipes on both sides, and, near the end, you'll see the letter T floating above the pipe on your right.
- E: This letter is located on the handrail in between the two pools.

## Hidden Tape

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Now you might have noticed the tape floating above an awning that seems pretty impossible to reach while completing some earlier objectives. With that in mind, hop off of the awning to your right at the start and proceed down the alleyway until you reach a long ramp with arrows pointing up. Go up the ramp, turn left almost 180 degrees at the top, and ride off of the huge kicker straight ahead to launch yourself up to the small building. Once on the roof of the small structure, grind the rail leading over to the green awning to the left. Ride down the awning (make sure you get enough speed), then fastplant off of the ramp at the end to grab the tape.

## 25,000 Points

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For a quick start, use the method I've explained in the "7,500 Points" walkthrough above. After you've done that, grind the huge handrail next to the set of the stairs at the beginning of the level and combo all the way down it by flipping in and out of grinds.

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## 6.3. Mall, New York

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## 10,000 Points

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As you may have noticed, this level is fairly flat and deprived of halfpipe, which is bad news for all you vert skaters out there. However, at the end of the level there's an open courtyard with walls that serve as quarterpipes, so this area would be your best bet. For the street skaters, this level is also pretty rough. You can make use of all the over-the-top, somewhat difficult gaps strewn about the level for big points. Either that or you can simply ride along and grind random planters, rails, and other various mall objects.

## Destroy 5 Directories

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- 1: Follow the spiraling path around to the mall floor at the start, break through glass, and proceed up the escalator to the left. At the top lies the first directory.
- 2: After smashing through the first directory, you have two ways of going about locating the second one. You can either navigate your way through the hole inside the fountain structure (which is faster, but harder), or you can drop down to the ground level, go forward, and up the next escalator you see. That being said, locate and smash through the second directory.
- 3: Hop over the wall opposite the second directory and drop down to the mall's ground level. Stay to the left of the fountain with the two long white objects in it and smash the third directory located in between the big ramp and the planter on your right.
- 4: Next, proceed down the escalator, around the bend, and when you come to a



little island with two more long white things, ollie up onto it and grab the fourth directory.

5: Finally, proceed forward into the courtyard area and smash the fifth and final directory.

#### Get S-K-A-T-E

S: From the start, navigate down the ramps and the letter S is located along the left wall right before you reach the mall floor.

K: Go to the right of the escalator and proceed forward until you come to the open area with a large fountain. On the right, there's a planter with the letter K on its ledge.

A: From the planter letter K was stationed, go straight and take the ramp down to the floor below. The letter is located on the left white pole thing in the small pool of water that splits the main path into two.

T: Head down the escalator in front of you, go around the turn, and, on the little island where you found the fourth mall directory, grind the white pole to the left to grab the letter T.

E: Go straight ahead and outside into the courtyard. Gain some speed, then bolt forward and Fastplant off of the planter/ramp to grab the E floating in mid-air.

#### Hidden Tape

Navigate your way down the ramps at the beginning, and when you reach the mall floor stay to the right. Keep on going past the fountain and enter the area straight ahead with the parked car. Hop over the car or simply go around it, then launch off of the ramp at the end of this little path and land on the rafters/lights that are located above that little fountain where letter A was stationed during the "S-K-A-T-E" objective. When you've grinded to the end of the rafters, hop off and grab the tape.

#### 30,000 Points

For this Tape Challenge, your best bet would be to utilize your signature moves as much as possible or you can use the methods listed above in the "10,000 Points" walkthrough.

#### 6.4. Skate Park, Chicago

#### General Contest Strategies

If you're looking for a good line that will put you on the right track for

getting a high score from the judges, well here it is:

- 1: From the start, grind the rail directly in front of you and do a flip trick off it.
- 2: Head towards the mini quarterpipe in front of you, and air from it into the halfpipe while doing some tricks. This should give you a good multiplier/put you on the right track for getting a good score.
- 3: Air back and forth in the pipe, varying your tricks in the process, and when you near the end of your run, transfer out of the pipe and grind some stuff for a tad bit more variety.
- 4: DON'T CRASH!!! It takes a big toll on your score if you do.

NOTE: Keep in mind that the contest judges score your runs on a few different things, but the most important are showing variety in your tricks, and showing a good level of difficulty in doing them. So if you think you can score big by simply riding back and forth and doing single flip tricks (because that's some people's idea of variety), you're horribly mistaken. To avoid this, just perform a couple of tricks in one air (throwing in a kickflip or heelflip with a skater's signature move helps) and make sure to flip in and out of grinds.

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6.5. Downtown, Minneapolis  
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15,000 Points  
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This level is probably THE best for big points, as there's tons of different spots to help you complete the high score Tape Challenges. Simply navigate around the level and you'll see what I'm talking about. If you're too lazy to "navigate," the park area with the fountain in it is a good spot to rack up some big points rather quickly.

Break 5 No Skating Signs  
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- 1: At the start, use the ramp in front of you to launch up to the ledge on your right. Next, turn 180 degrees and hop up and onto the street. Smash the sign directly in front of you, then turn and proceed down the street.
- 2: When you reach the parked truck, make a left and smash the second sign in front of the glass building on the right side of the street
- 3: Head to the end of the street you're on, turn left, then proceed down the hill. When you reach the bottom of the hill, head northeast at the intersection, go into the park, and grab the sign in the middle of the path.
- 4: Head over to the path opposite the one you were just on and grab the fourth sign
- 5: From the path you located the fourth sign on, venture out into the street and make a left at the intersection. The sign is stationed on the deck of the quarterpipe/island with the Tech Deck logo on it.

## Get S-K-A-T-E

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S: From the start, launch from the kicker directly in front of you over to the ledge on the right. Use the kicker here to reach the giant video screen. Grind the rail in front of the screen then ollie off at the end to grab the letter S.

K: Turn slightly left when you land and head into the park. The K is hovering above the fountain in the center of the park.

A: When you've gotten the K, turn around and head up the path you just came from. At the intersection go Northeast up the big hill. Turn right at the top and hit the quarter pipe to the left to grab the A.

T: If you have a decent amount of speed, go straight from the quarterpipe you just hit and launch off of the big kicker through the glass tunnel to grab the letter T. If speed is something you don't have, use the parked truck to navigate through the tunnel and get the T and easier way.

E: Keep on going down the street and use the kicker on the right side of the street to launch up to the rail suspended high above ground level. Grind this rail to obtain the fifth and final letter.

## Hidden Tape

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Head over to the tunnel where you obtained the letter T in the "S-K-A-T-E" objective. Proceed to the roof, and enter the giant bowl-like area past the little greenhouse thing. When you enter the bowl, keep in mind that you must launch off of the tiny kicker to your right in between the two quarterpipe walls. With this in mind, gain speed, then fastplant off of the ramp and grab the tape suspended in the air about halfway in between the two rooftops.

## 40,000 Points

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Simply use the method(s) listed in the "15,000 Points" walkthrough for some easy points, or you can use the bowl and/or pool on the rooftops high above the streets of Minneapolis.

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## 6.6. Downhill Jam, Phoenix

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## 20,000 Points

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Like the mall, the Downhill Jam is a rather difficult level to score big on, but completing the high score challenges still isn't that hard of a task. For a decent amount of points right off the bat, go down the slope at the start and launch up to the two rails there. Make sure you combo into and out of your grind for a good multiplier. If you're a vert skater however, the halfpipe

located about halfway through the level is a good place to rack up some points.

#### Open 5 Valves

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- 1: From the start, head down the slope and stay to the right. Launch off of the ramp here and up to one of the two elevated rails. Grind all the way to the end, and you'll open the first valve.
- 2: The second valve is located atop the second big kicker ramp you come to, a short distance past the first valve.
- 3: Once you've opened the second valve, stay to the left of the course and take the slope here up to the rail that's suspended above the halfpipe and crosses to the other side of it. The valve is located at about the midpoint of the rail.
- 4: Next, drop down from where you are, go around the giant rock structure in the path, then haul ass down the CENTER of the path. Hit the kicker embedded in the ground, and, if you hit it correctly, you should land on top of the large stone pillar with the billboard on it (a.k.a. the home of the fourth valve).
- 5: When you pass the tiny pool of water, take the path that slopes down to the left, and the fifth and final valve is located along the right wall here.

#### Get S-K-A-T-E

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- S: Proceed down the ramp at the start and head in between the pyramid and the long ledge. The S is located in the air and slightly to the left of the first big kicker you come to.
- K: Turn right, go through the little tunnel, and hit the ramp on your right to launch up to a set of two rails. The K is located here.
- A: Ride up the RIGHT wall of the halfpipe, ollie off of the lip and hold up as you do this to bring yourself up to a flat area with a quarterpipe along the back. The A is positioned just above the lip of this quarterpipe.
- T: Propel yourself up to the pillar where you opened the fourth valve, then ride on down the rather long ramp and ollie off of the kicker at the bottom. This should shoot you up into the air, getting you the T in the process.
- E: Gain speed by airing back and forth on the quarterpipes just past the tiny pool of water, then (when you think you have enough speed) air off of the quarterpipe on the right side of the path to the left, then grind on the rail high above it. Keep grinding along to grab the E about halfway down the rail.

#### Hidden Tape

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Sadly enough, this is the hardest tape to get in the entire game. Anyways, head on over to the ramp on the left side of the path that took you up to the rail where the third valve was/is located. Grind the rail to the deck of the halfpipe, then proceed down to the end of the deck. Hop onto the rail on the

left and grind over to the platform across from where you are. Air from the quarterpipe here to the one on the other side of the gap, then go forward (don't fall off of the platform!) and ollie up onto the rock pathway. Proceed forward and ollie across the gap (make sure you have a good amount of speed) and Fastplant off of the asphalt kicker to the giant stone pillar with a bunch of rails strewn about it. The tape is stationed in the center of this pillar.

40,000 Points

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You should basically use the same methods I listed above in the "20,000 Points" walkthrough, just throw some signature moves in the mix to help up your score a little faster (if you haven't been doing that in the first place).

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6.7. Burnside, Portland

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General Contest Strategies

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The second contest in the game, Burnside provides you with a little bit more of a challenge than Chicago. Here are some good tips to help you obtain a high score from the judges:

- 1: When you start, proceed forward and do a little flip/spin combo off of the little ramp thing there - it doesn't hurt to utilize every little thing in the park.
- 2: For some good vert points, the best locations here are the bowl in the Northwest corner of the park (from the starting point), and the eyeball bowl to your right at the start.
- 3: For street points use the rails positioned on the decks of the quarterpipes or grind along the lips of everything vert - just don't get too repetitive with your tricks.

NOTE: REMEMBER that the judges score you on the variety and difficulty of the tricks you perform. Also keep in mind that this is a slightly more advanced event, so bring your A-Game to this one.

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6.8. Streets, San Francisco

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25,000 Points

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As you may have already guessed from the title, this level was practically made especially for street skaters, so you'll have no problem in that department. Vert skaters on the other hand have very little spots to choose from. You can use the two quarterpipes on the left when you reach the bottom of the hill at the start - this serves as a halfpipe of sorts, or you can use the bowl in the

somewhat hidden building across the street from the big pagoda.

#### Wreck 5 Cop Cars

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- 1: The first car is located directly behind you at the start. Wreck it.
- 2: For the next car, head down the hill and turn right when you reach the main road. Stay to the right and go to the mini parking lot in front of the donut shop.
- 3: Proceed down the road and head northeast at the intersection. Wreck the third car here.
- 4: The fourth car, as you may have already noticed, is parked right next to the third car. Wreck it.
- 5: For the fifth and final car, turn around and head the opposite direction on the street you're on. Turn left when you need to do so, then when you reach the end of this part of the street, the cop car will be parked next to a wall here.

#### Get S-K-A-T-E

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- S: Go down the hill from the start and turn left when you reach the street. Go in between the two quarterpipes and up the ramp against the wall on the left. follow this path to the S.
- K: From the S, ollie over the wall and drop down to the ground below. Head back to the starting point of the level (ugh) and head into the secret glass room on the right. Drop down from platform to platform, and turn right at the bottom. The K is in the little glass room here. To save some time and frustration your best bet would be to get this letter first.
- A: Head down the street past the donut shop and turn right at the intersection. Go all the way up the hill to the end of this road. Gap from quarterpipe to quarterpipe here to grab the A hovering in between them.
- T: Proceed back down the street and use the planter on right side of the quarterpipe across the street (on the right side of the street you're on) from the pagoda to launch yourself up to a ledge. Go forward into the ugly-looking room where the T is being held.
- E: Get out of the room the T was in and head down the street and enter the secret room with a bowl in located on the right side of the street. The E is positioned above the lip of the backside of the bowl.

#### Hidden Tape

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Head down the hill at the start and head straight down the road to the fifth cop car you smashed. Turn 180 degrees at the cop car and head towards the fountain. Fastplant into the little carved out pathway in the fountain structure and continue down this little path thing until you reach the end. Ollie from the structure to the roof ahead, then turn the corner, go straight, and ollie over to the next roof. Turn left at the wall here and head up the

steep slope. Go around the corner and up another slope, then, when you reach the very top, go to the end of the roof, turn 180 degrees and head up the steep yellow ramp thing. Launch off of the end of this ramp and through the top of the pagoda to obtain the last hidden tape in the game.

50,000 Points  
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There's only one thing to know in order to achieve the pro score goal in this level, and that's combo, combo, combo off of EVERYTHING. It's either that or you use the locations I've listed above in the high score objective walkthrough. Making good use of your signature moves doesn't hurt either.

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6.9. Roswell, New Mexico  
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General Contest Strategies  
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Roswell is without a doubt the hardest contest in the game, so make variety and difficulty your best friends in terms of performing tricks. Anyways, here are some tips to win the judges over:

- 1: For a good vert "line," drop in from the ramp at the start and use the little halfpipe area off to the right to hone your vert/signature move skills. Another good spot is the bowl in the "secret" room located in the back of the level.
- 2: If you just happen to be a street skater, the "E.T. Grind all the way against the right fence (from the starting point) is a great place to perform a huge combo and rack up some points.

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-= 7. Gap Listing =-  
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Below you will find an in-depth look at all of the gaps and transfers found in each level throughout the game.

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7.1 Warehouse Gaps & Transfers  
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Over The Pipe  
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Simply ollie over the halfpipe.

Secret Room  
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Ollie over the halfpipe and go through the room where the hidden tape is located.

Holy \$@!#

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A VERY difficult task; grind ENTIRE quarterpipe that spans along the ENTIRE back wall of the Warehouse.

Faceplant

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If you grind the rail towards the starting point, you'll be facing a quarterpipe. Launch over the quarterpipe and smash into the far wall without crashing.

Transition Grind

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Same thing as "Faceplant," but you must grind on the quarterpipe instead of airing over it.

Deck 2 Rail

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From the deck of the quarterpipe to the left of the starting point, ollie off and onto the rail below.

Big Rail

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Grind the entire handrail that's randomly placed in between the "Kicker Gap" and the halfpipe.

Taxi Gap

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Simply air from/over the taxi into the halfpipe.

Taxi 2 Ledge

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Ollie from the taxi to the ledge connected to the halfpipe.

Taxi 2 Rail

-----

Jump from the taxi over to the Big Rail.

High Rail

-----



Grind the rail above the flag/banner that's hovering above the quarterpipe along the back wall directly behind the halfpipe.

#### Monster Grind

-----

For this "gap," grind the High Rail first, then drop down to the lip of the quarterpipe below and grind that as well, all in one combo.

=====

### 7.2. School Gaps & Transfers

=====

#### Gimme Gap

-----

When you begin the level, air off of the end awning and grind on the planter below.

#### Handicap Rail

-----

Grind the huge rail located next to the staircase.

#### Garbage Ollie

-----

Ollie over any one of the dumpsters in the alley surrounding the indoor gym area.

#### Dumpster Rail Gap

-----

From the start go into the alley on your right, grind the rail that's propped up against one dumpster then ollie over to the rail that's against the dumpster on the other side and grind on it.

#### Planter Gap

-----

While grinding on a planter, ollie and grind on another planter without touching the ground.

#### Over The Air Conditioner

-----

Just launch over the giant air conditioner you grind down to get to the hidden tape.

## Roof 2 Awning

-----

Ollie off of the roof to the awning which has the hidden tape at the end of it.

## Roof 2 Roof

-----

Launch from the bigger roof over to the smaller roof located across the alley.

## Ditch Slap

-----

You know that big ravine type thing by the giant canyon of quarterpipes? Ollie over it using one of those rather small kicker things.

## Over a Footbridge

-----

Use one of the big ramp things positioned down in the ravine to sail clear over a footbridge.

## Swim Team Gap

-----

Simple, yet hard. Air from one pool to the other.

## Park Gap

-----

In the courtyard, there are two quarterpipes that are separated by a metal shed. Air over the huge gap in the quarterpipe on the right.

## Kicker Gap

-----

Ollie over the gap using the two kickers right past the Handicap Rail.

## Mini Gap

-----

Transfer from one quarterpipe to another quarterpipe or grind from one roof to another roof.

## Long Ass Rail

-----

From the start, turn left, drop off the awning, then grind either one of the concrete ledges surrounding the pathway that leads down to the pool area.

## Playground Rail

-----  
Grind the entire wall that's covered with graffiti.

Huge Rail  
-----

All you have to do here is grind the lip of the slightly lighter-colored quarterpipe in the halfpipe/canyon area.

Funbox to Rail  
-----

Ollie off of the funbox near the Playground Rail to the quarterpipe rail.

Funbox to Table  
-----

Transfer from a funbox to a picnic table.

Rail to Rail  
-----

... As it says.

Hall Pass  
-----

Grind the random rail that's stationed in between the two pools.

=====  
7.3 Mall Gaps & Transfers  
=====

Fountain Gap  
-----

Ride up escalator at start, then ollie into hole in from the ramp at the top.

The Flying Leap  
-----

Instead of the Fountain Gap, ollie off of the top floor the escalator just took you to and you'll get this gap when you land.

Rail Combo  
-----

Ollie from the high ledge used in The Flying Leap and grind on the rail below on the left side of the fountain.

Coffee Grind

-----

Grind entire rail that's to the left of the fountain.

Over a 16-Stair Set

-----

Air over the entire set of stairs located on the left side of the mall just past the Coffee Grind.

Going Down Gap

-----

Do a basic Ramp 2 Ramp gap over either one of the elevators as they're going up.

Going Up Gap

-----

Do a basic Ramp 2 Ramp gap over either one of the elevators as they're going down.

Skater Escalator Gap

-----

Air over the giant escalator about 3/4 of the way through the level.

For the Whole Atrium

-----

Grind the entire section at the end of the level.

Step Off Mezzanine

-----

Full name is 32 Step Off a Mezzanine; clear last flight of stairs from upper level of mall.

Over Huge 32 Set

-----

Clear same set of stairs as above gap, but from the lower level of the mall.

=====  
7.4. Skate Park Gaps & Transfers  
=====

## HP Transfer

-----

Ollie from the little quarterpipe just past the rail in the start of the level to the halfpipe or vice versa.

## Pool Hip

-----

Air over the middle part of the pool.

## Pool 2 Walkway

-----

Launch out of the pool to the walkway.

## Whoop Gap

-----

Gap the big space between the two funboxes that are home to the two side-by-side rails.

## Wall Gap

-----

Ollie over the width of the big rail at the start, not its length... that's too hard.

## Acid Drop

-----

Do the Pool 2 Walkway gap in reverse.

## Over The Box

-----

Ollie over the little box thing that's in front of the quarterpipe located along back of halfpipe.

## Over The Pipe

-----

Air over the pipe.

## Over The Rafters

-----

Get speed, then ollie off of the quarterpipe along back side of halfpipe, then hold Up on the D-Pad to sail over the rafters above the pipe.

## Rafter Rail

-----  
Same thing as above, just grind the rafter instead of sailing over it.

Light Grind  
-----

Right below the Rafter Rail, there's a light. Grind it.

Pipe 2 Box  
-----

Ollie out of the pipe and grind on the rail situated on the box featured in the "Over The Box" gap.

Walkway Rail Transfer  
-----

Use the ledge behind you when you start to ollie over to either one of the two side-by-side rails.

Pool Rail Transfer  
-----

Air from the pool to either one of the two side-by-side rails.

=====  
7.5. Downtown Gaps & Transfers  
=====

Car Ollie  
-----

Ollie over a car.

Cheesy Deck Gap  
-----

Where a "No Skating" sign is located, air from one quarterpipe over the short part of the deck where the sign is to the other side.

Deck Gap  
-----

Same as above, only gap middle, bigger part of deck.

Burly Deck Gap  
-----

Same as above, only gap the biggest part of the deck.

#### Truck Gap

-----

Ollie over a truck.

#### Sucky Room Gap

-----

Go to the roof where the bowl is, and you'll notice a little greenhouse-like room. Air off of the portion of roof into the little room on the other side of the street.

#### Wimpy Gap

-----

Ollie off of one of purple ramps in the fountain area onto the grassy place there.

#### Glass Gap

-----

At top of road that's only half paved, there's a glass building on the right side of the street. Gain speed, then launch off of SECOND ramp in front of building through second row of glass windows.

#### Big Ass Gap

-----

Same as above only you have to use first ramp to smash through the second row of glass windows.

#### T 2 T Gap

-----

Ollie from truck into tunnel area.

#### Secret Tunnel Entrance

-----

Air from the big kicker near truck into portion of tunnel that stretches across the street.

#### Tunnel Gap

-----

Ollie through the tunnel completely by using same method as the "Secret Tunnel Entrance."

## Over The Tunnel

-----

Same as above, only air over tunnel, not through it.

## Roof 2 Roof

-----

Use method that you used in order to obtain the hidden tape, only you must land on the other roof in the process.

## BS Gap

-----

Use kicker next to any bus stop to ollie over 'em.

## BS Grind

-----

Grind on any bus stop.

## Kicker 2 Street

-----

Use kicker you start on to ollie up to street behind you.

## Kicker 2 Ledge

-----

Hit kicker directly in front of you at start and launch over to ledge on the right.

## Billboard Grind

-----

Ollie from bowl on the roof by the greenhouse to the giant movie screen above the road that's under construction. Grind on it.

## Dirty Rail

-----

Launch from ramp at the end of alley you start in to one of the handrails that lead into the park.

## Death Grind Rail

-----

Use kicker on SECOND roof with the POOL (not a bowl), and if you launch off of it properly you should land on a rail below.

## Phat Gap



-----

Ollie over any one of the pathways leading into the park horizontally.

=====  
7.6. Downhill Jam Gaps & Transfers  
=====

Huge Water Hazard Gap  
-----

Ollie over first big section of water you come to in the level.

Neversoft Elec. Co. Gap  
-----

Ollie off of the rail where the E was located in S-K-A-T-E.

25/50/75/100 Feet  
-----

After fourth valve, head down ramp and hit kicker thing at bottom. The higher you get get (25, 50, 75, or 100 feet) into the air, the more points you'll get!

=====  
7.7 Burnside Gaps & Transfers  
=====

Transfer  
-----

Air into or out of the bowl in the Northwest corner of the level (from the starting point).

Twinkie Transfer  
-----

Ollie from the little yellow hump in the ground into the giant bowl.

Vert Wall Gap  
-----

Launch out of the eyeball ball and over the high wall.

Over Da Pool  
-----

Ollie over the eyeball pool.

### Bridge Gap

-----

Ollie off of weird funbox thing over the rather high bridge support thing.

### Bridge Grind

-----

Same as above, only grind on the support thing instead.

### Triple Rail

-----

Grind all three of the rails located along the border of the level.

## ===== 7.8. San Francisco Gaps & Transfers =====

### Lombard Gap

-----

Ollie over the ENTIRE first hill with the bushes scattered all over it... ugh.

### Lombard Ledge

-----

Grind ledge to the left on first big hill.

### Hubba Gap

-----

After first big hill, turn left and head to area with makeshift halfpipe. Use area on other side of bridge to air over it for the Hubba Gap.

### Hubba Ledge

-----

Grind the entire ledge on the bridge mentioned above.

### The Hook Rail

-----

Grind the green rail from the top of the Hubba area to the bottom.

### Acid Drop In

-----

Drop from ledge to the left of quarterpipe against wall near Hubba area into

the quarterpipe itself.

#### Over The Seven

-----

Ollie off of mini set of seven stairs next to the pagoda.

#### The Gonz Gap

-----

Start yourself under the pagoda, facing the spiral pathway thing across the street. Grind the low wall in front of you, then when the wall turns a little ollie off and grind on top of the mini two-stair set in front of you.

#### Street Gap

-----

After getting the letter A in S-K-A-T-E, head back down the hill, bear right, and break through the glass.

#### C Block Gap

-----

In the center square area, launch over the weird-looking octagonal staircase next to the pagoda.

#### Spine Gap

-----

In center square area, launch off of ramp over the low concrete wall.

#### Planter Gap

-----

Ollie from planter to planter in the center square area.

#### Oversized 8 Set

-----

Hurl yourself over the 8 set next to the donut shop to the street below.

#### Fountain Gap

-----

Launch from fountain to ledge on path to getting hidden tape.

#### Pagoda Gap

-----

Ollie from the yellow ramp on the roof to glass structure (pagoda) where the hidden tape is/was located.

Porch Gap

-----

Ollie over the ledge near the hook rail.

Handi Gap

-----

Air from quarterpipe in front of donut shop over the handicap ramp to the quarterpipe on the other side.

Down the Spiral

-----

Grind the spiral pathway in its entirety from the room where you found the T in S-K-A-T-E.

Backwoods Ledge

-----

Grind on ledge right before room with the letter T in it.

Bendy's Lip

-----

Grind whole section of quarterpipe in corner of level next to a cop car.

=====  
7.9 Roswell Gaps & Transfers  
=====

Deck Gap

-----

Air over little island in middle of level by using the kickers marked with white arrows. Gain speed for this one.

Low Deck Gap

-----

Ollie over middle section where the long rail is.

High Deck Gap

-----

Ollie over the ENTIRE middle section/the high part.

Channel Gap

-----  
Air over the channel in the hidden room with the pool in it (in back of level).

Rollin Channel Gap  
-----

Gap over the starting rollin from one quarterpipe to the other.

Pool Grind  
-----

Grind around the entire lip of the pool.

B-House Grind  
-----

Grind rail to your left at start - the one that changes from low to high to low again.

E.T. Grind  
-----

Enter secret room near right of stage with the alien in it. Go out other side, then grind on series of rails to the end.

M.B. Emerson Grind  
-----

Launch off of long quarterpipe on the high deck to the "B-House Rail" and grind on it.

Deck Grind  
-----

Jump from steel pipe thing to center rail. Keep in mind that you must land on the hump near the beginning of the rail.

\*\*\*\*\*

=====  
== 8. Signature Move Listing ==  
=====

Tony Hawk  
-----

- Left, Left, Square: 540 Board Varial
- Down, Right, Square: 360 Flip to Mute
- Right, Right, Circle: Kickflip McTwist
- Right, Down, Circle: The 900

Bob Burnquist

-----

Up, Down, O: Backflip  
Left, Up, Triangle: Burntwist  
Right, Right, Triangle: One-Footed Smith

Kareem Campbell

-----

Down, Up, Circle: Frontflip  
Left, Right, Square: Kickflip Underflip  
Up, Down, Triangle: Casper Slide

Rune Glifberg

-----

Right, Right, Circle: Kickflip McTwist  
Left, Right, Circle: Christ Air  
Up, Down, Square: Front-Back Kickflip

Bucky Lasek

-----

Down, Up, Square: Varial Heelflip Judo  
Left, Right, Circle: Fingerflip Airwalk  
Right, Right, Circle: Kickflip McTwist

Chad Muska

-----

Down, Up, Circle: Frontflip  
Right, Right, Square: 360 Shove It Rewind  
Right, Down, Triangle: One-Footed 5-0 Thumpin'

Andrew Reynolds

-----

Up, Down, Circle: Backflip  
Left, Left, Square: Triple Kickflip  
Down, Down, Triangle: Heelflip to Bluntslide

Geoff Rowley

-----

Up, Down, Circle: Backflip  
Right, Down, Square: Double Hardflip  
Left, Right, Triangle: Darkslide Grind

Elissa Steamer

-----

Up, Down, Circle: Backflip

Left, Down, Square: Judo Madonna  
Left, Left, Triangle: Primo Grind

Jamie Thomas  
-----

Down, Up, Circle: Frontflip  
Left, Down, Square: 540 Flip  
Up, Up, Triangle: One-Footed Nosegrind

Officer Dick  
-----

Down, Up, Circle: Yeehaw Frontflip  
Left, Left, Circle: Assume the Position  
Left, Right, Triangle: Neckbreak Grind

Private Carrera  
-----

Right, Left, Square: The Well Hardflip  
Left, Right, Circle: Somi Spin  
Left, Up, Triangle: Ho Ho Ho

\*\*\*\*\*

=====  
-= 9. Cheat Codes =-  
=====

Don't feel like earning everything the game has to offer fair and square? Then cheat!

=====  
Normal Codes  
=====

Unlock Everything  
-----

Pause game, hold L1 and press Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle.

Full Stats  
-----

Pause game, hold L1 and press X, Square, Square, Triangle, Up, Down.

Skinny Skater  
-----

Pause game, hold L1 and press X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Moon Gravity

-----

Pause game, hold L1 and press Square, Left, Up, Square, Left.

Toggle Blood On/Off

-----

Pause game, hold L1 and press Right, Up, Square, Triangle.

=====

Unlockables

=====

Officer Dick

-----

Complete all 30 Tape Challenges in Career Mode to unlock Officer Dick as a playable character.

Unlock Bails Video

-----

Obtain a gold medal in all competitions.

Unlock Skater Videos

-----

Complete Career Mode in its entirety to unlock video footage of the skater you beat the game with.

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== 10. Closing Statement ==

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First off, I would personally like to thank Neversoft and Activision for making such an amazing and innovative skateboarding game, as well as GameFAQs for posting this guide. Aside from that, any unauthorized use of any part of this guide is strictly FORBIDDEN unless you receive my consent.

If you or someone you know has anything they'd like to add to this guide, please don't hesitate to E-Mail me at dspector88yahoo.com. I'll gladly accept any submissions, so send away!

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